

Video script

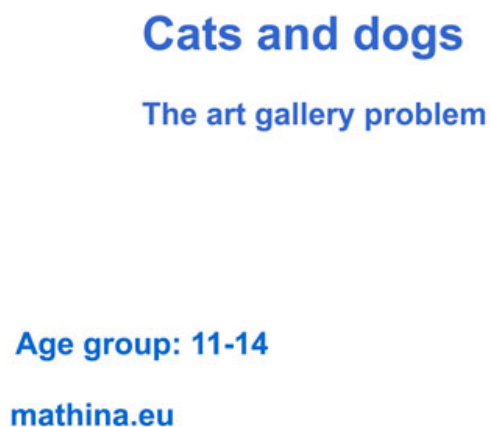
Beginning

The initial image is projected during 5 seconds.

Cats and dogs

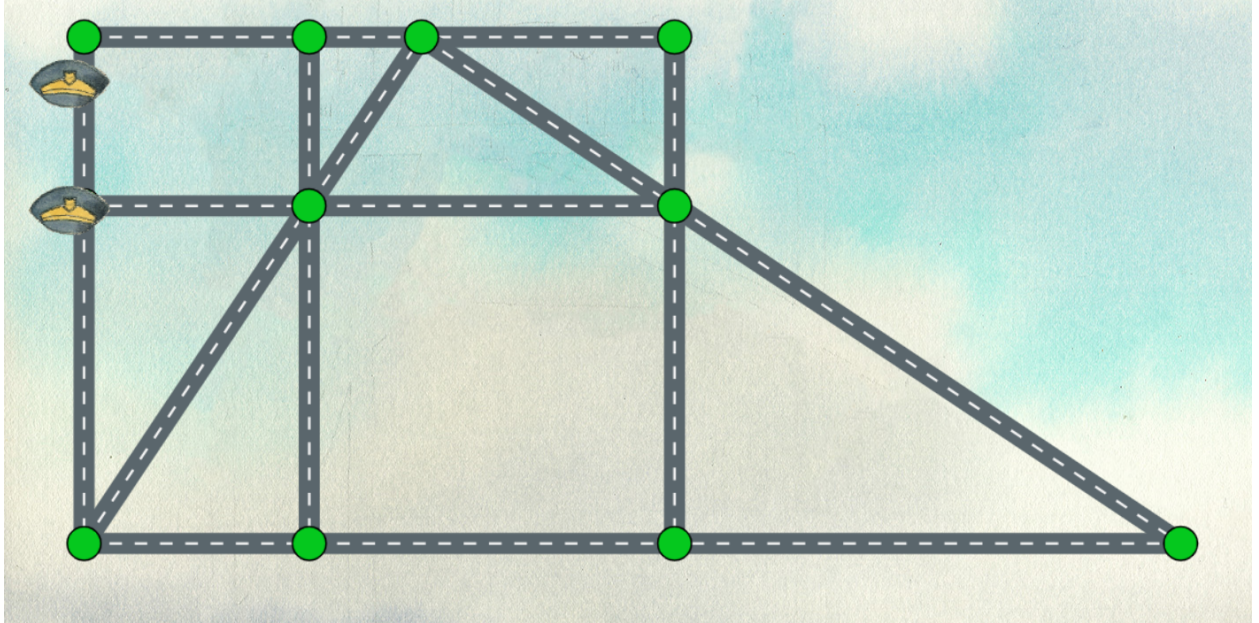
Mathematical subject: The art gallery problem

Age-group: 11-14



Game 1.

1. A static image of the app:



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

“Mathina and Leo would like to help two policemen find out how to patrol all of Logi-city’s streets at the same time.

The aim of this app is to find out through free experimentation, whether or not two policemen are enough to patrol all the streets of the city.”

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

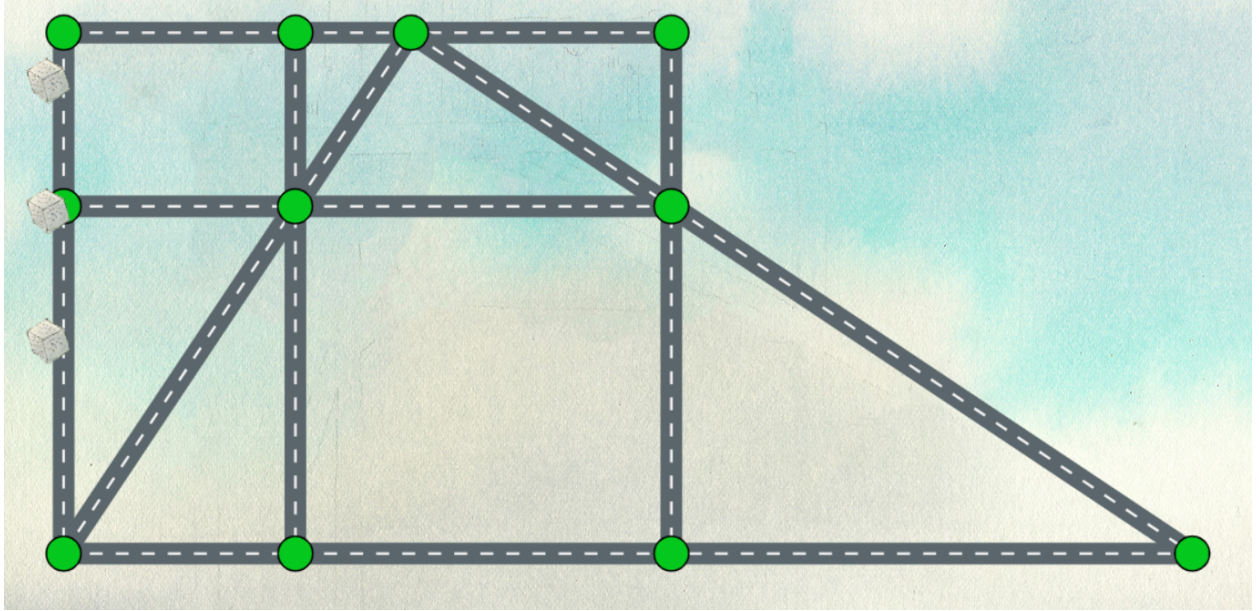
“The app screen shows a street layout and two police hats. You are able to move the hat icons on the map. Once you touch upon a crossing, the roads patrolled will appear highlighted.”

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

“With this app, in a playful and interactive way, it is possible to freely experiment with how to solve intuitively the famous “Art gallery problem”.

Game 2

1. A static image of the app:



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

“The aim of this app is to find out through free experimentation, whether three policemen are able to survey all streets of the city - and if yes, how?”

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

“The screen shows a street layout and three sugar cubes. You are able to move the sugar cubes on the map and once you touch on a crossing, the roads overseen will appear highlighted. If you successfully find your way to the door, you see this screen.”

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

“With this app, in a playful and interactive way, it is possible to experiment with how to solve intuitively the famous ‘Art gallery problem’.”

END

A list of all credits presented in a black background: 1) Mathina Project with the UE logo, 2) list of the partners with the corresponding logos, 3) the educator’s repository address.