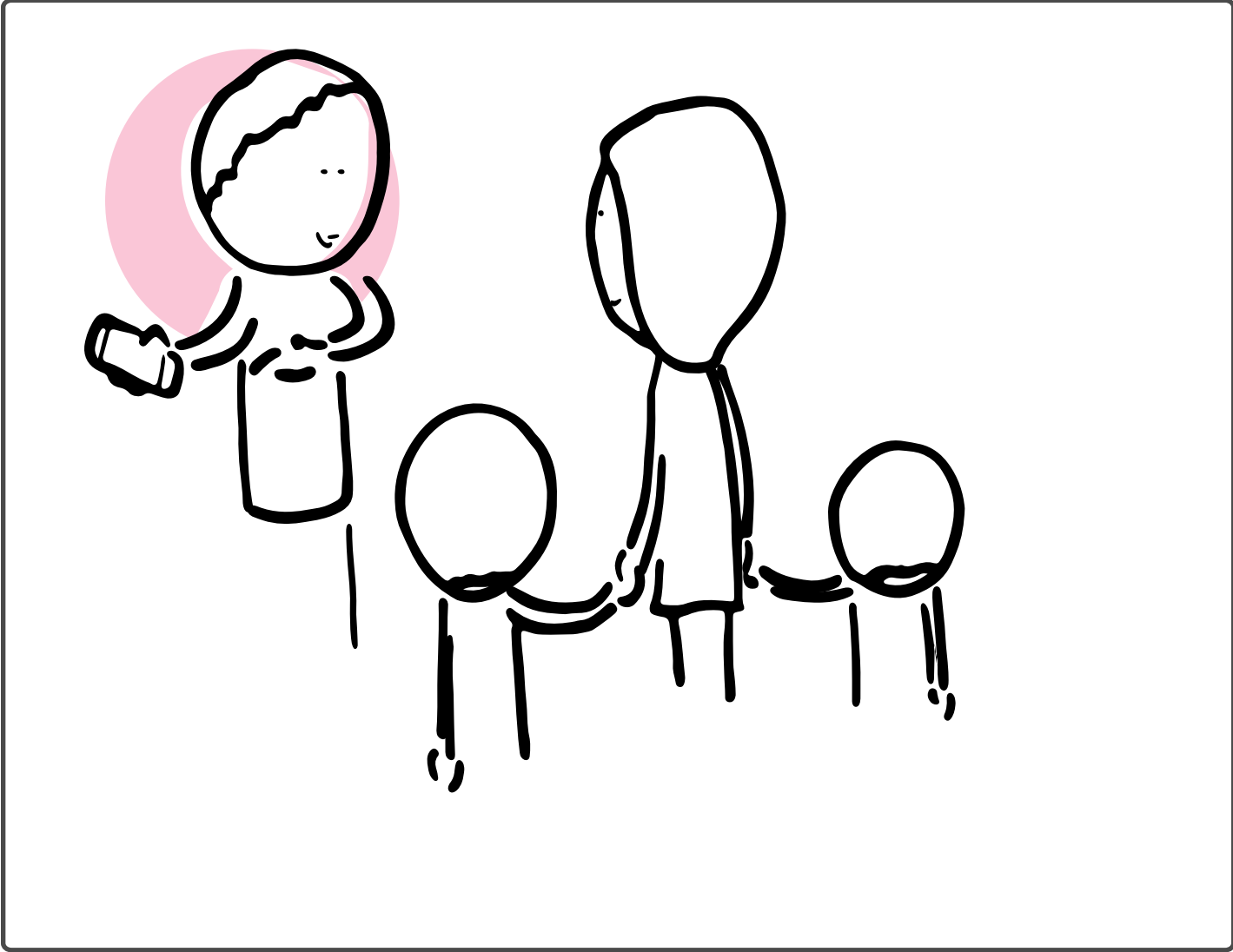
