



TÉCNICO LISBOA

EleetroHUNT



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Children

are becoming more and more restless, impatient, and have a lot of difficulty focusing.

Because of this, the average kid thinks that ...



Museums
are
BORING!

English Country House

The English country house was the epitome of 18th-century domestic architecture and the seat of power for the landed gentry. It was a place where the aristocracy lived and entertained, and it was a symbol of their wealth and status. The house was a place where the aristocracy lived and entertained, and it was a symbol of their wealth and status.

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Children can't live
without technology

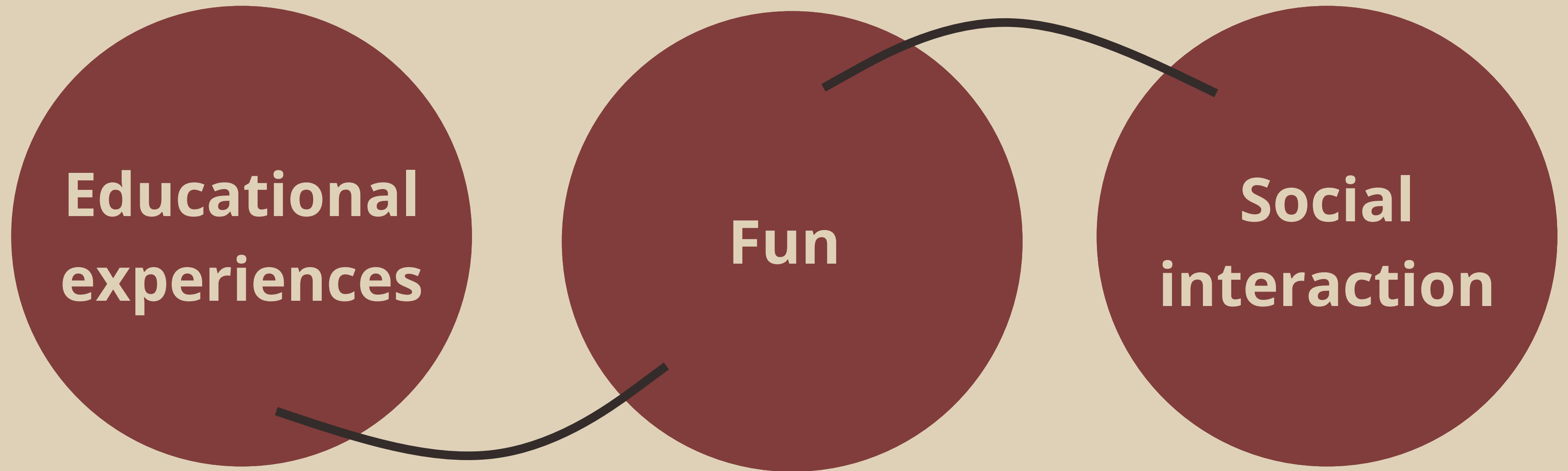
SO

what about learning
with it?



How can we create a more
interactive experience in museums?

What **attracts** people?





What's the solution?

