



GEKI

GET-OUT KIDS AND INTERACT

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Nowadays children are sometimes
too exposed to displays and technology...



PURPOSE



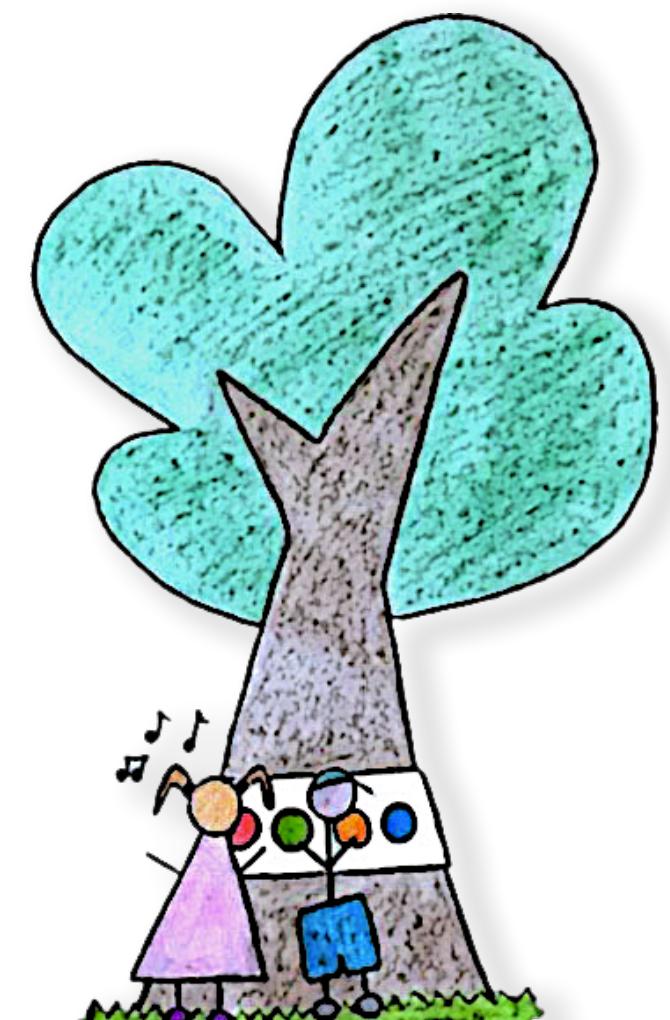
GOALS

SMART DEVICE

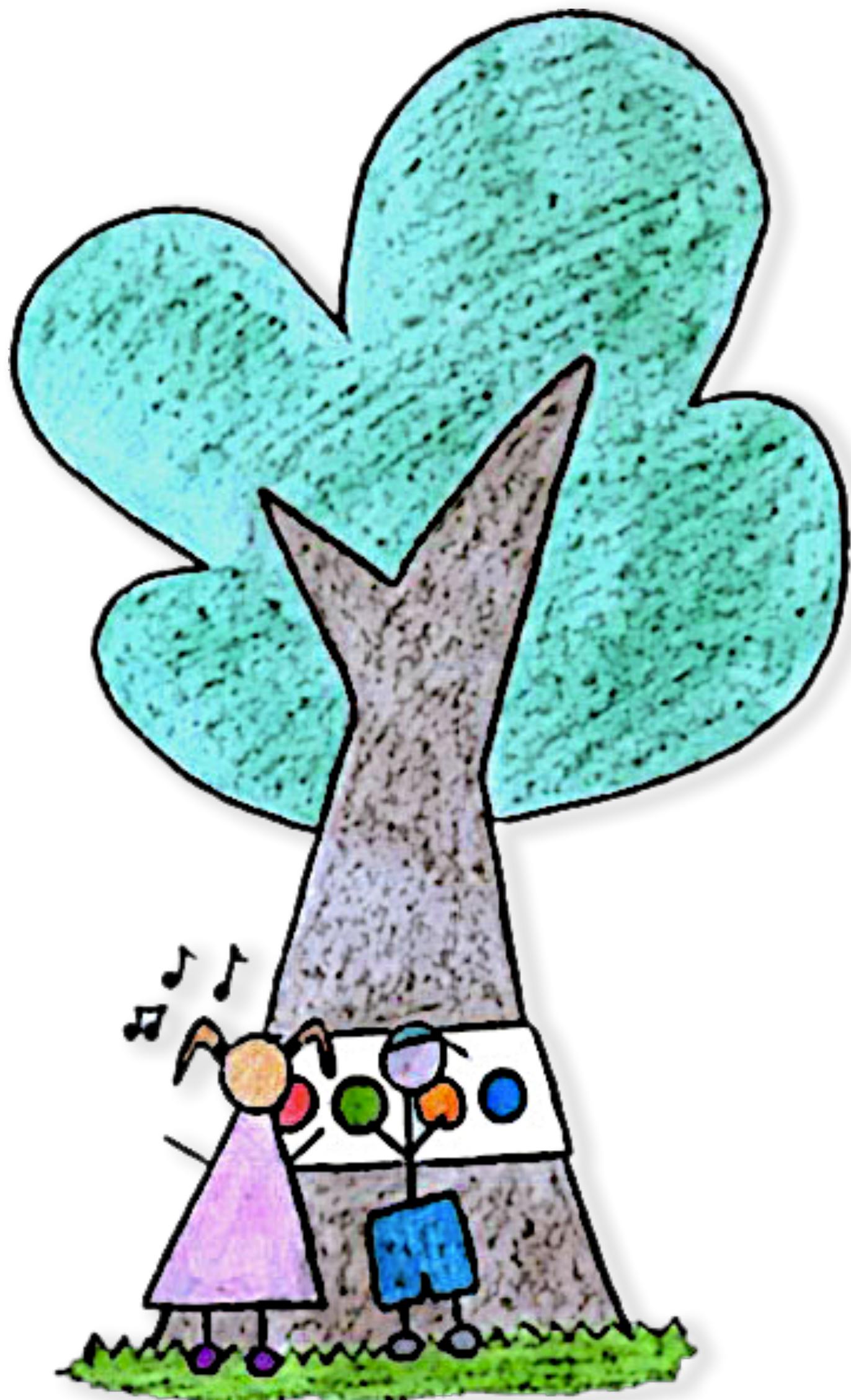
