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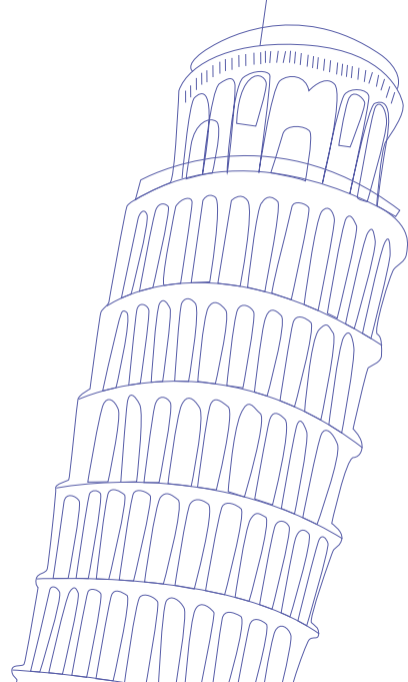
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**Project Definition:**

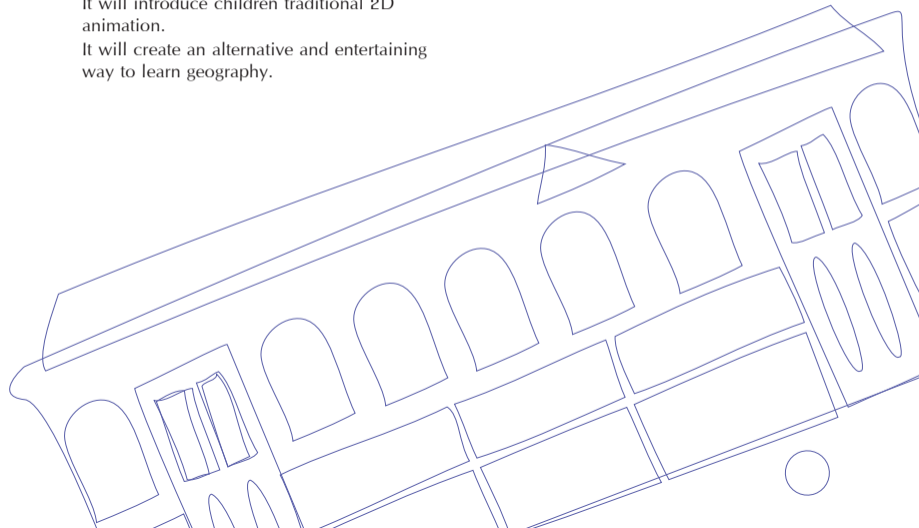
It is an interactive educational installation which introduces basic knowledge about European countries (map, capital, flag, trademarks and cuisine) to children by tracking body movement on the European countries and matching spots with animations about country.

**Objectives & Goals**

It will improve children's awareness about different geographies and cultures.

It will introduce children traditional 2D animation.

It will create an alternative and entertaining way to learn geography.





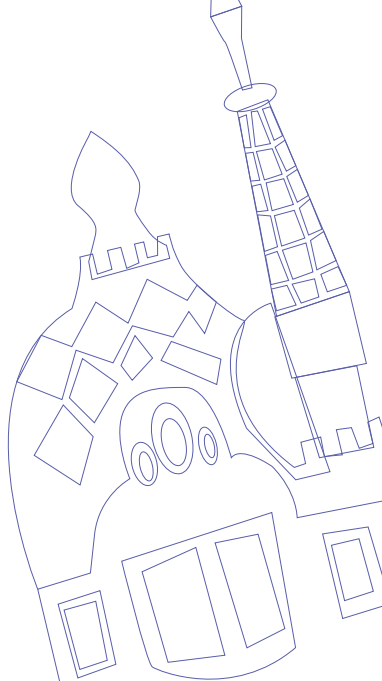
### Target Audience

The target audience will be primary school children.