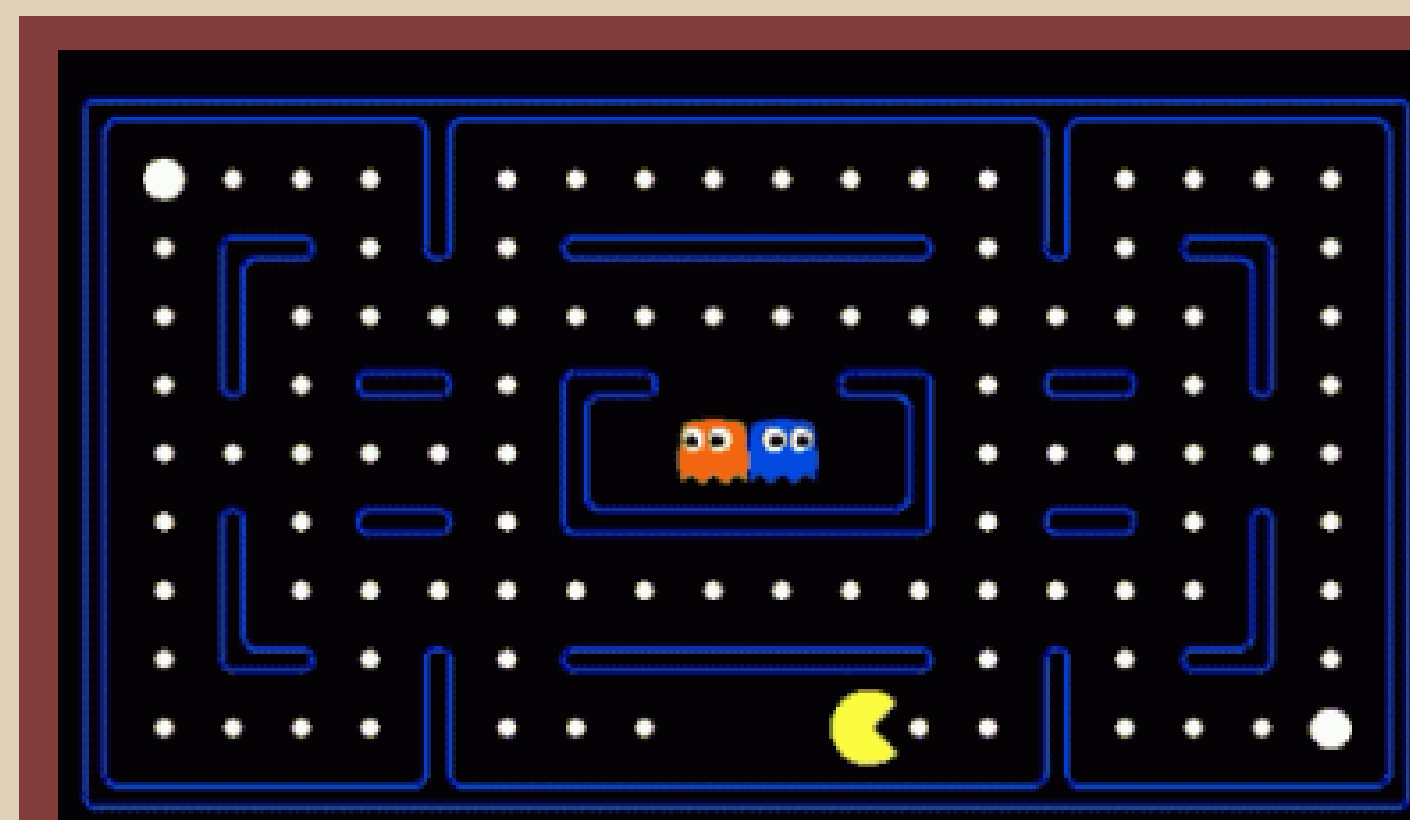
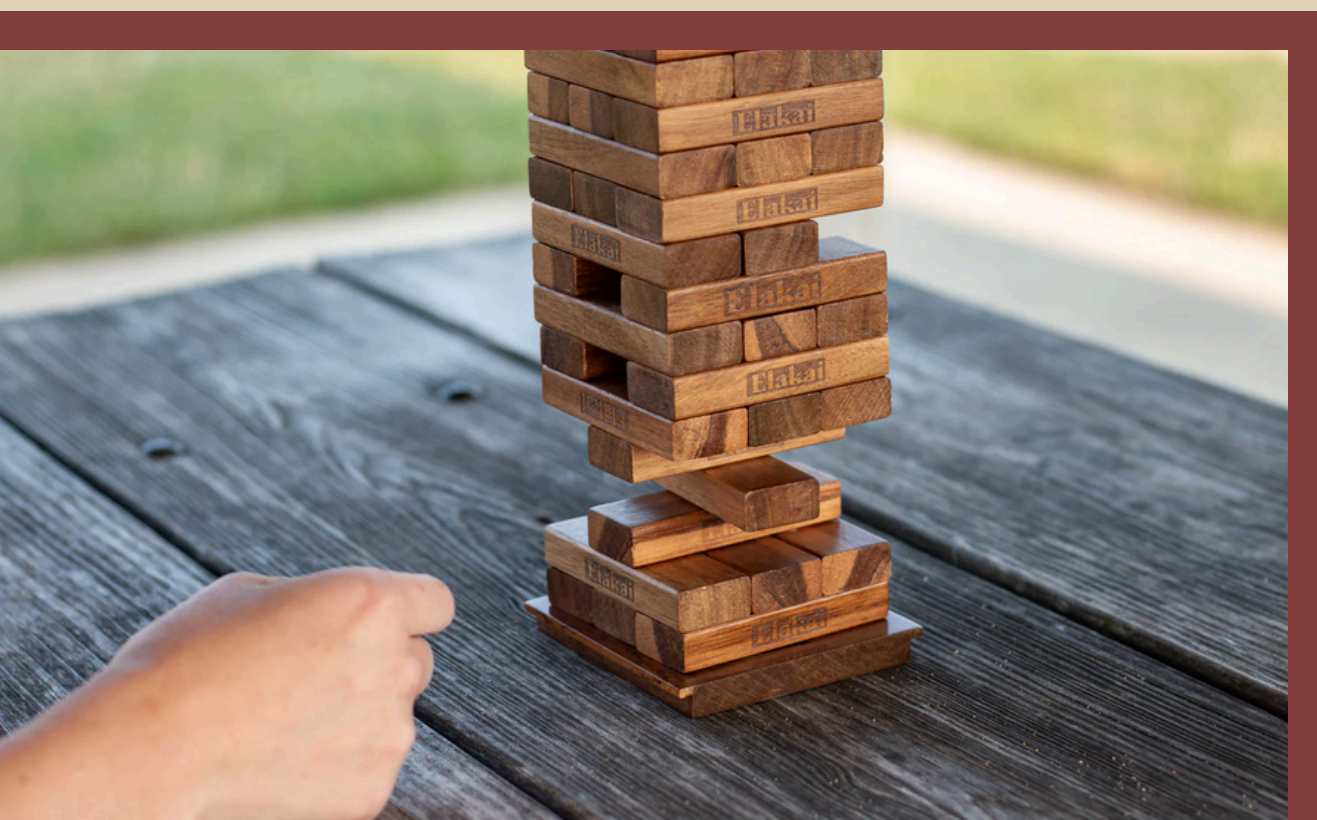
Electro HUNT



ElectroHUNT is going to revolutionize the museum experience with the help of...

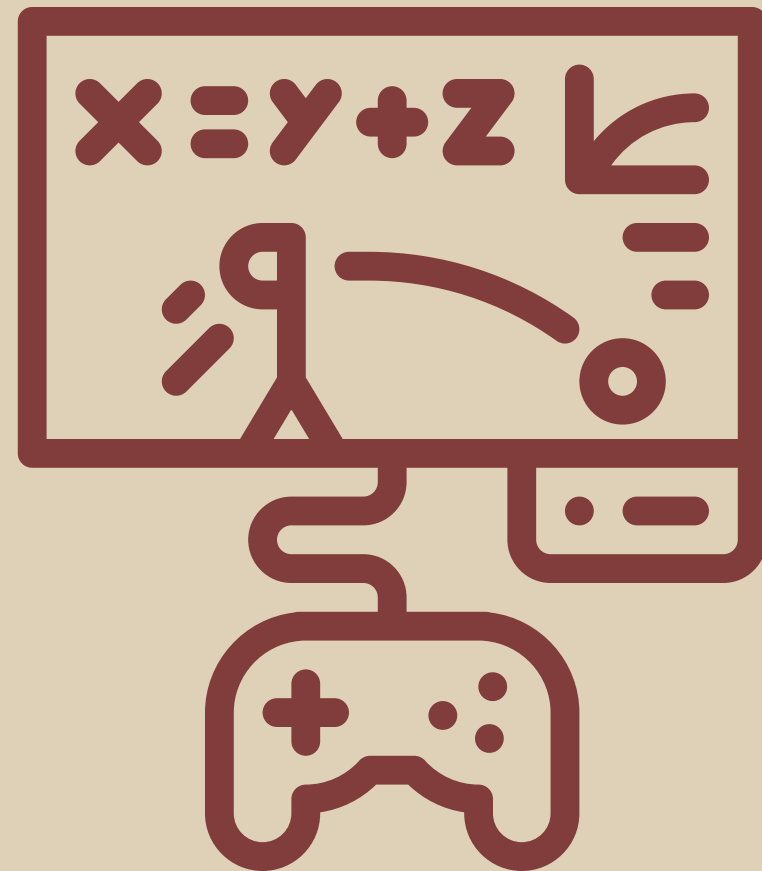


GAMIFICATION



The concept of gamification

Use of game elements or principles in non-game contexts



Structure

**Theme based
minigames**
scattered
across the
museum



Complete
minigames
to earn keys



With the
earned keys,
**complete the
final puzzle**

Game's Story

Your team has to find a way to survive a Nuclear War

The Earth is inhabitable... Where should we go to?