To motivate children to interact with the nature while enjoying

GAME

To be attractive and instructive and make children explore the nature



SMART DEVICE

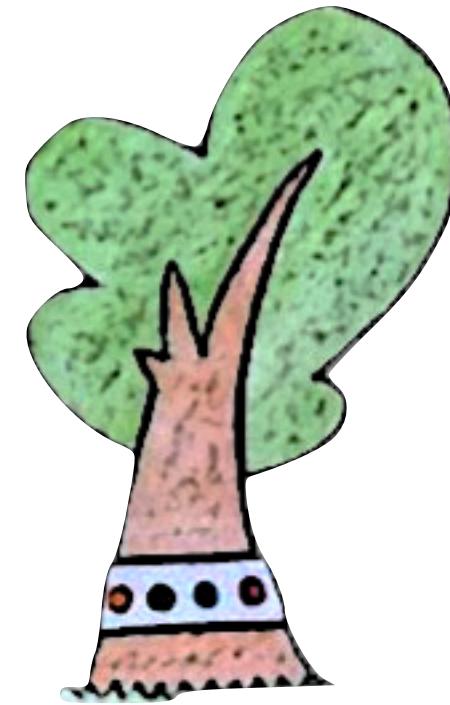


COMPOSITION

A band with a micro controller plus 4 bright buttons, 2 speakers for 5-8 years-old children (also inclusive)