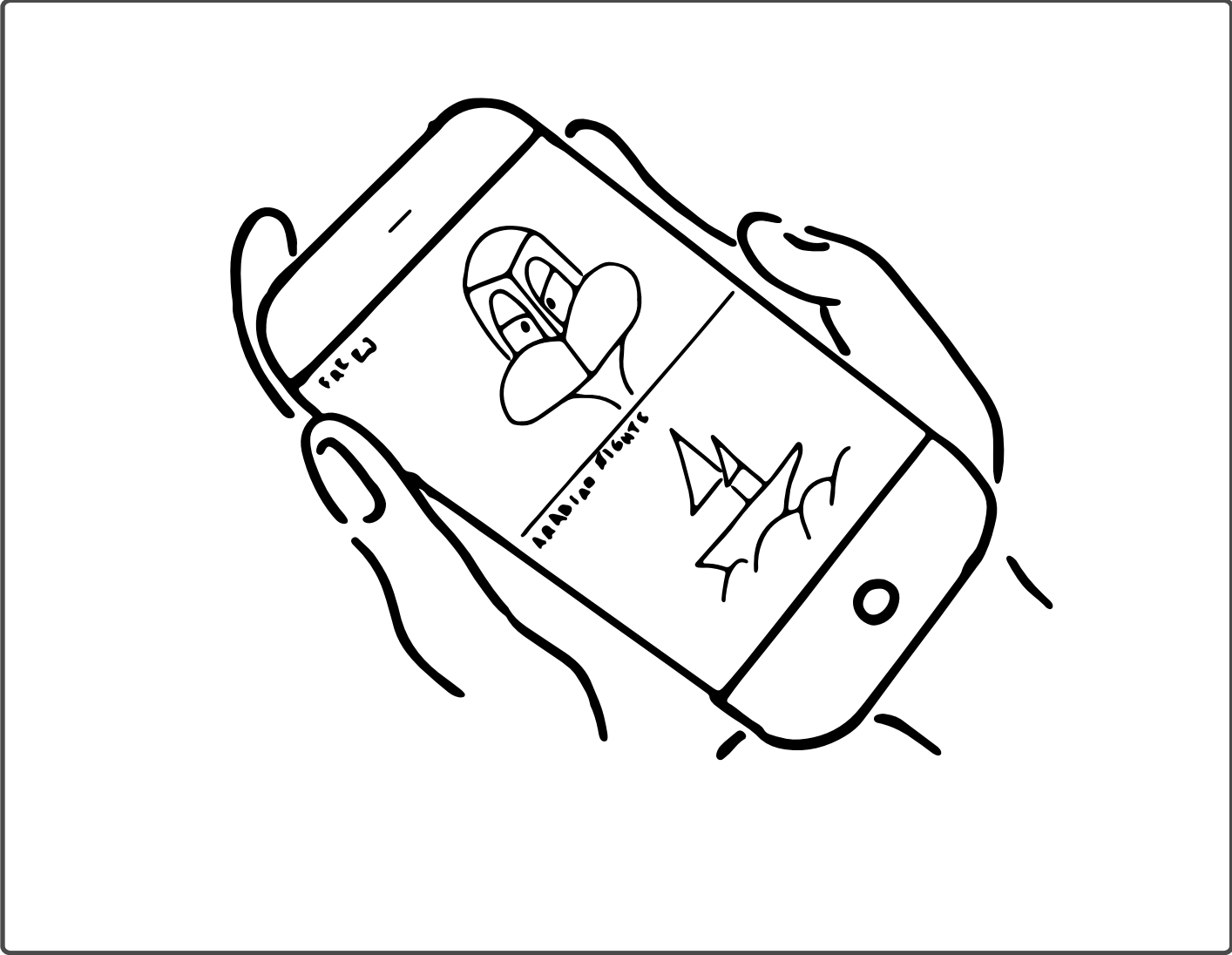