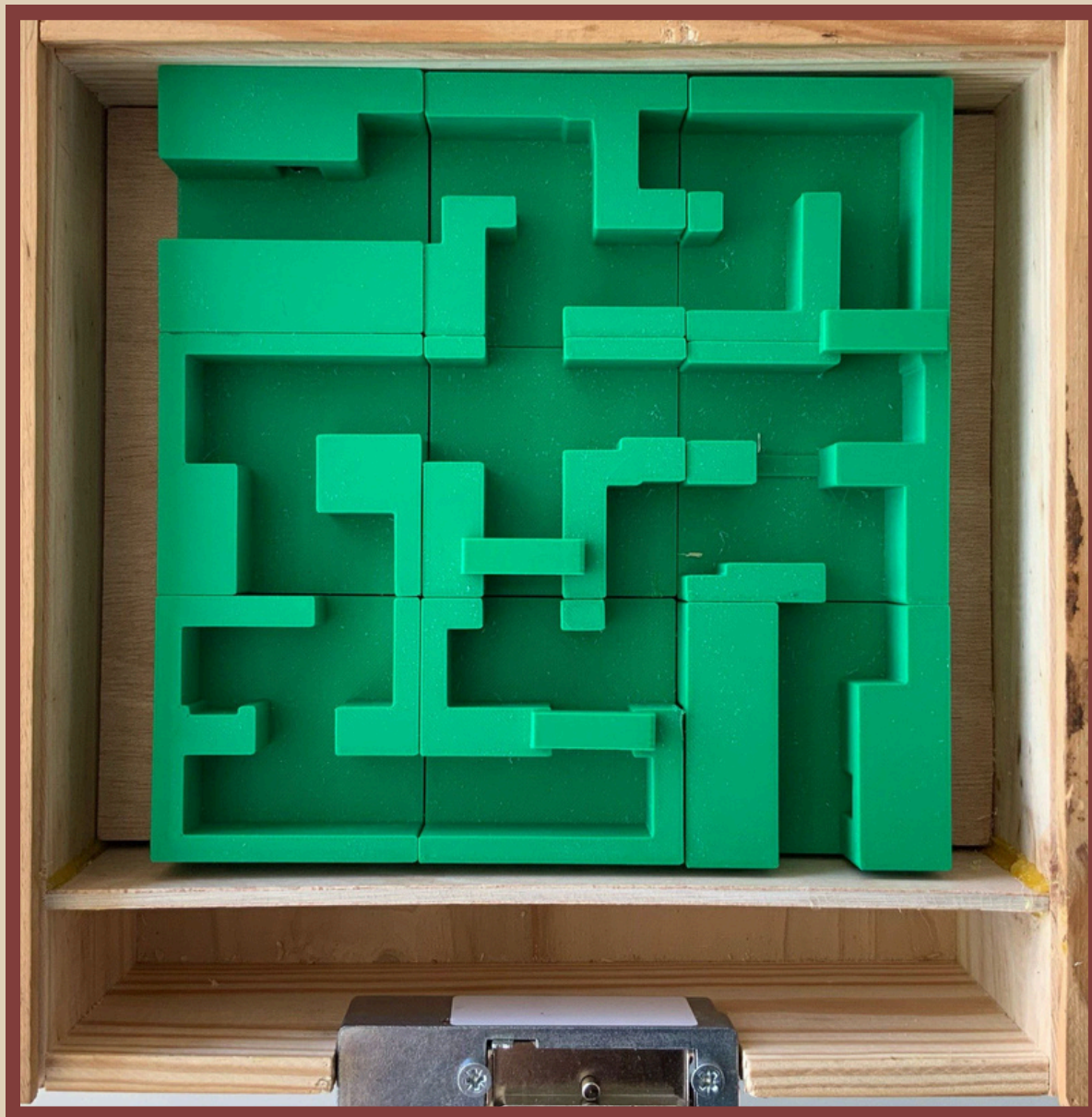
Morse Code



In this game you will decode a message with the help of an example phrase and its morse code

to find out your destination (Mars)
and unlock the 1st item

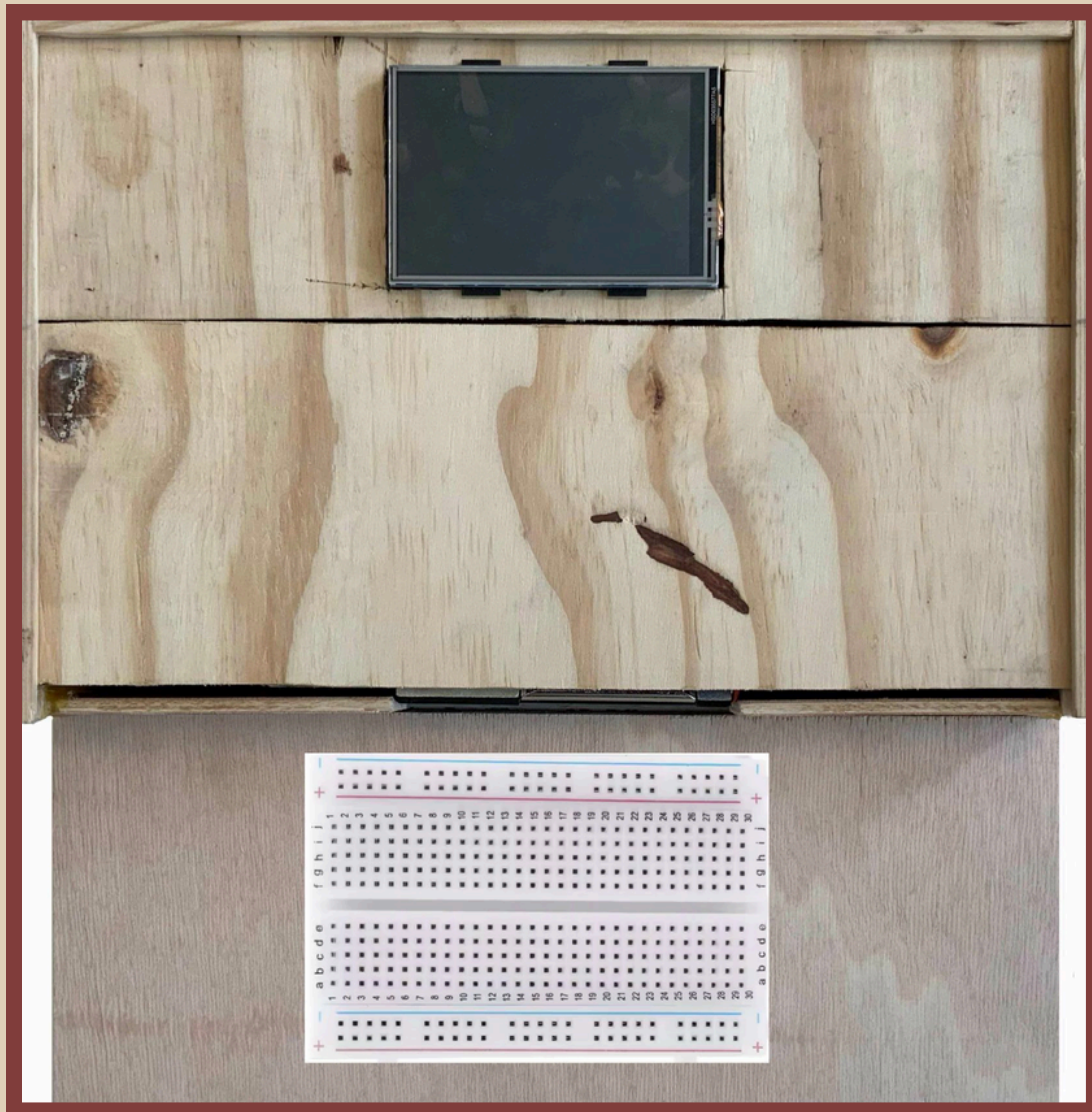
Maze



Maze is a physical game where players must position a limited number of gutters to guide a metal ball from point A to point B, using logic and critical thinking

