

### Our team

**Rafael Santos**  
Leader

**Gil Jardim**  
Designer

**Rodrigo Campos**  
Marketing

**Gonçalo Baião**  
Software

**Gonçalo Firme**  
Hardware

**Tiago Nóbrega**  
Builder

### Problem

Museums are boring

Young people do not visit museums.

Decline in interest in history and culture.

Limited critical thinking development

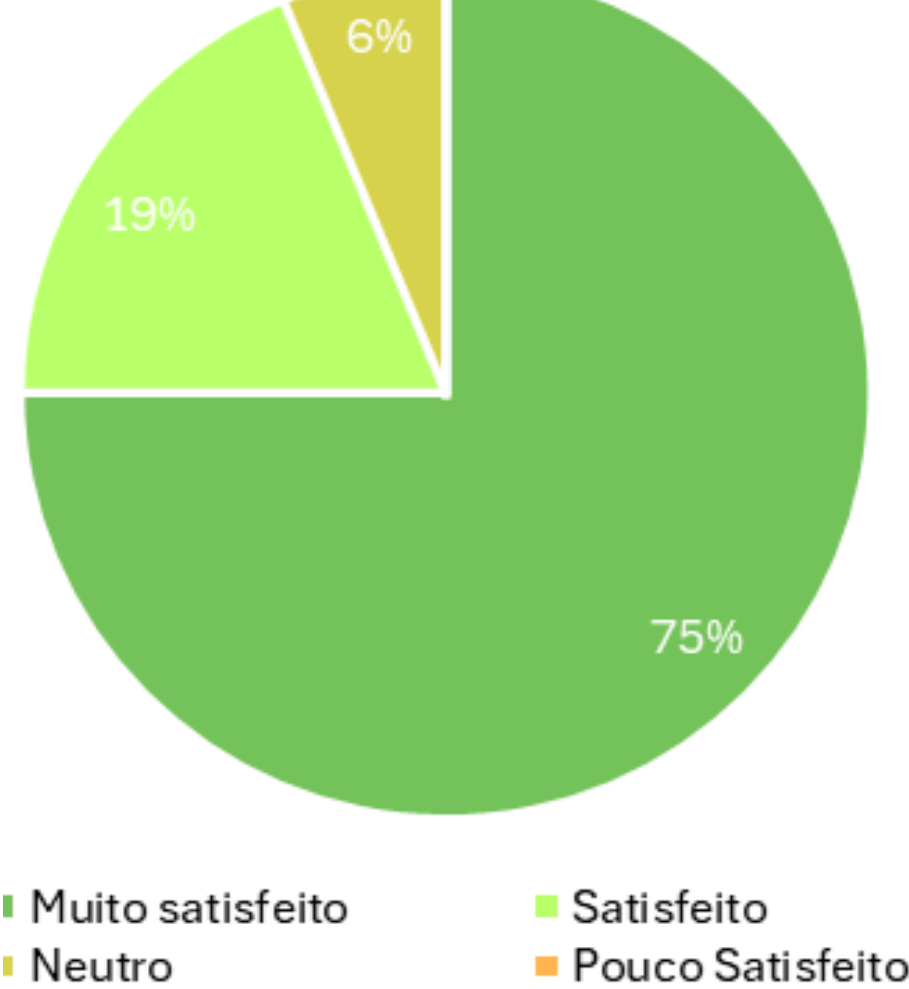
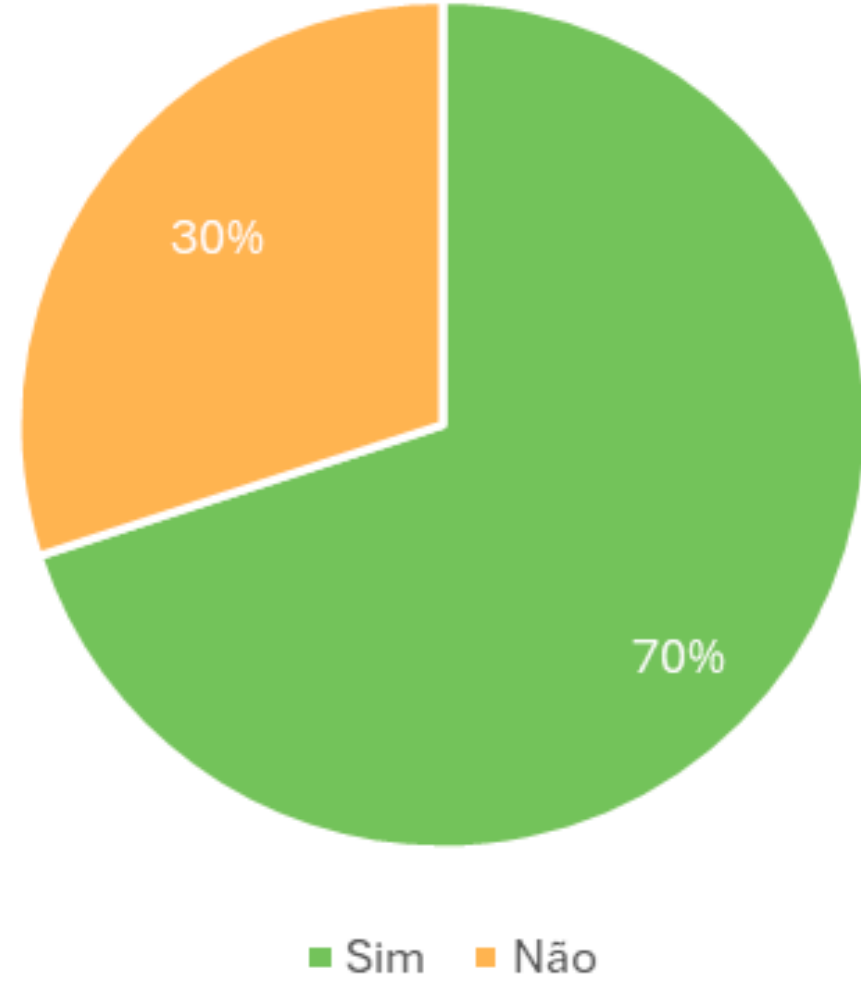
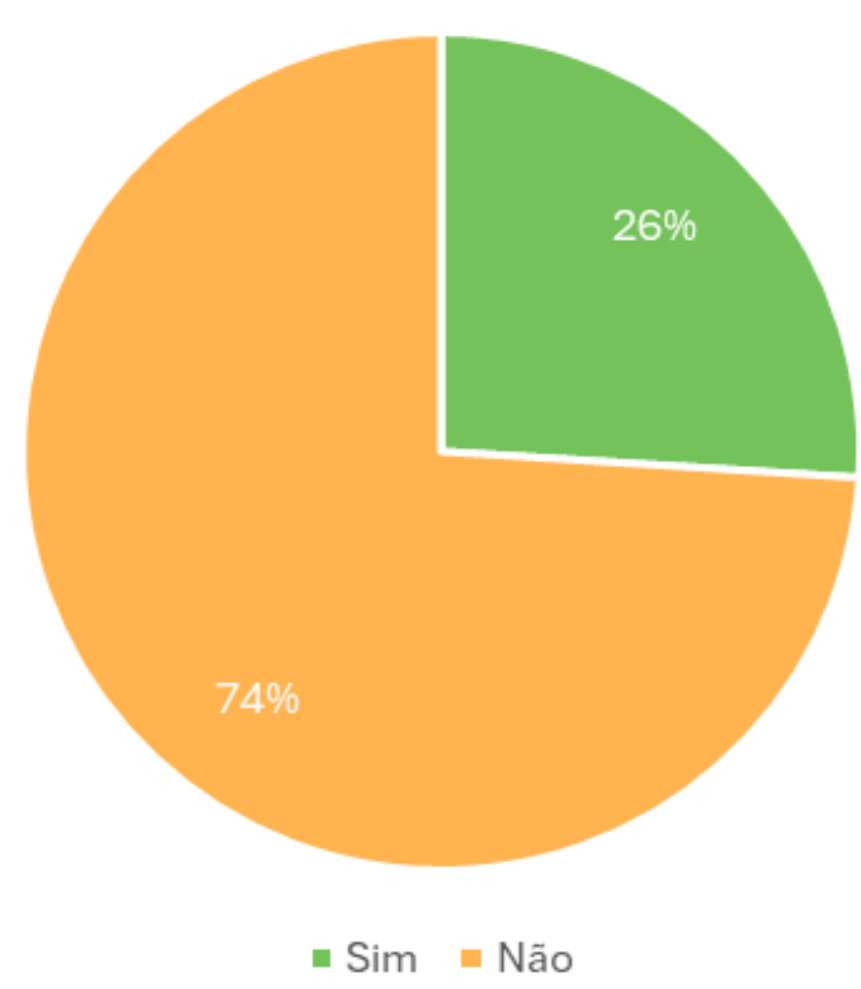
Limited knowledge compared to the vast amount of information accessible.

