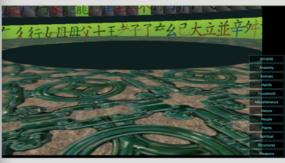
## **INTRODUCTION: "Explore Mode" in the Component Chamber Dome**

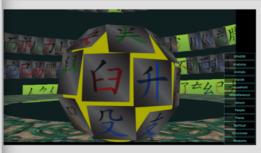






- —When the game opens, you find yourself inside the Component Chamber Dome. It is a massive dome made up of the 400 basic components that form all Chinese characters. This expansive space with its towering ceiling evokes emotions of awe and a sense of intrigue. You feel like you are in the presence of something great.
- —You are standing on a narrow scaffolding that wraps around the perimeter of the dome. You can walk around the scaffolding and look up and down to explore the dome.
- —Components you have already learned are pulsing/twinkling/sparkling. Ones you haven't learned yet are more obscure, as if clouds/fog/ink are blocking a clear view of them. As you unlock more, the dome will turn into a cloudless, sparkling starry night of twinkling component stars. It's like a map being slowly revealed as you explore it.
- —There are 11 Category Icons on the right side. These are the 11 categories which the 400 components can be divided into (for example: people, nature, animal, etc). When you click one of the Category Icons, all of the components that are in that category will fly down from the dome and form a Category Sphere in front of you. You can turn this Category Sphere to have a closer look at the components and also click the tiles of previously learned components to open a popup window with information about that component.
- —The towering dome is a bit intimidating, but the Category Sphere is smaller and more manageable. The camera perspective is slightly looking down on the Category Sphere, which elicits a feeling of being in control.





[Path: Next Playlist Item]
(locate the component)

Arratomy
(locate the component)

Correctly match a meaning scroll and its component
Spinture
Spinture
Weapons

Weapons

**Exercise 1: Match Riddle** 

When you are finished looking around the dome, to start a quest you must click a "play/ start" button somewhere on the screen.

When you click the play button, 3 things happen:

- A. Color-coded instructions appear on screen
- B. The 11 category icons turn red
- C. Stacks of blue scrolls appear on the scaffolding

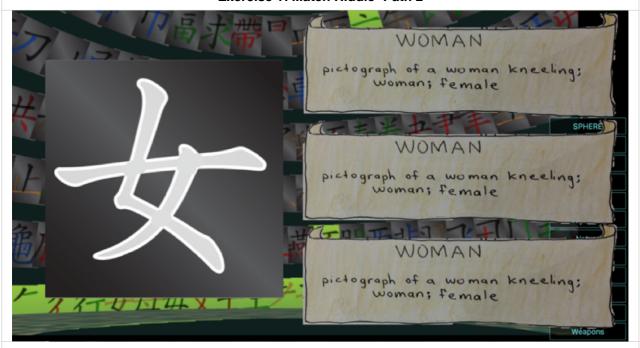
Exercise 1: Correctly match a "meaning scroll" and its component. There are 2 paths to do this "Match Riddle" exercise (explained on the next page). Desired emotion: sense of accomplishment from solving a semi-difficult riddle. Desired learning outcome: Understand that this component is a stylized picture. This exercise will help you remember what the component is a picture of because of thinking about it deeply.

**Exercise 1: Match Riddle- Path 1** SPHERE Anatomy WOMAN Hands Household pictograph of a woman kneeling; woman; female Structures WAMAN pictograph of a woman kneeling; woman; female WOMAN pictograph of a woman kneeling; woman; female WOMAN pictograph of a woman kneeling; woman; female 1174514XT

## Path 1:

- —If you click on or near any of the blue scrolls, that will activate the "Next Playlist Item" path. A scroll will fly up. That scroll displays the Short Meaning in all caps on top. Below that it displays the detailed Description in all lower case. Below that it, it displays a hint for which of the 11 Category Icons to search in. Your task is to locate the component that is described on the scroll.
- —Search through the 11 Category Icons, then when that icon's Category Sphere opens find the correct component. To make it simpler, only the correct Category Icon will open (if you try to open the wrong category, a red X will appear over it). When you open the correct category, on that Category Sphere there are only 3 or 4 components to choose between.
- -You have to select the correct component to pass this exercise.
- -Gold medal for completing this exercise on Path1 (it's harder than Path2).
- -Transition to the next exercise.

