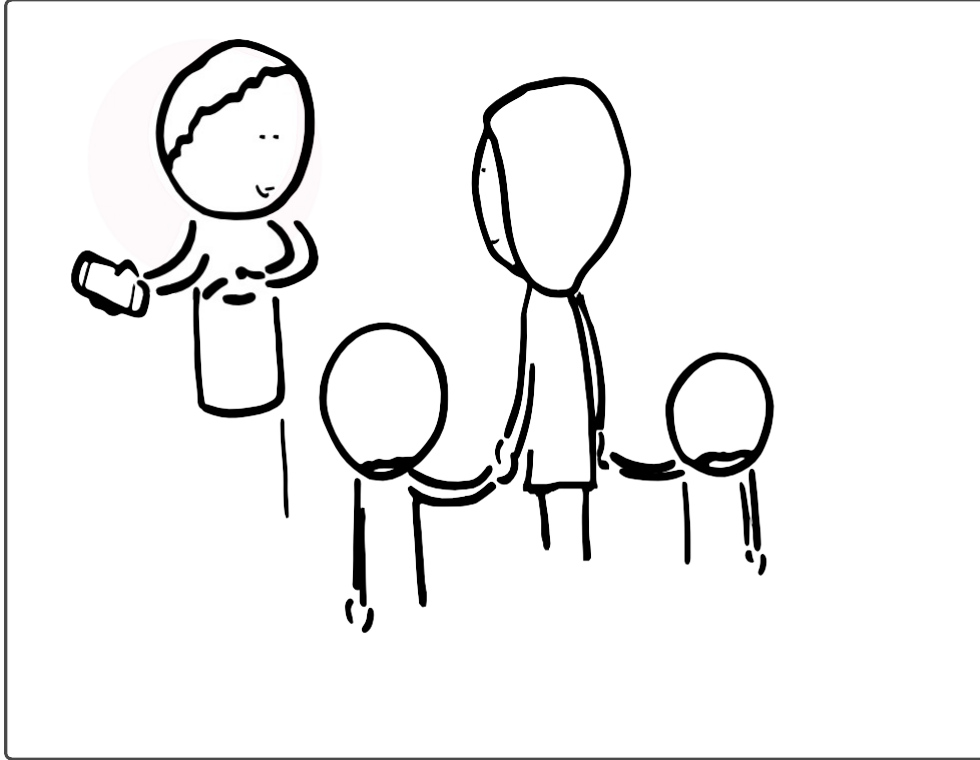
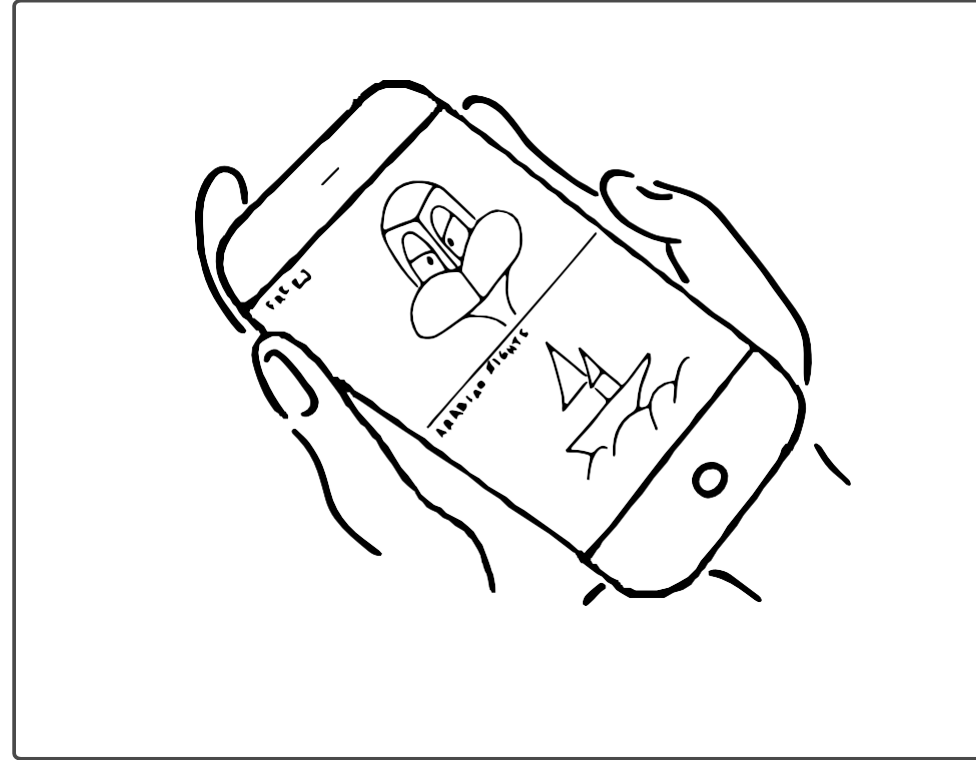
