Augmented Ludoboxes

The augmented ludoboxes add a digital overlay to the print and create activities. Besides the paper crafting activity, you can use a digital tool like a phone, a tablet or a computer to play a second activity. Every augmented ludobox explores a different tech like animation, augmented reality, photo editing, etc. These techs are made accessible through free apps or softwares.

They are downloadable on the keep in touch website here :



What are the augmented ludoboxes ?

Digital atelier N3 being performed in kindergarten

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Augmented ludoboxes in the keep in touch project **Keep in touch's** digital ateliers (read e-learning module 1 from Zaffiria) are very similar to the ludoboxes. Their ambitions are the same : trigger the children's creativity and curiosity at home (or in school) while proposing creative and playful activities and include the parents in the creative process. The main difference was the audience and the use of digital tools within the atelier.

To create these augmented ludoboxes (digital ateliers) :

- We started by listing all the small techs we found interesting to explore for younger kids : animation, augmented reality, speaking images...
- We seek for simple ways to describe and use the techs to make them understandable by a three year old child. Finally, we looked for free apps that we could use to play with those techs.
- We included hand crafting exercices. At the end of the ateliers, the children have created something physical and something digital.
- We recorded tutorial for each technical step.



Digital exhibition with the parents after creating speaking portraits in school.

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How to add digital to the ludoboxes ?

Or how to include digital tools in DIY activities made for preschoolers.

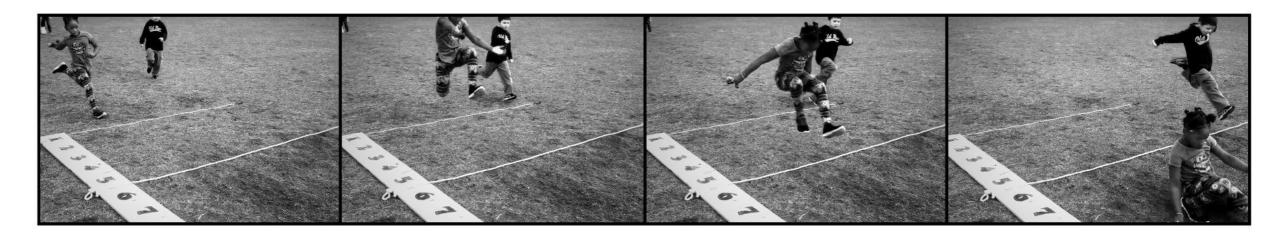
Digital tools seem hard to understand. But after breaking them down, you realize most of them are based on very simple concepts.

For example, do you know how a video is made. It's simple ! It's a suite of images one after the other. With a couple of printed images and a stick, you can create your own short video. This is an ancient technique called thaumatrope. And this is how we build animated movies : using many still pictures one after the other. Everyone can do that using accessible apps that we present in the ateliers. Teachers, parents and children, get ready to do your first animated movie !

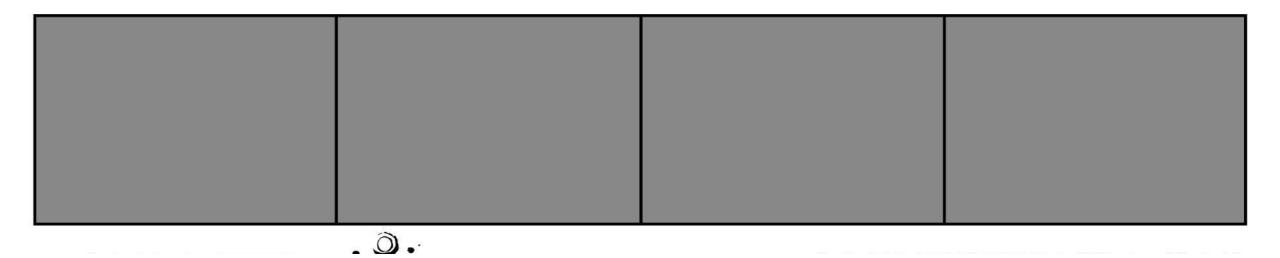


Image credit : Vijay Chandrasekhar

How to add digital to the ludoboxes ? ...







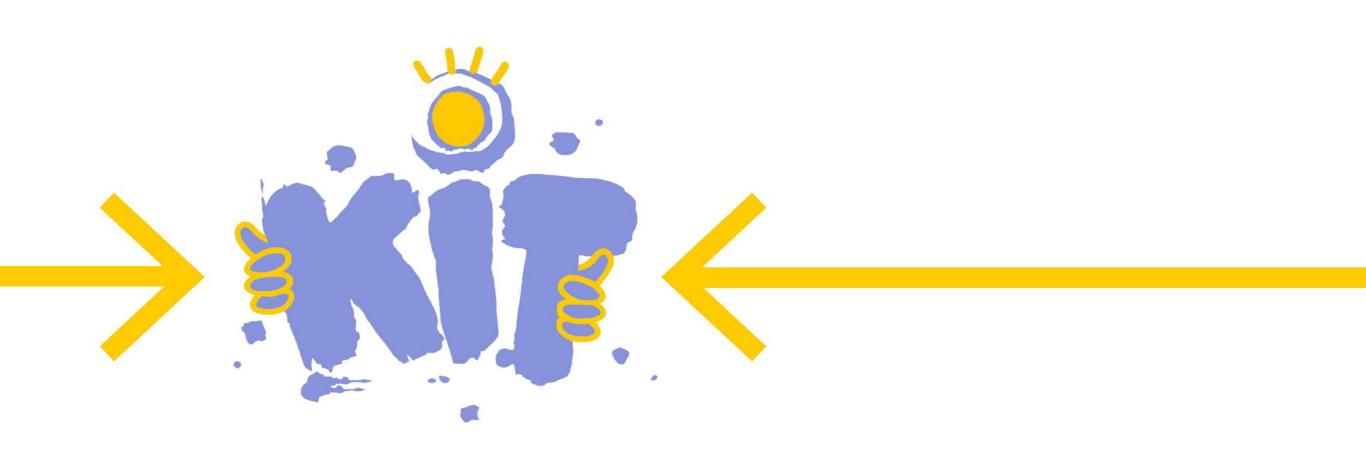
Extrait de l'atelier Keep in Touch N4 autour du stop motion et de l'activité physique pensé par la Fabulerie.

The ateliers were co-designed with teachers and educators

To offer digital ateliers adapted for preschoolers, co-creation workshops have been performed with teachers and educators. Then the ateliers were tested with children and this is what we observed :

- Most children knew the navigation basis and how to click on something on a digital device.
- They knew how to take a picture
- They knew how to handle the device but sometimes upside down.
- They would not navigate into a menu
- They struggled with the drag and drop action
- Keep in mind that they might turn off the device unconsciously. It is recommended to use apps that has an auto-save feature.
- We tried to used offline apps as a loose of connexion while playing might be perceived as a self failure by the child.

Thanks to the precious feedback given by teachers, educators and children, we removed the ateliers that were too advanced for the very young children and modified the others to make them easy to understand.



PARTNERS











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