



# Hide & Seek

## Educational Basis

**The first episode Hide & Seek introduces children to the methodology of SunnyFunnies. The methods will stay relevant in all the following series.**

### **What is special about this interactive digital fairy-tale?**

Hide & Seek is a tale for the youngest. Little kids love searching for and finding things; Hide & