

# A Hunt for Adventure

## Designing an interactive game to help children discover their resources

- ◇ Need: Otherworld Media, a non-profit creator of children's educational media needs tie-In Activities to make the audio recording of *A for Adventure* into a well rounded program librarians can use to engage young readers and teach them about library resources.
- ◇ Design Process: Research, brainstorming, design and redesign of games, crafts and decorative elements.
- ◇ Trial Runs: Scheduled for early March, the project became unworkable due to the closure of public libraries and the general stay at home order.

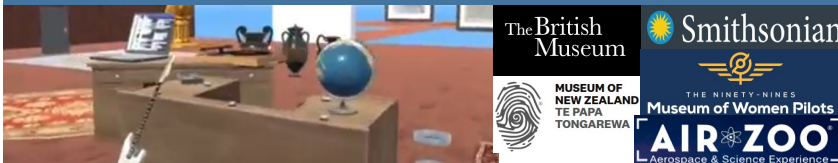
### Examples:

Based on Maori mythology: *In the story, Maui creates an island by pulling it out of the sea with his magic fishhook. All cultures have a story about how their home came to be. Find a book that includes a story about how the world was created.*

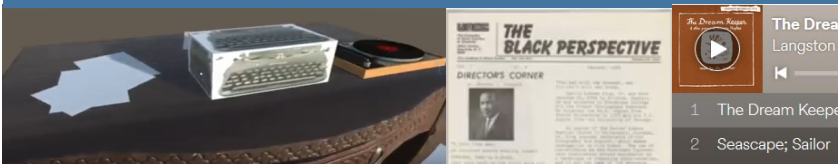
Based on the *Odyssey*: *Odysseus and his men loved the food Circe fed them. What kinds of food did she make? Find a book on Greek food.*

Based on the Oz books by L. Frank Baum: *Oh No! Before the wizard caught them, the Imps rampaged through the library! They've rearranged books on shelves all over the place. We need your help to set it right! Go to bookshelf xxx and put the books back in order.*

### *A for Adventure: The Online Game* in development



Clicking on different objects opens rooms with a variety of themes for kids to explore. Objects in the rooms link to museums all over the world. Kids are given a riddle and must use clues in the riddle to find an object in a museum's online collection.



Langston Hughes' Desk in development. Clicking on the papers opens an article on Hughes from *The Black Perspective* on the Smithsonian website. The record player will play a recording of Langston Hughes reading his poems. The typewriter will ask kids to write their own poem.

- ◇ Adapting: Recognizing the immediate need for educational games and activities that would teach children how to find resources online, the sponsor asked us to adapt our designs to work in an online game.
- ◇ Re-Design: Supplemented existing resources with a dense collection of educational online sources and, working with a programmer, designed games and activities that will help children discover the world at their fingertips.

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