Children’s Library adventure, Engaging children to explore books and reading



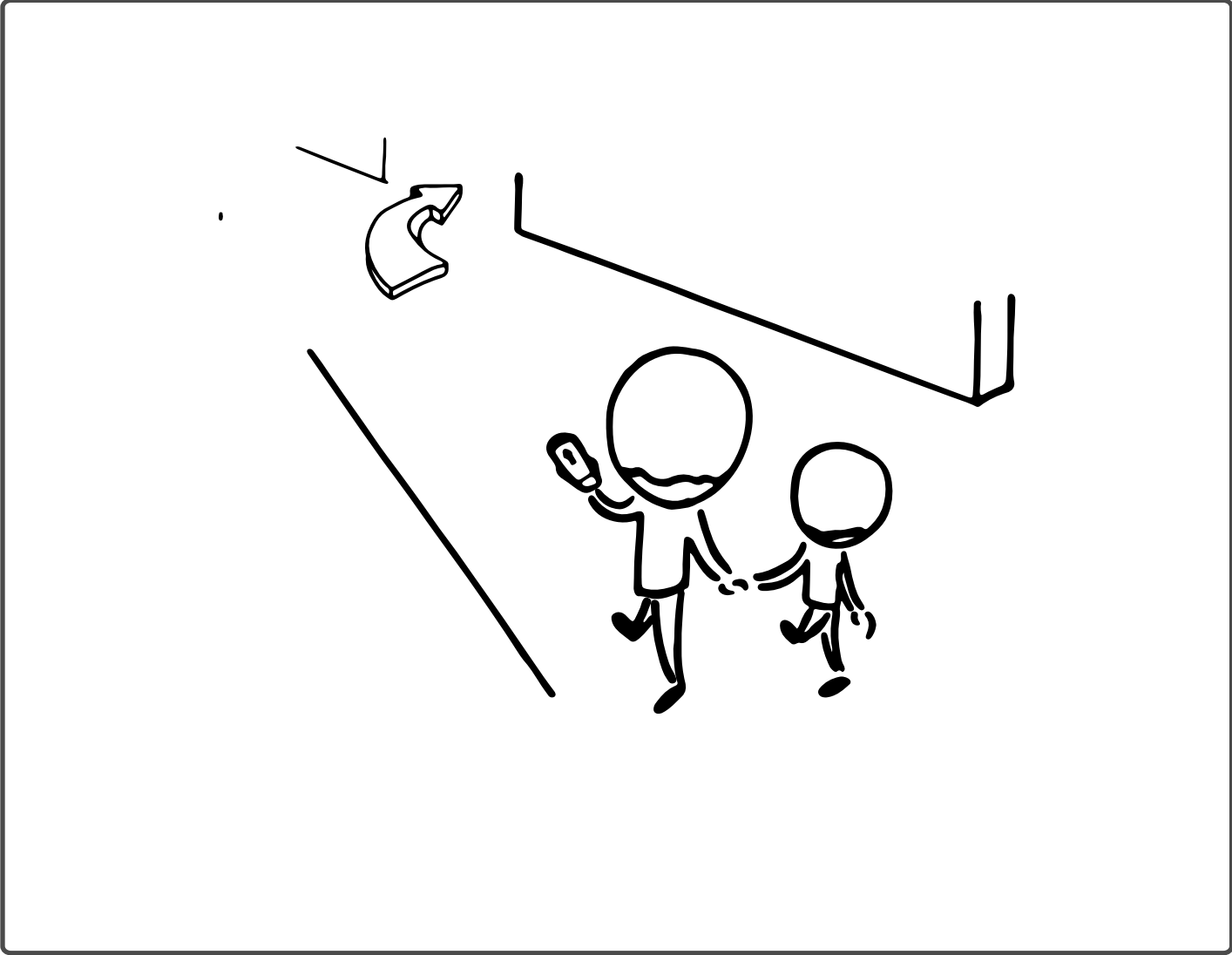
1. Introduction

John and his sister arrive at the childrens library with their mother and a librarian shows them the new library story book app



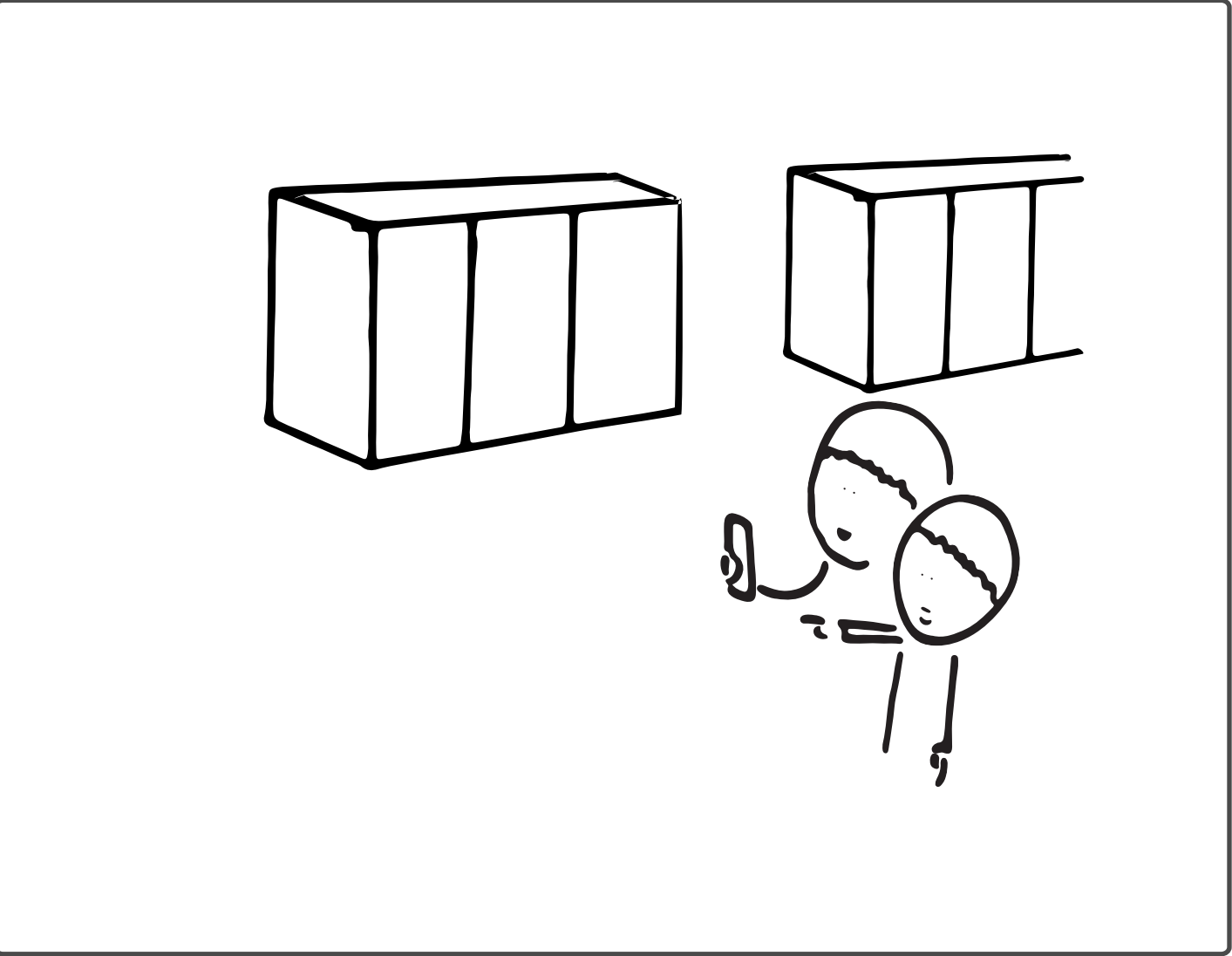
2. Adventure choice

John chooses the adventure he would like to experience. He chooses Gulliver’s travels.



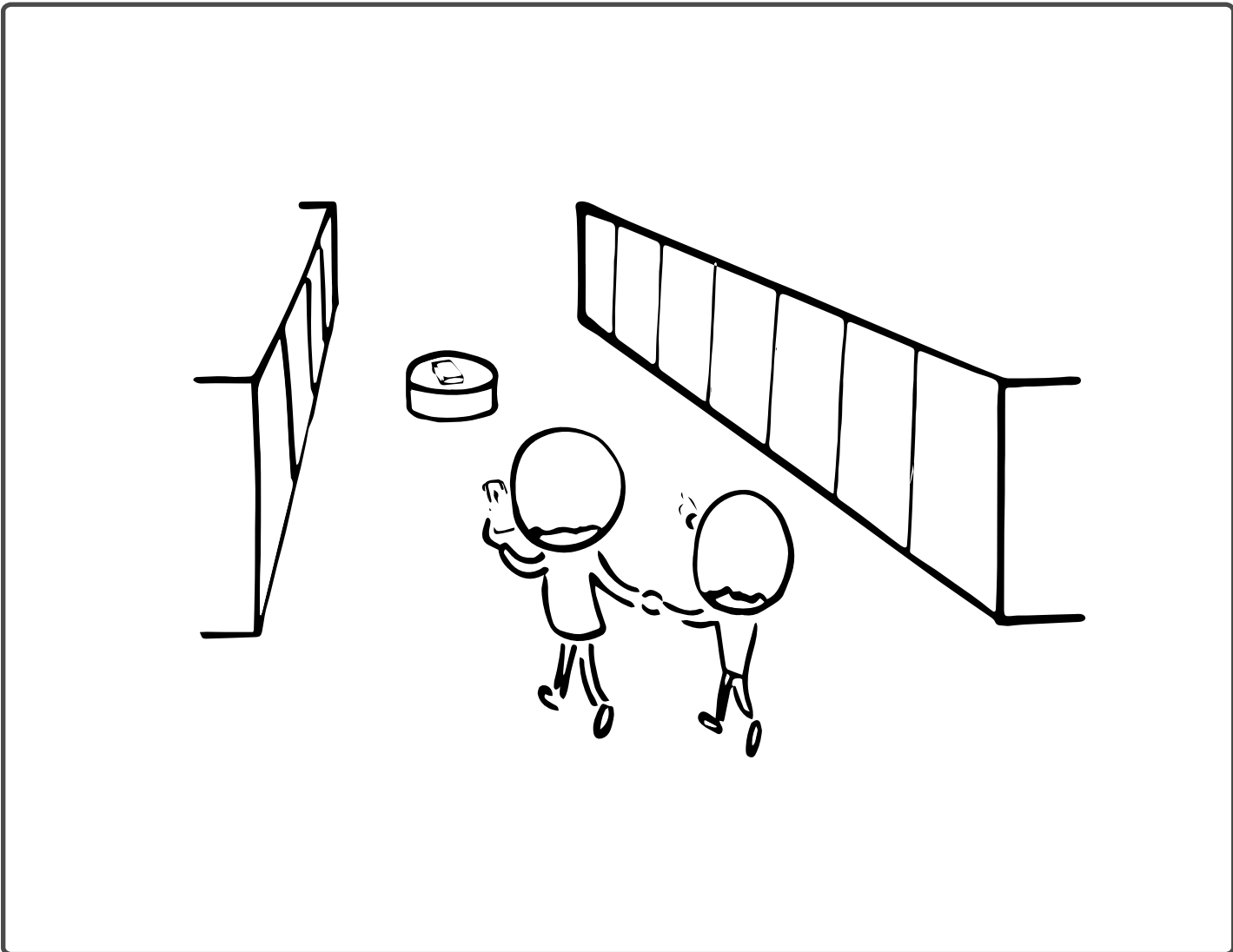
3. Treasure hunt

Together, John and his sister explore the library and discover parts of the story along the way.



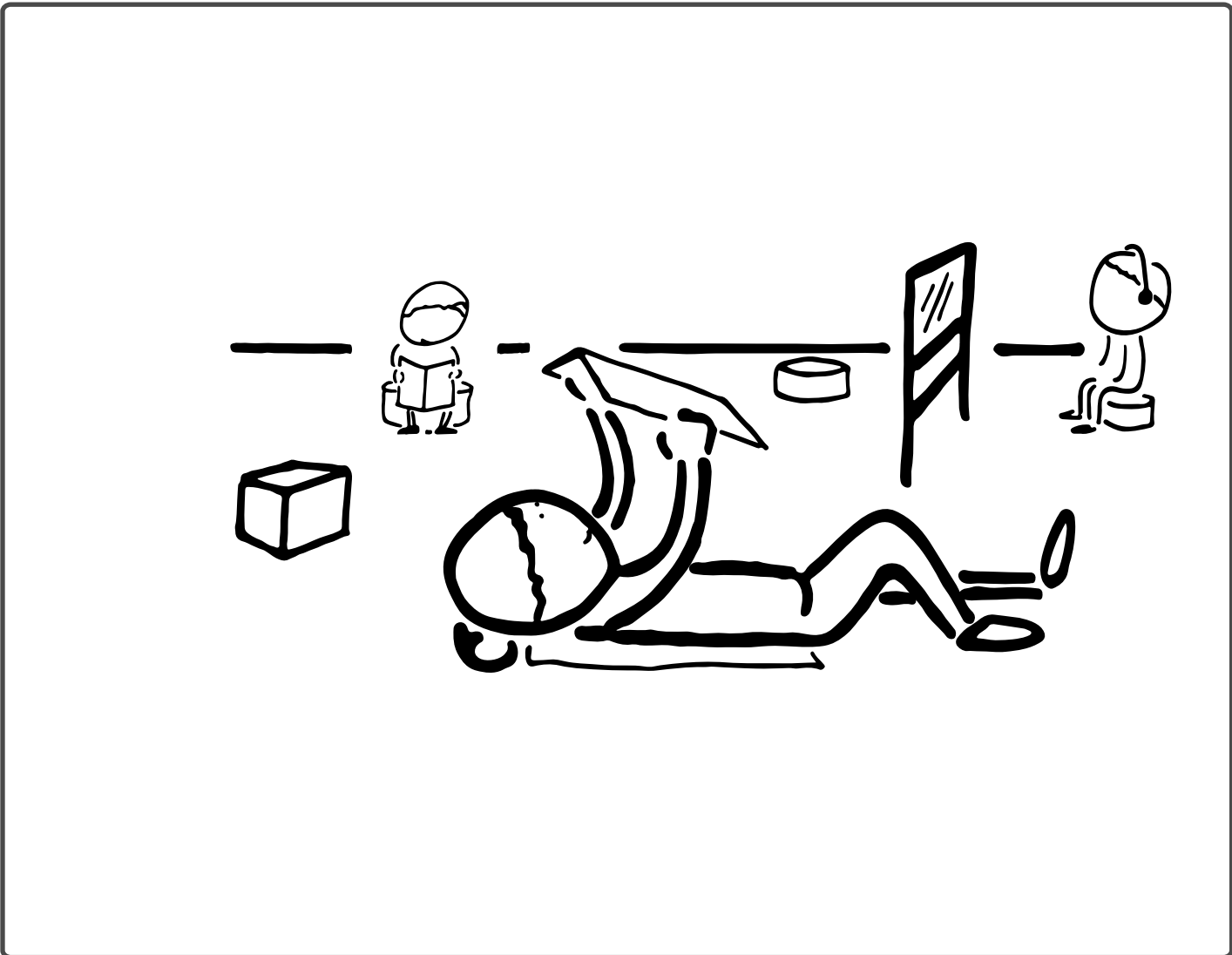
4. Bringing the story to life

Through augmented reality the story comes to life in different places.