### Background Information

Since I am in my graduation year, I was always in search of something creative to work on as my graduation project. The first time I think focusing on body and sound relation, I was visiting Casa da Musica and I was in Orange Room. In there, I discovered a project which allows people to move on lines representing the main spots of Porto and listen the sounds of Porto during different times of day. It was really nice that audience is able to listen a smooth symphony by walking, running, jumping or even dancing. At first, I thought to apply the same project for Istanbul

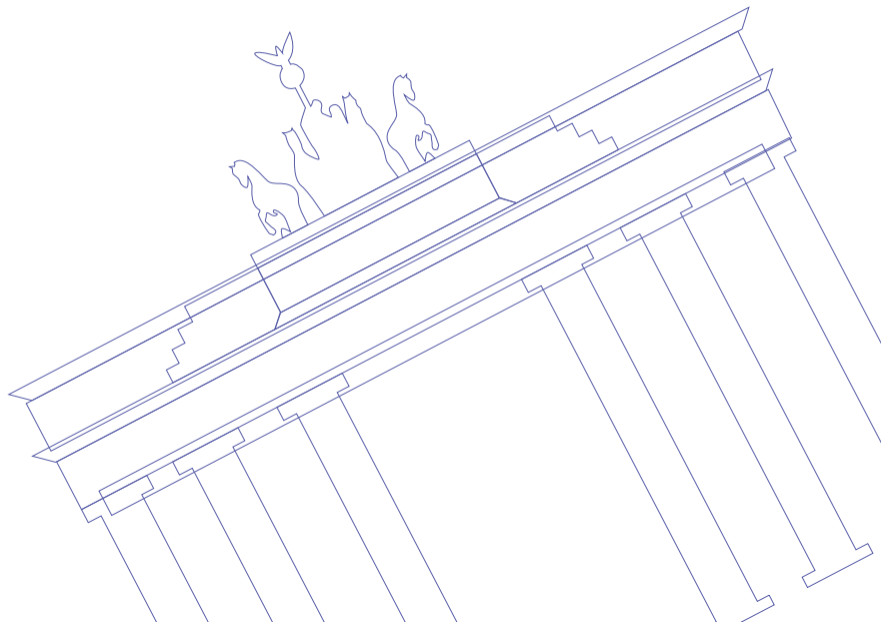
sounds but since sounds are not really recorded on street, I gave up the idea and focus on movie music. I've always been a big fan of cinema, so it was a fascinating idea for me. Still, it was really hard to focus on the genre, country, year etc. In addition, I could not find any beneficial part of it but fun. Then I started to think about combining movement with animations instead of sounds. Eventually, I came up with the idea of creating a map that you can move on it and observe where you are, which city is the capital of that country, what is the shape of country and moreover. Basically, the idea of adding geography in my project happened as a result of several things. Firstly, I had erasmus for fall semester and I encountered with many people in different countries and cultures. After meeting a Portuguese girl who works on a book project, the project idea became more strenght. Lastly, a few days ago I saw a post on Facebook basically making fun of American people who can't manage to write European countries names in the right place on map.



### Detailed Project Description

I decided to choose the target audience as primary school children. I think it is a good period to learn basic information about countries and I believe animation is a good medium to catch children's attention into this topic. As a territory, I decided to go with Europe. I will focus on 5 wellknown European countries, Portugal, Spain, France, Germany and Italy. The created environment will allow childrens to move on spots which represents a European country and allow to watch animations about the country they step on.

What will be in animation is country's map, flag, capital, trademarks and cuisine. In addition there will be a folk music belongs to country in order to create happier atmosphere. Animations will be made in After Effects and Kinect and Processing will be used for body tracking. In my opinion, this project could be very beneficial for children to improve their knowledge and increase their interest on the topic. In a way, it is an educative project.





**Credits**

***Project Owner*** A. Ezgi Yıldız

***Supervisor*** Ekmel Ertan