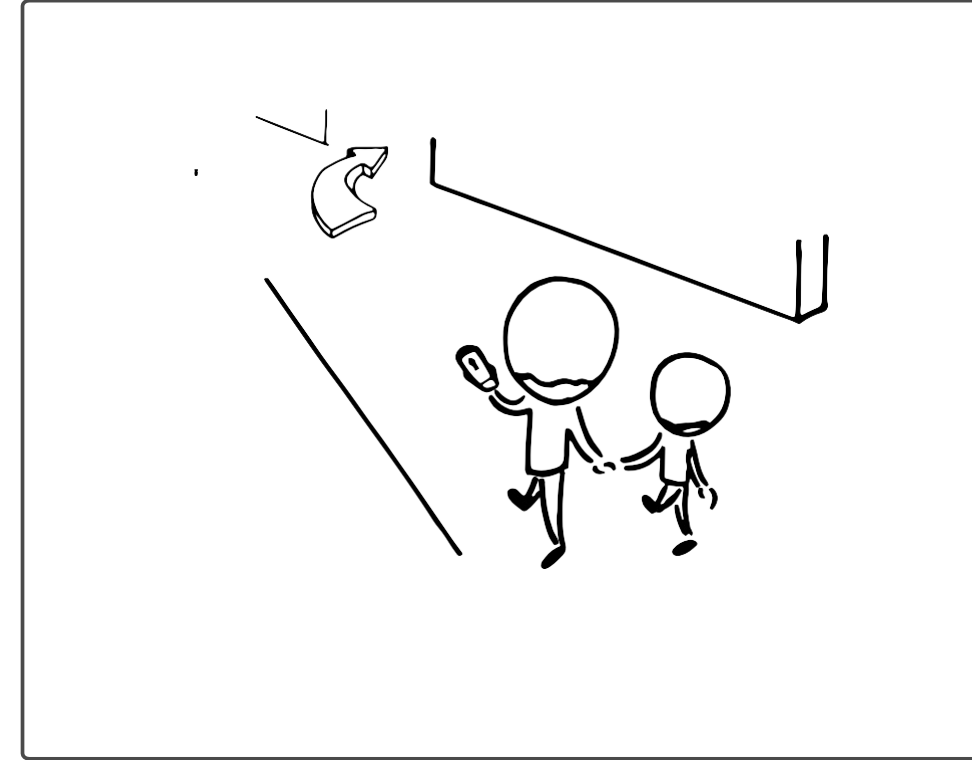


