# PACT framework

## PEOPLE- children aged 6-14

**Target audience:** children from the age 6 to 14, in elementary and middle school, from Bologna

**Needs and characteristics:** to be entertained and educated while exploring the cultural heritage of their city; they tend to be easily bored so interesting stimuli must be provided

## ACTIVITES- museum visit with the application

**Scope and Goal:** design entertaining and educational tasks to solve, that satisfy the dystopical prompt and provides engaging visits to the museums

**Temporal Aspect:** in order to finish the whole map/game the user is allowed to use as much time as they want- task progress is saved

**Cooperation:** the activity at the current design development is meant to be carried out alone, supervised and helped by the adult that accompany the children

**Complexity:** the activity offers easy to solve task meant to be solved by kids from elementary to middle school

**Security:** no potential risk for the kids security

**Content:** minimum input and output content required

## CONTEXT- University Museums Network of Bologna

**Physical space:** varies from museum to museum of the network, generally well organized and situated in historical building

**Social context:** family oriented, both english and italian speakers

**Organisational context:** University of Bologna, the staff is already involved with children through laboratorial activities

## TECHNOLOGIES- application for mobile devices

**Media:** the application is based on graphic and textual prompt created ad hoc, all the picture and extra textual info are offered as link to the SMA website

**Hardware:** smartphone and tablets; printer for poster token.

**Software:** Android and iOS application

**Network:** required to be on-line to save progress- university wifi connection access to be granted