Scripts for the films about the apps of the story *The polyhedron carousel* (15-19+)

All the games begin and end in the same way:

Beginning

The initial image is projected during 5 seconds. The title includes: the name of the app (for instance "Mirror Maze"), the mathematical subject -- "Symmetry", the corresponding age-group -- "15-19+", and a link to the app in the repository -- "https://...".
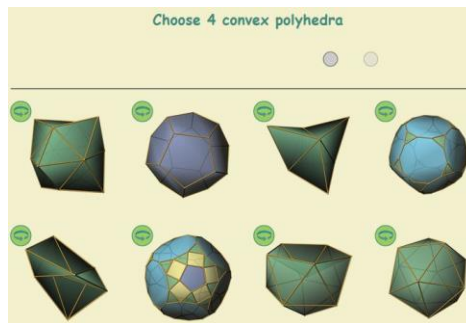

Ending

Background: black screen. **White text displayed**:

- Mathina Project with the UE logo;
- List of partners with the corresponding logos;
- The educator's repository address.

Scripts for the films about the apps:[1]

Game 1, Separating convex polyhedra

1. **Background**: a static image of the app.

- Simultaneously, the following **voice-over** is heard:

    "*This is the app "Separating convex polyhedra" from the story "The polyhedron carousel"".*

- Then, the following **voice-over** is heard:

    "*While in the technician's office, Mathina and Leo are introduced to a new "class" of polyhedra: the convex polyhedra.*

    The aim of this game is precisely to select the convex polyhedra from among a set of polyhedra."

2. A **screen recording** is projected showing someone solving the app. **Voice-over**:

    "*You can choose a polyhedron by clicking on it. After choosing 4 polyhedra, you should press this button* .

    There are 2 rounds: in all of them, you must choose all the convex polyhedra.

    If in doubt about one polyhedron, you can click . *Then, a rotating image of that polyhedron is presented. To stop the rotation, press* . *Now, if you want, you can rotate the polyhedron manually. To go back to the main menu, you just need to close the window.*

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[1] The text in italic represents the content of the voice-over.

If, at one point, you make a mistake and select wrong polyhedra, you can go back by clicking *. And then you can correct your answer."*

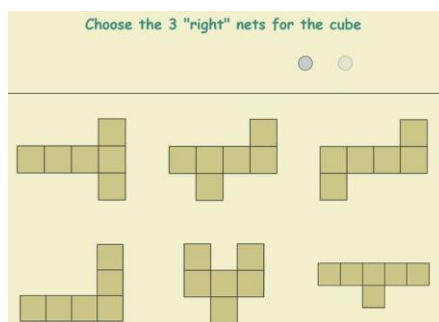3. **Background**: the medals awarded at the end of the game. **Voice-over**:

   "*In this game, I've received one gold medal and one silver medal.*"

4. **Screen recording**. **Voice-over**:

   "*With this app, in a playful and interactive way, it is possible to identify the convex polyhedra.*"

Game 2, Choosing the right nets for the cube

1. **Background**: a static image of the app.

- Simultaneously, the following **voice-over** is heard:

   "*This is the app "Choosing the right nets for the cube" from the story "The polyhedron carousel"".*

- Then, the following **voice-over** is heard:

   "*While in the technician's office, Leo makes a new discovery: it is possible to draw nets of six squares in such a way that, when you fold them, you create a cube.*

   The aim of this game is precisely to select the right nets for the cube."

2. A **screen recording** is projected showing someone solving the app. **Voice-over**:

   "*You can choose a net by clicking on it. After choosing 3 nets, you should press this button* *.*

   There are 2 rounds: in both of them, you must choose all the right nets.

If, at one point, you make a mistake and select wrong nets, you can go back by clicking *. And then you can correct your answer."*

3. **Background**: the medals awarded at the end of the game. **Voice-over**:

   "*In this game, I've received a gold medal and a silver one."*

4. **Screen recording**. **Voice-over**:

   "Which tools are available in the program?

   - *this button (* *) allows you to see the corresponding net being transformed into a cube, by folding it. To stop the animation, press* *. To go back to the main menu, you just need to close the window;*
   - *this button (* *) restarts the game;"*

5. **Screen recording**. **Voice-over**:

   "*With this app, in a playful and interactive way, it is possible to identify "good" nets for a cube."*