Children's Library adventure, Engaging children to explore books and reading**1. Introduction**

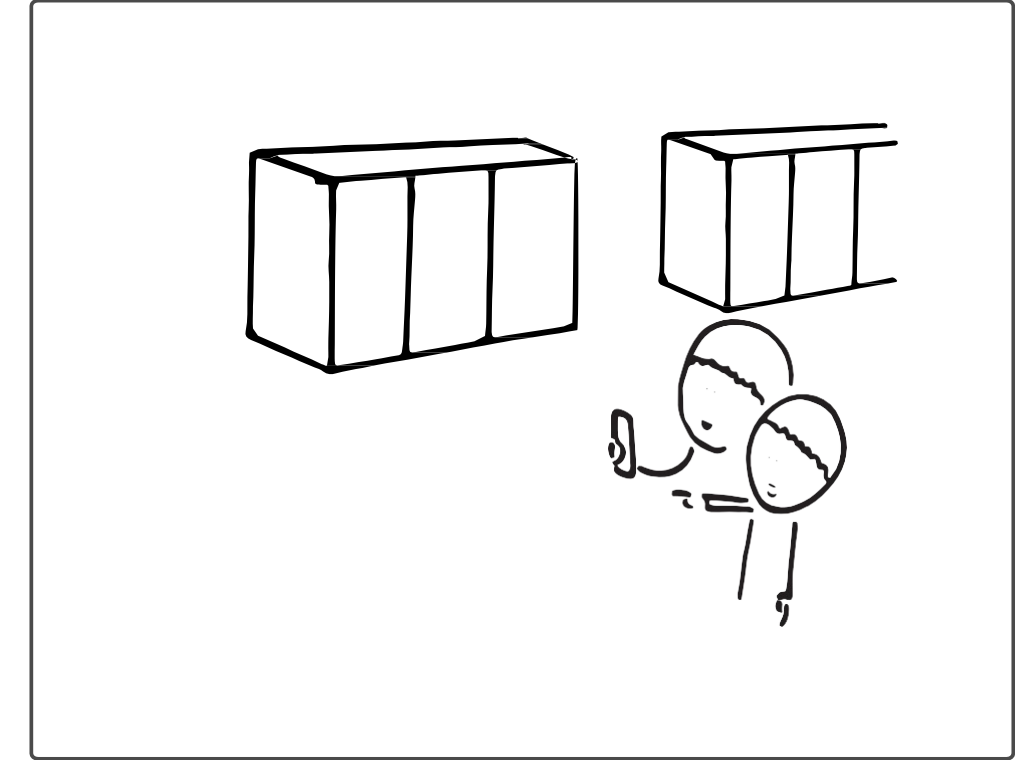
John and his sister arrive at the children's library with their mother and a librarian shows them the new library story book app

**2. Adventure choice**

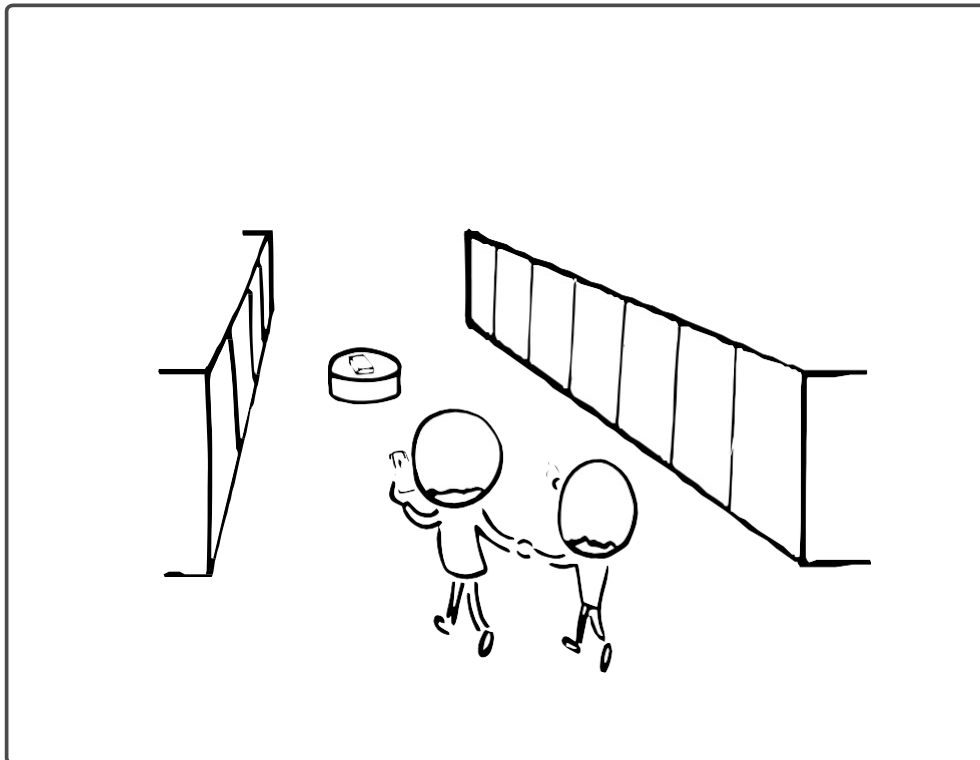
John chooses the adventure he would like to experience. He chooses Gulliver's travels.

