



Scan me!

Tech-based
puzzle
adventure

ELECTRO HUNT

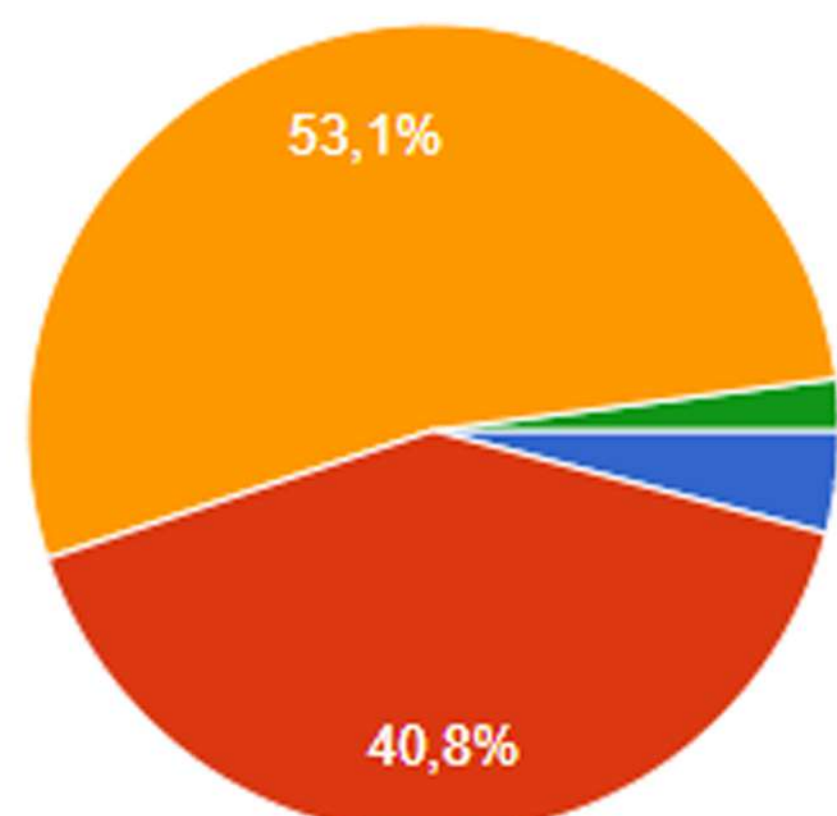
Learn while playing



Problem

Children and teenagers often find museums boring and don't visit museums

How often do you
visit museums?



- At least once a month
- A few times a year
- Rarely
- Never



Benefits

Children and teenagers become:
+ Alert
+ Focused
+ Engaged

Improves:
Teamwork
Social Interactions
Learning



Technical challenges

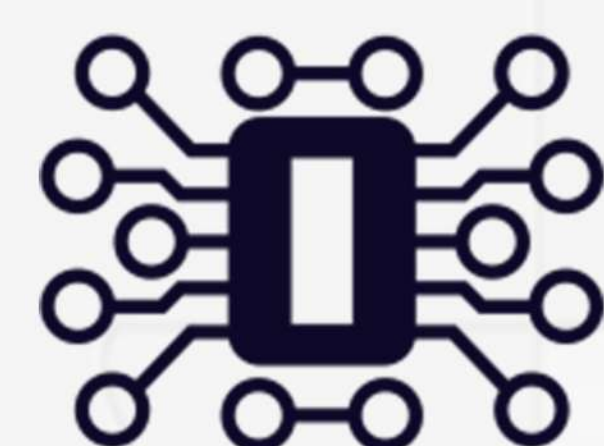
We faced technical and assembly challenges with circuits, components, and wooden boxes



Solution



- **ElectroHUNT** makes museum visits fun and interactive
- Players solve challenges using teamwork and tech
- The experience feels like an adventure