to unlock the 2nd item and discover the path to the spaceship

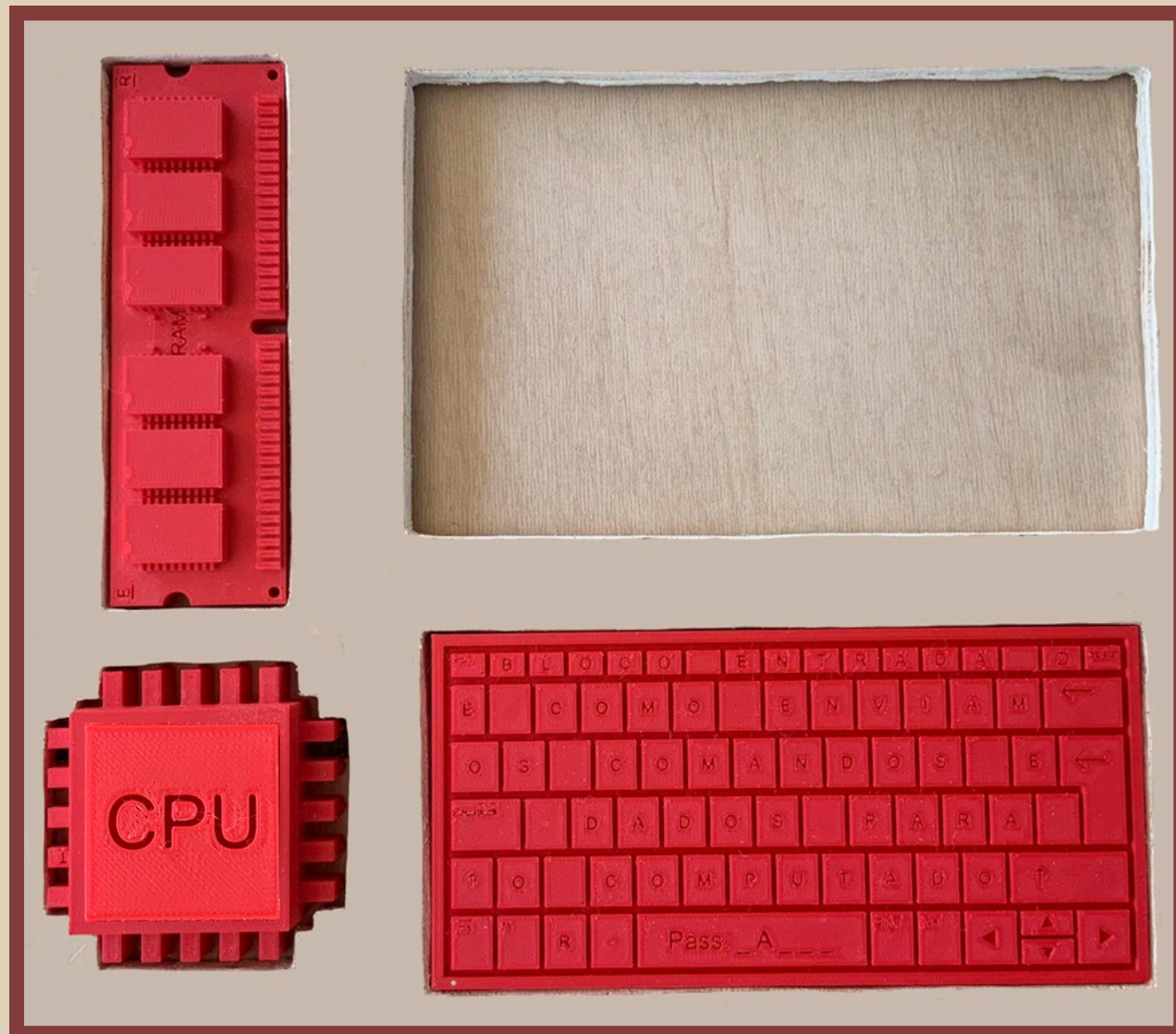
Spaceship



The game's purpose is to teach how to build various circuits by connecting missing wires correctly