Exercise 1: Match Riddle- Path 2



## Path2-

- —If you click on or near any of the red category icons, that will activate the "Choose Your Own Component" path.
- —You can explore any of the 11 Category Icons. After an icon's Category Sphere opens you can choose the component that you want to learn.
- —When you make your selection, three scrolls fly up next to the component tile you chose. Each scroll displays the Short Meaning in all caps on top. Below that it displays the detailed Description in all lower case. (No category hint is displayed like in Path1). One of the scrolls is the correct answer, the other 2 are random.
- —You have to select the correct scroll to pass this exercise.
- Silver medal for completing exercise on Path2 (it's easier than Path1).
- —Transition to the next exercise.

## Checklist:

- 00- Correctly match a "meaning scroll" and its component. Desired emotion: sense of accomplishment from solving a semi-difficult riddle. Desired learning outcome: Understand that this component is a stylized picture. This exercise will help you remember what the component is a picture of because of thinking about it deeply.
- 01- User must hit a play button to have the instructions pop up on screen. Before they click play, they are in "explore mode", where they can walk around, look up down, and play with clicking through the category icons to open the category spheres. (Maybe one of the icons of the 400-component-sphere/dome is a "play" button.)
- 02- After they click the "play" button, the play icon turns into a magnifying glass icon (or something) to indicate the user can click it to return to "explore mode".
- 03- After they click the "play" button, 3 things happen: A. The color-coded instructions appear on screen (like the image "02- Chamber of Components with directions .png ").... B. The category icons turn red...... C. The scrolls on/in the floor turns blue.....
- 04- Path1- If the user clicks on or near any of the blue scrolls that are on/in the floor, that will activate the "Next Playlist Item" path. The scroll will fly up like image "A- locate component .png". It doesn't matter which scroll they click, the info that is shown will be for their next playlist item.
- 05- Path1- The scroll displays ShortMeaning in all caps on top. Below that it displays Description in all lower case. Below that it, it displays which color coded component icon the answer can be found in.
- 06- Path1- Only allow the user to select the correct category icon. An X appears over a category icon if they click the wrong one.
- 07- Path1- When they click the correct category icon, the category sphere opens.
- 08- Path1- When the category sphere opens, the scroll has to move out of the way, but still be somewhere the user can see it.
- 09- Path1- On the category sphere, don't show ALL of the components in that category. That would be too overwhelming to choose from. Only display the correct component and 2 or 3 other random ones.

- 10- Path1- If the user selects the wrong component tile, have a red X appear over it.
- 11- Path1- When the user selects the correct component tile, the category sphere disappears and only the correct component tile remains.
- 12- Path1- The scroll returns so that it is next to the component icon.
- 13- Path1- Matching exercise complete. Progress saved. Message appears: "Successful match!" [Proceed] button.
- 14- Path2- If the user clicks one of the red category icons, that will activate the "Choose Your Own Component" path.
- 15- Path2- The category sphere will open for the category they chose. All components on that category sphere will be displayed.
- 16- Path2- The other category icons are still visible, and the user can choose to open a different category sphere by clicking that icon.
- 17- Path2- When the user finally opens the category sphere they want, they can click on the component tile that they want to learn. The category sphere disappears and only the selected component tile remains.
- 18- Path2- Need an "X" somewhere in the corner of the tile or above it so that the user can close it if they accidentally chose the wrong one. Clicking the X would reopen that same category sphere.
- 19- Path2- Three scrolls fly up and stop (next to or below) the component tile. Each scroll displays Short-Meaning in all caps on top. Below that it displays Description in all lower case. (No category hint is displayed like in Path1). One of the scrolls is correct, the other 2 are random.
- 20- Path2- The user has to click the correct scroll. Clicking the incorrect scroll will cause an a red X to appear over it.
- 21- Path2- When the user selects the correct scroll, the other 2 scrolls disappear. Matching exercise complete. Progress saved. Message appears: "Successful match!" [Proceed] button.
- 22- Earn a gold medal for completing exercise on Path1 (it's harder). Silver medal for completing exercise on Path2.