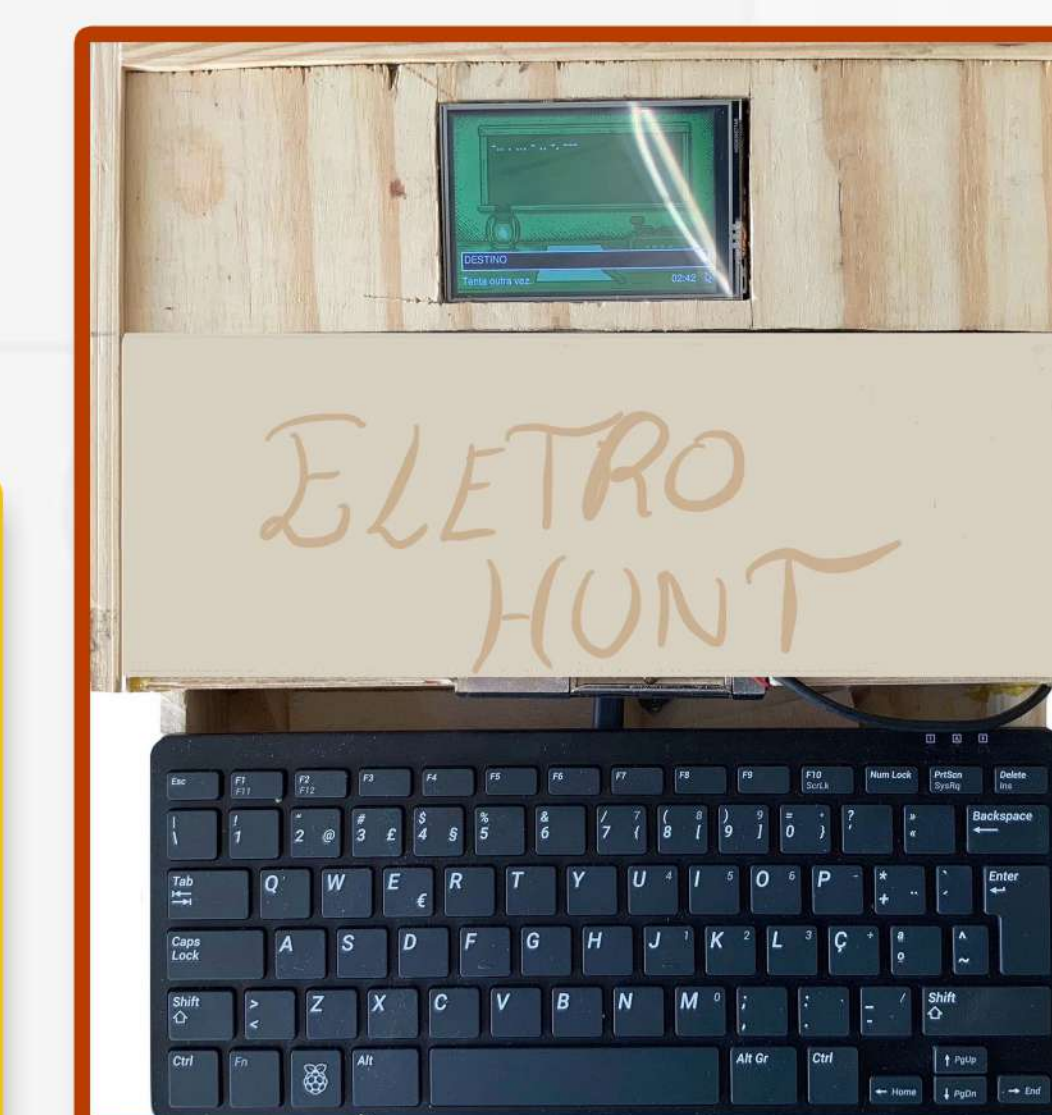
Used Components

- Microcontrollers
- Sensors
- Wood
- Resistors
- Transistors
- Breadboards
- Locks
- 3D elements



How It Works

A series of fun and engaging games that make you think and learn along the way. Your mission is to repair a spaceship and travel to the Mars, since Earth has become uninhabitable.



Results

- More children interested in visiting museums
- Teens prefer museums with team-based games
- Interactive activities attract more teenagers and kids
- Culture is becoming more important to young people