**3. Treasure hunt**

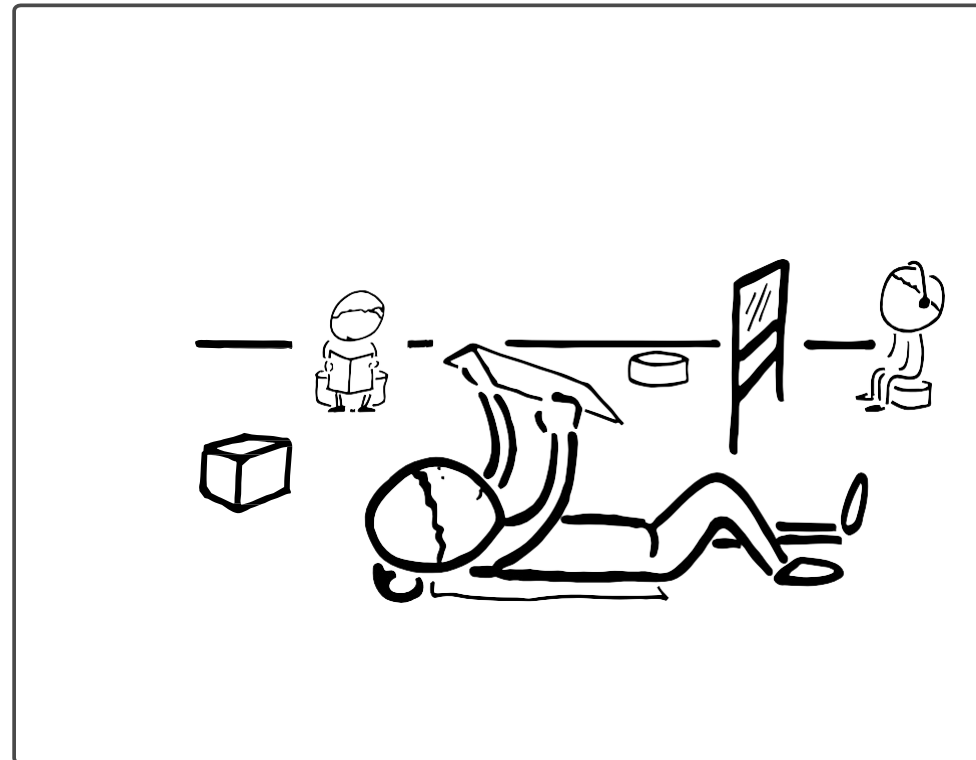
Together, John and his sister explore the library and discover parts of the story along the way.