### What do youngsters have to say?

Do you typically frequent museums?\*

If you were required to solve interactive puzzles during your visit, would you find it more interesting?\*

Satisfaction Level Post-Product Testing\*\*



\*Survey conducted among 50 individuals, aged 15 to 25, in response to a specific inquiry.  
\*\*Survey conducted on the 16th following product testing.

### Discover more about the project!



### Solution

Merge the thrill of an escape room with educational venues like museums.



A story that connects visitors to the theme of the museum through challenges that the visitors, now players, must take on.



A set of puzzles and clues that the players use to solve the challenges.



An interface that assists the museum staff and visitors.

### Benefits for all!

#### Visitors



- +Enjoyable
- +Educational
- +Memorable

#### Institutions



- +Visitors
- +Revenue
- +Young audience

### The end product

We created five interconnected puzzles that can be integrated into any environment. To support users, we created two fully customizable interfaces, one for visitors and one for staff.

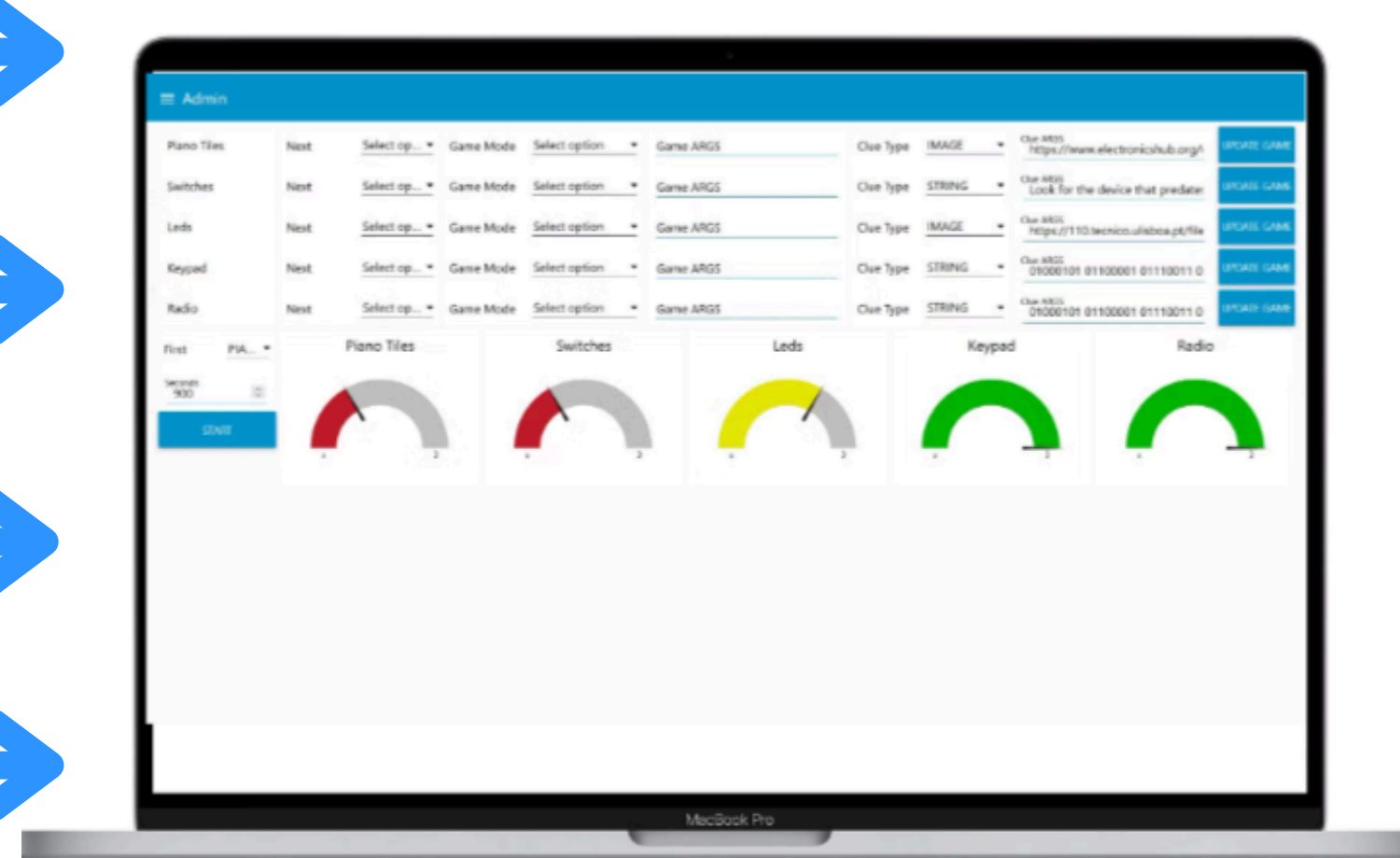
### Interface

#### Visitors



- ← Check for clues.
- ← Solve the puzzles.
- ← Check the available time.
- ← Monitor your progress.