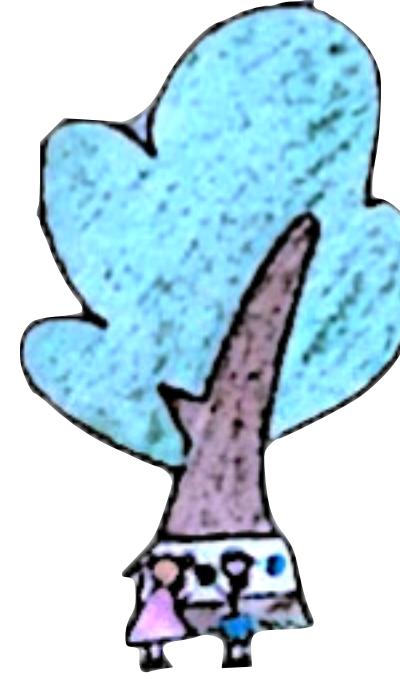
INTERACTION

- Light
- Sound
- Touch



GAME

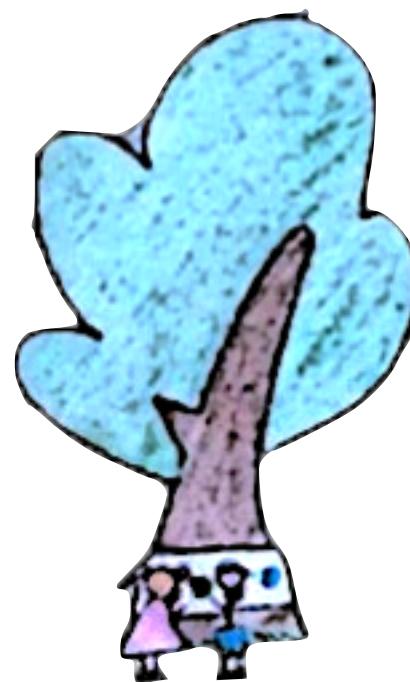
TREASURE HUNT

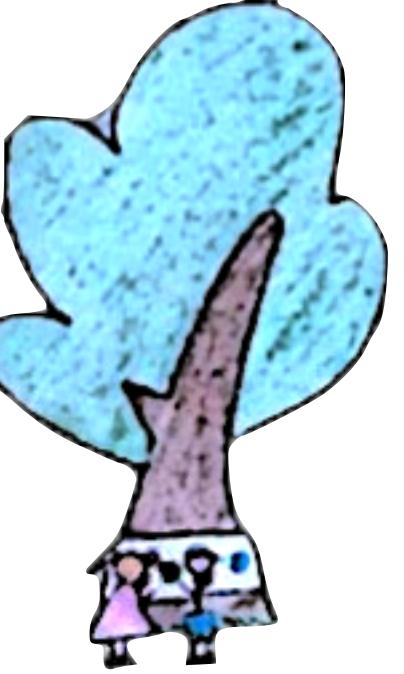


Each tree tells a chapter of a story.

Based on some clues the children find the next tree in order to know the next part of the story.

When the children reach the end, they learn the educative moral of the story.