**4. Bringing the story to life**

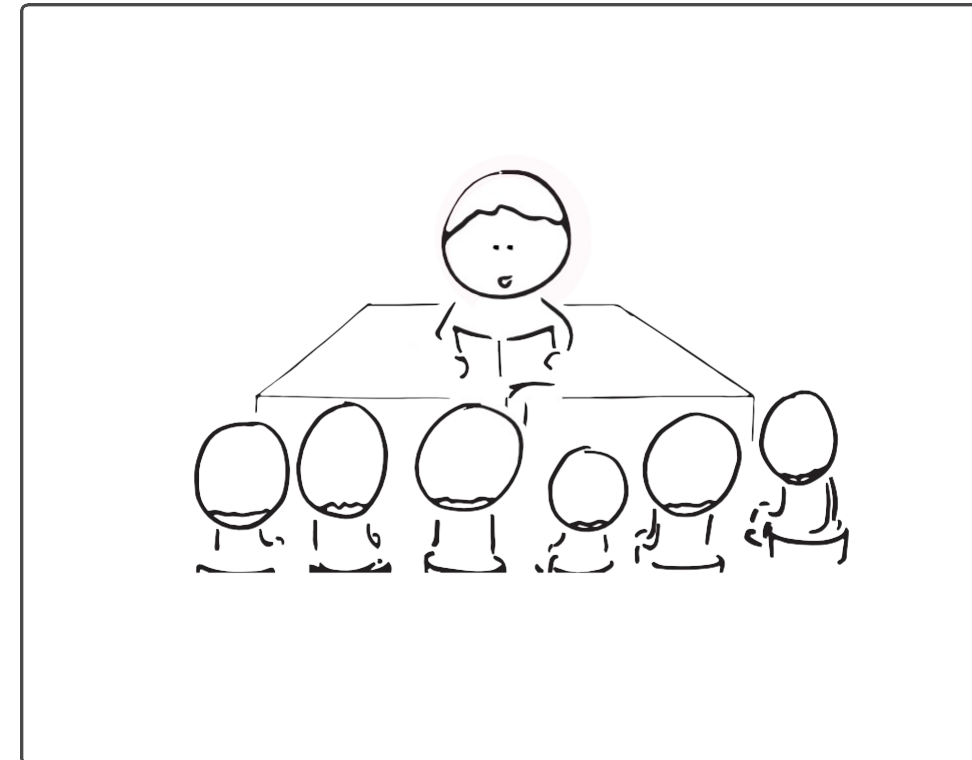
Through augmented reality the story comes to life in different places.

**5. Find the book**

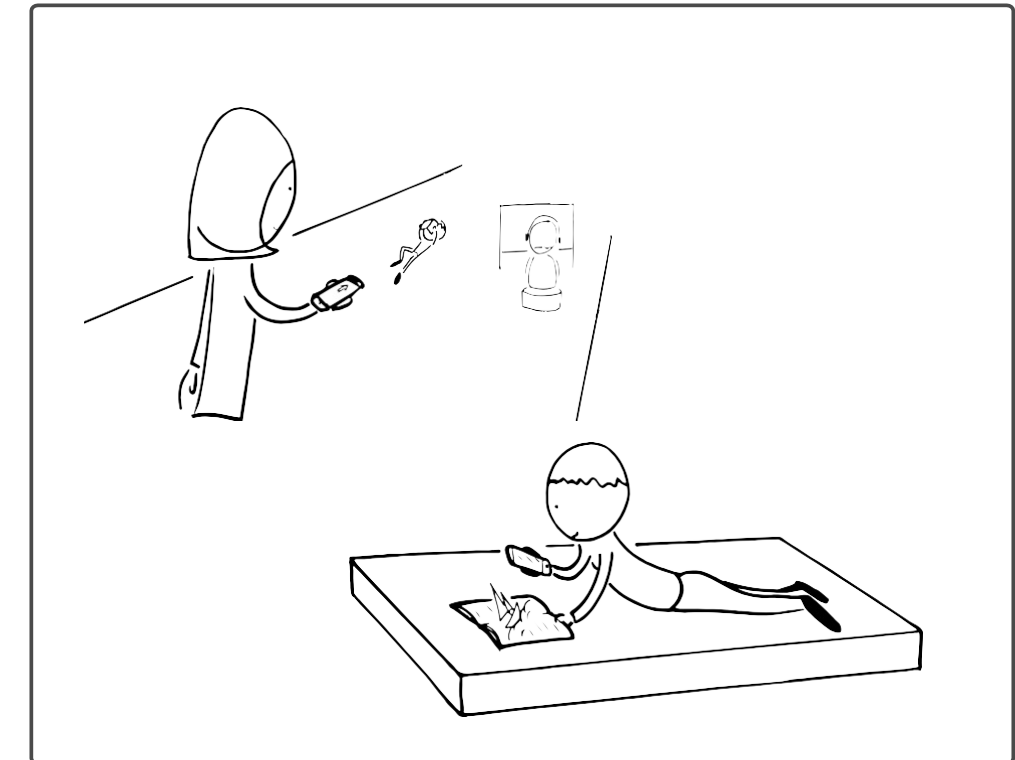
Their journey ends with the discovery of the storybook itself where the interactive experience helps guide them to the shelf.

**6. Time out**

All the activity and excitement is tiring so they both relax in the children's 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?