#### STAFF



- Use a story.
- Define the puzzles.
- Arrange the clues.
- Monitor visitors' progress.

Everything **working** in seconds!

### Puzzles



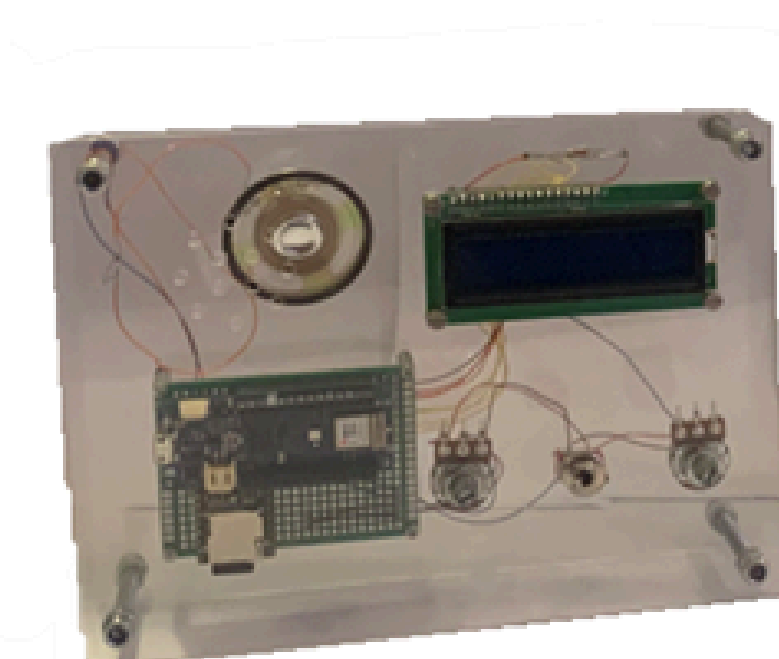
Switches



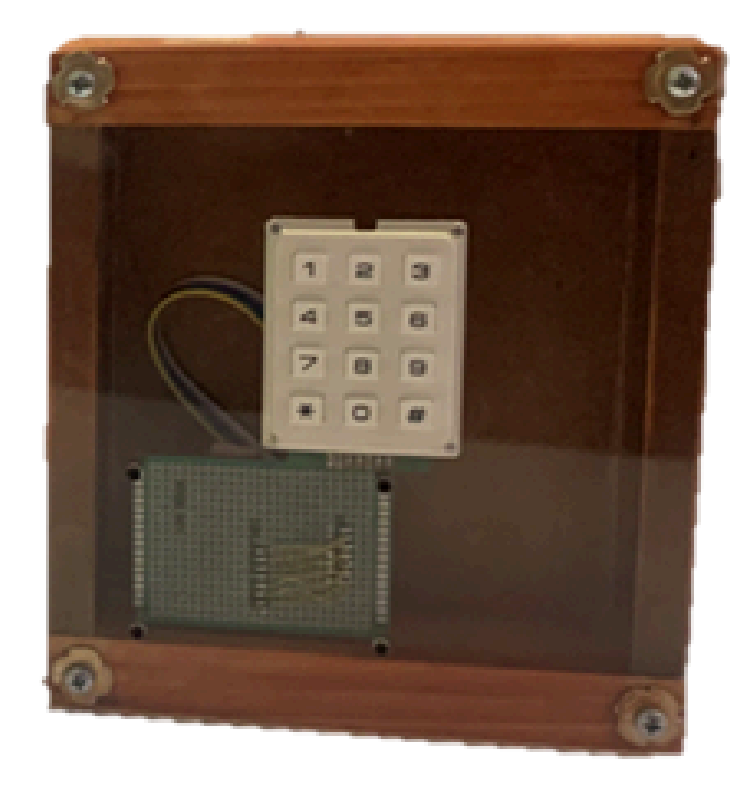
Piano Tiles



LEDs



Radio



Keypad

Dare you try it? Talk to us!