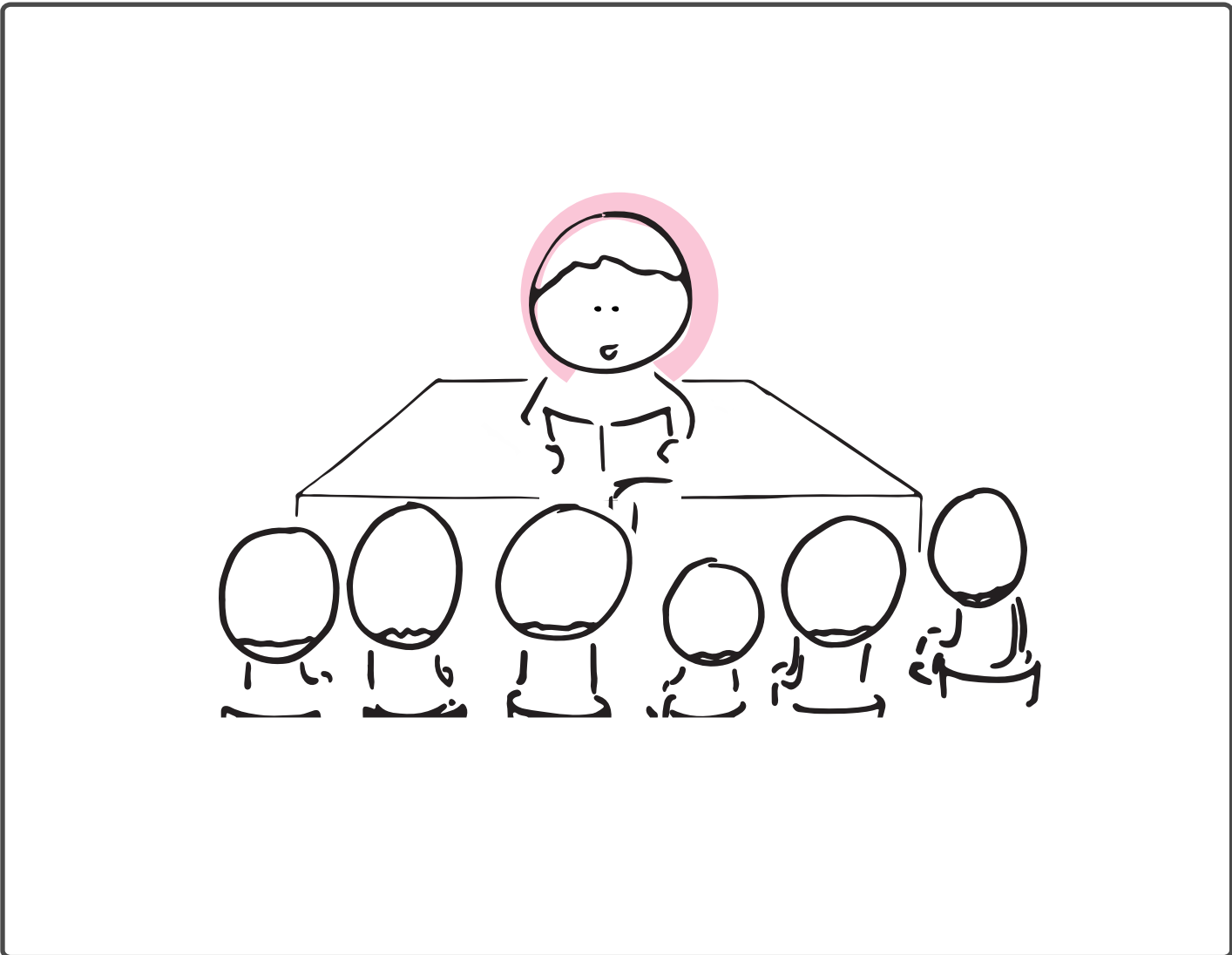
5. Find the book

Their journey ends with the discovery of the storybook itself where the interactive experience helps guide them to the shelf.