USER STUDY

PHASE 1

MEETING WITH THE
TEACHERS



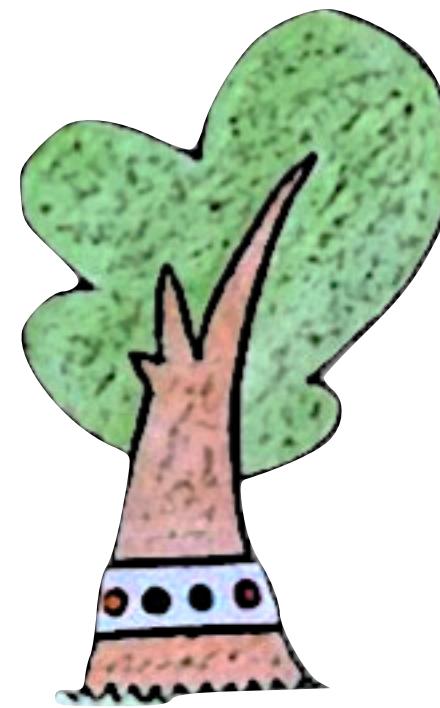
GOALS



Verify if the teachers
approve the device

Review the subject of the
stories

Identify new ideas to
improve the learning
experience



USER STUDY

PHASE 2

OBSERVING THE CHILDREN

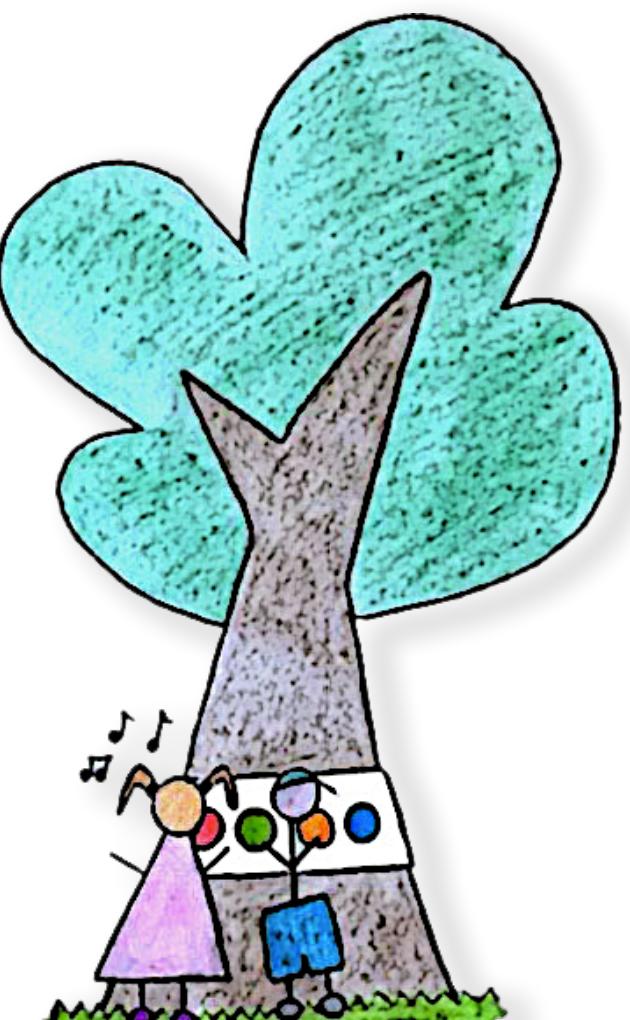
Verify if the children approve the device

Check if the age range is the right one

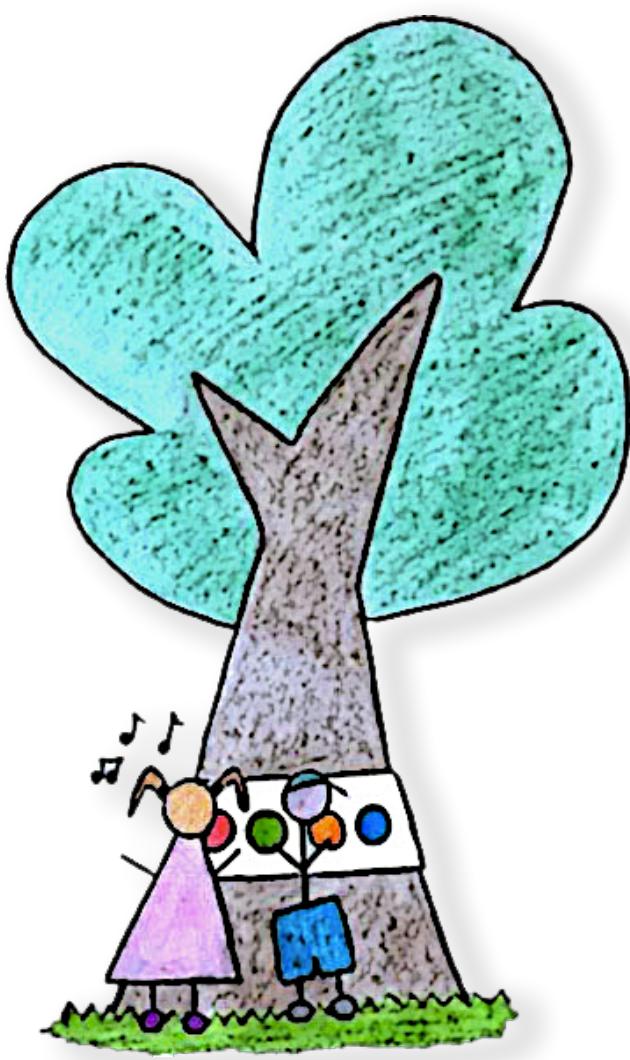
GOALS

Verify if the game is instructive

Identify new ideas to make the game and/or the device more attractive



FUTURE IMPLEMENTATIONS



- RFID Cards representing characters, settings or other elements of the story, in order to adapt it to the user
- Possibility to implement many other new games
- Interacting with other smart objects in the park (ex. ABBOT)
- Capacitive fabric instead of buttons

