

How to display
digital content
created by children

**Hide the
screens !**

Hide the screens !

La Fabulerie's mission is to help the young generations to develop digital skills but also soft skills like curiosity, critical thinking, cooperation, autonomy, etc. To do so, we work with digital tools but not only. We promote an approach based on feeling and sensitivity.

The digital interfaces aren't poetic or appealing by default. In our work, we try to make the digital more poetic. It's not because it's technologic that it can't be beautiful. The proof with the images below.





Screens embed into frame for an exhibition the Natural History Museum of Marseille

**Make the digital
appealing !**

Make the digital appealing !

To make digital object more appealing and playful we follow two axis :

Using storytelling :

Soon as we dive into a story, the tool used to tell it disappears. What matters is the quest, the characters, the plot, etc. This is why we embed our ateliers into stories. Challenges are given by characters, solving quests unlocks hidden content. We rely on rewardings systems developed by the video games industry to engage children. Disruptive events might occur to change the story and bring the children to solve concrete problems.

Using simple creative hacks :

We believe that if we display digital creation in a poetic way, the digital interface will fade out to let people into the story behind. We listed for you a lot of these creative hacks in the following slides. We divided them into global advices and technical hacks.

- Put things everywhere, all over the place. On the walls, on the roof, on the ground... In his "exposition ideale", Hervé Tullet mentions some of the principles we use in our exhibitions.



*An "exposition ideale" created following Hervé Tullet staging instructions :
<https://lexpoideale.com/fr/>*

- Tons of colours and contrasts.
- Encourage the audience participation with games, interactions, routes, calls for action. Open a closet, switch a light on, turn a lever, etc.
- Trigger all five senses : Things to touch, to listen to, to smell...



Interactive map in the "Fabulous museum"

- Work on your lighting. Crepe paper on a window can tone a room in a chosen colour. A spotlight in the middle of a dark room will draw attention.
- Each visitor leaves a trace. A small drawing, a word, its trace on the ground... It helps involve the audience and gather feedback.
- Everyone brings back a physical memory.



With the "cartomaton" you can take a picture of yourself embedded into a drawing. Thanks to the keep in touch project, 80 preschoolers experienced this object and took pictures of themselves.

Besides these principles, we try to hide as much as we can the digital devices in our exhibitions. Below a couple of ideas we use to hide the devices and create some magic :

- Frame the screen. Hide your TV or tablet between a frame to transform it into an animated portrait. The building of the frame can be an activity itself.

Discover how to create an interactive frame with the tutorial below :

[Je veux mettre en scène un conte dans un tableau animé !](#)



Technical hacks



Télé-caillou par Paloma Rouiller

- Create boxes for the tablets to transform them into interactive books, dashboards, etc. They can be conceived in school, with papermâché for example.

- Cut out the frame of your screen (on a projector for example) by masking it with stencils.



Projection of a vfx movie created with teenagers. The movie is embedded into a crack in the wall to make it look like it's happening in real life.

Technical hacks

- Hide speakers, use a button to trigger sounds. This can be done with accessible devices (touchboards) but also with a simple disguised keyboard or mouse.

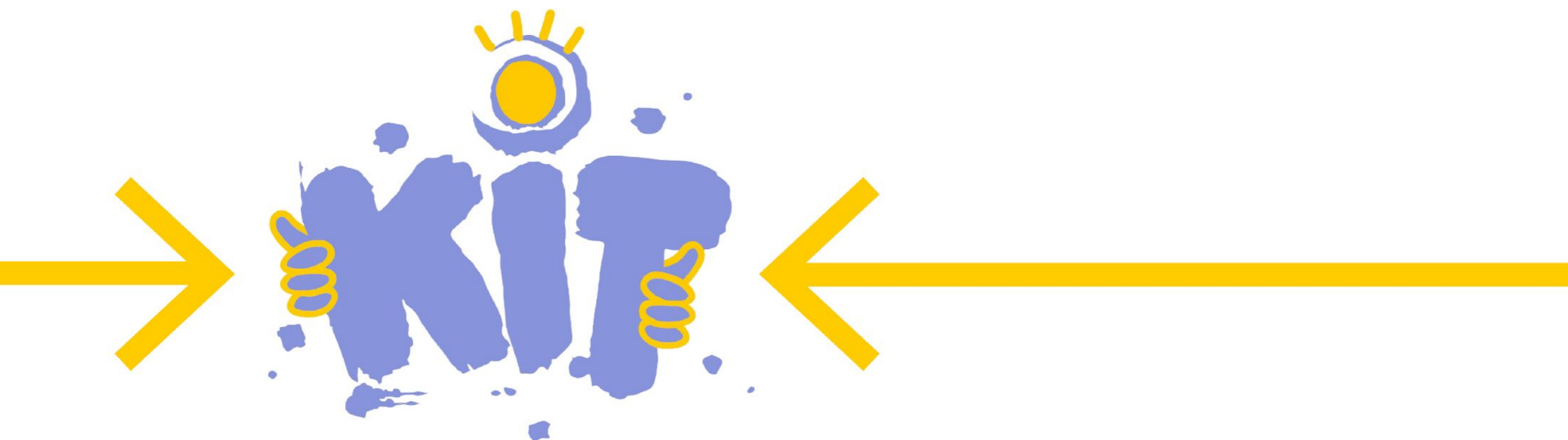


Interactive panorama : touch the metal pins to trigger sounds.



La Fabulerie's interactive museum

- Use everyday objects or trash (upcycle) in your staging.



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Tiers lieu culturel
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