to repair the spaceship and unlock the 3rd component

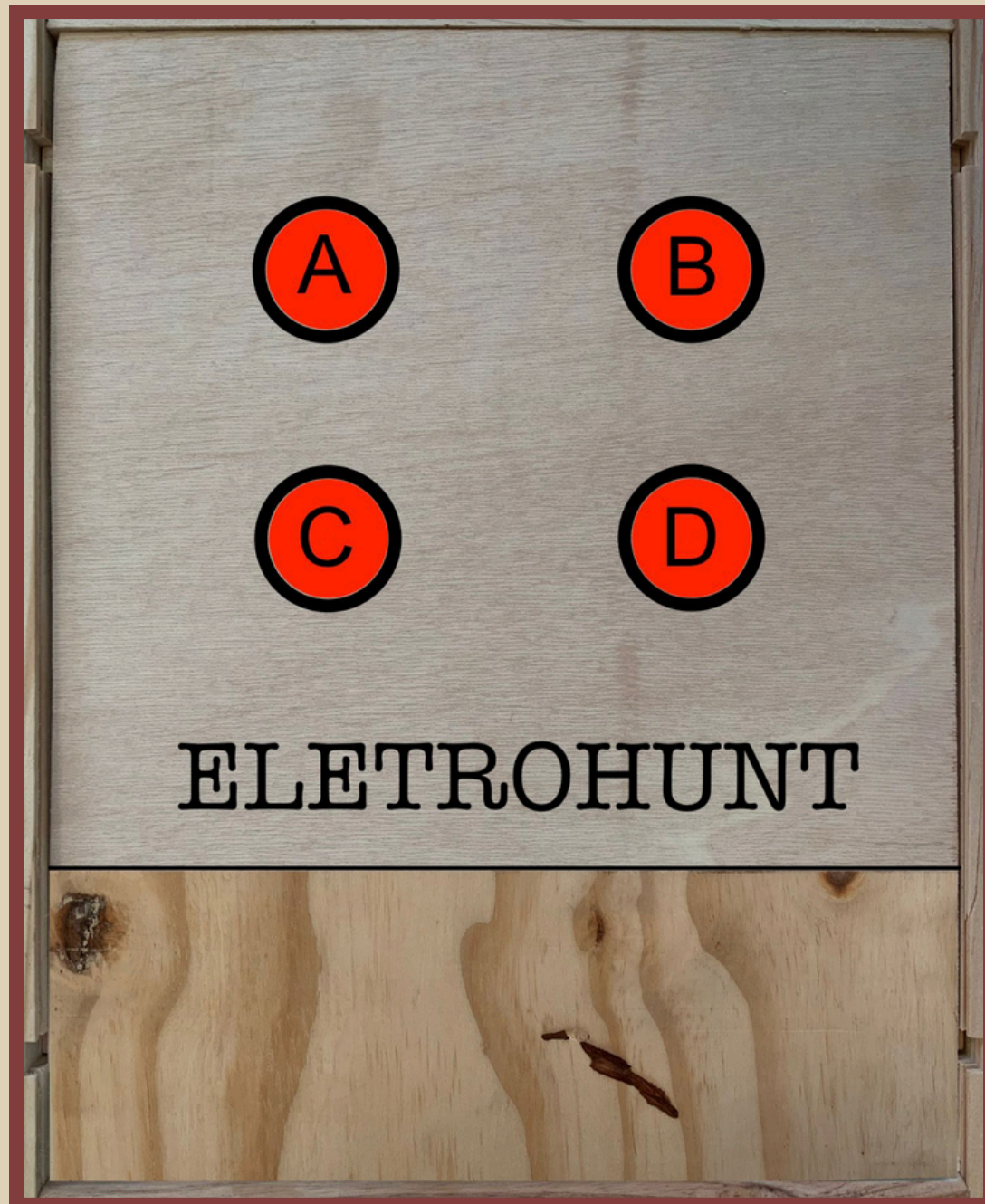
Computer



Build the computer using the items you received in the previous games

This computer has all Humanity's knowledge








Satellite



The team must answer questions about technological achievements to recover the Communication Module from the damaged Antenna.

The goal of this game is to transmit a signal to deactivate the Aerial UFO Defense Missiles.

Competitors

	EletroHUNT	Timelooper	Quake lisbon	German spy museum	TNMOC	CHM	ArtScience Museum
Interactivity							
Gamification							
Collaboration							
Storytelling							
Competition between teams							

The team



Francisco Valente



Igor Paruque



Maria Sequeira



Mónica Ferreira



Ricardo Comédias



Sofia Paiva

Team contribution (I)

Maria Sequeira	Mónica Ferreira	Sofia Paiva
Game 2 maze design	Game 2 and 3 circuit design	Game 1 circuit design
Game 4 3D modeling	Game ideas and story	Poster design
Game ideas and story	Material List	Pitch Deck
Material List	Box builder	Interviews
Box builder	Video	Material List

Team contribution (II)

Francisco Valente	Igor Paruque	Ricardo Comédias
Game 1 and 5 programmer	Game 2 and 3 programmer	Game 3 circuit design
Website	Game ideas and story	Blog managment
Video	Material List	Material List
Box builder	Box builder	
Material List		

Benefits

Through games



Children become:

- + Alert
- + Focused
- + Engaged



It's an incentive for:

- Teamwork
- Social Interactions
- Learning

Results and Feedback (I)

Game 1

- Initially, the game was too complex for the children
- Based on their input, we simplified the game to make it more accessible and fun

Game 2

- The children found the maze game too easy
- We increased the difficulty of the maze by covering it, preventing the children from seeing the path

Results and Feedback (II)

Game 3

- The game box broke, so we had to make a new one

Game 4

- The sentences didn't fit within the size of the pieces
- Although the game is simple, the children appreciated seeing the pieces they had collected being put to use

Results and Feedback (III)

Game 5

- The children felt that some of the questions required information that wasn't clearly explained in the games
-
- We created new questions that better reflected what the children could learn during the games

Links to additional info

- **Website and Blog:** <https://web.tecnico.ulisboa.pt/~ist1103660/>
- **Video:**
<https://drive.google.com/drive/folders/1PFleBq1EaAsSCeLMSjR6j-KBkBifuaQG>