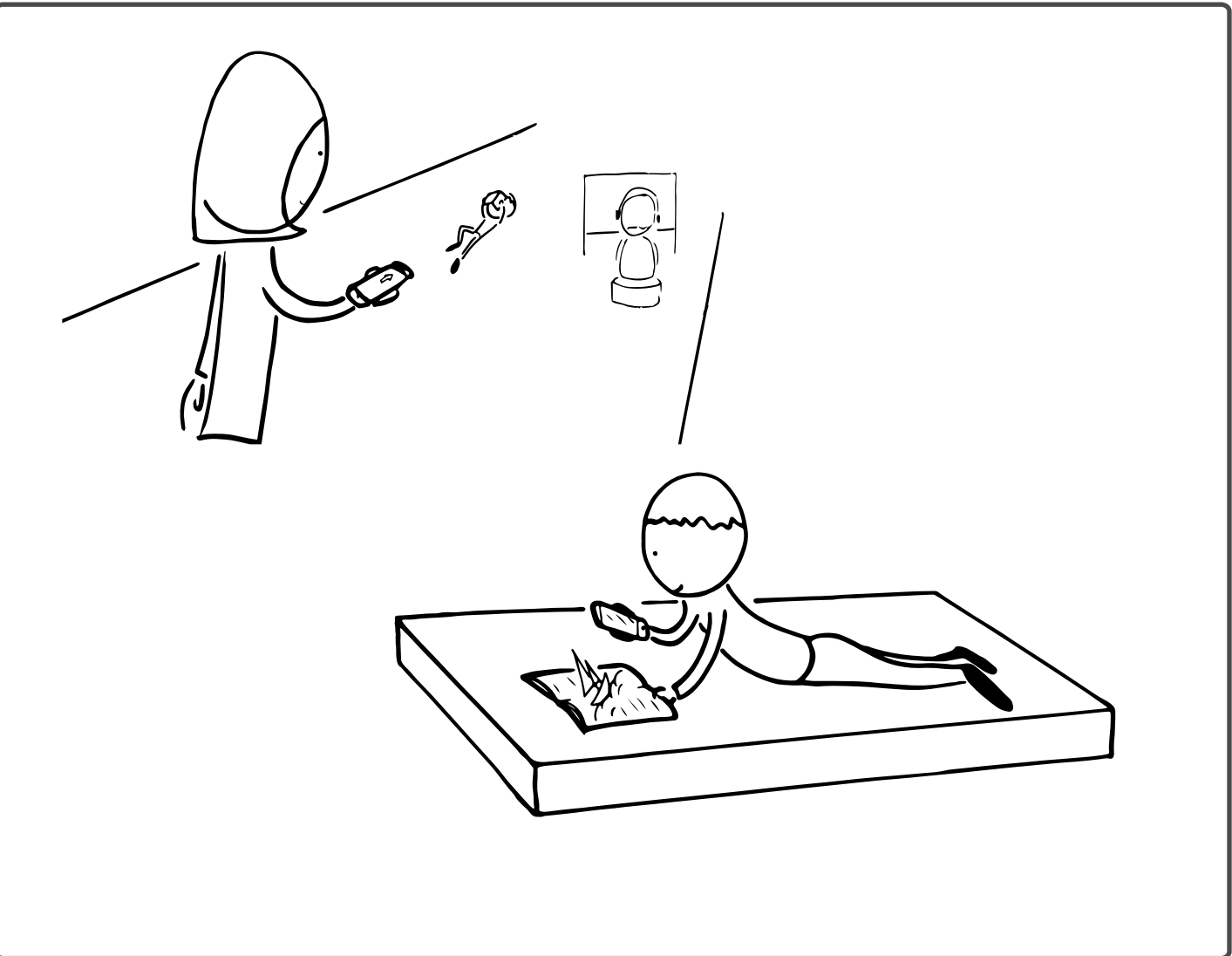
6. Time out

All the activity and excitement is tiring so they both relax in the childrens zone and read the story to themselves.



7. Performance

It’s story time and the children decide to listen to the librarian reading out a story.



8. Home experience

They take the storybook home to experience it at home and the next weekend John asks his mom if he can go to the library again?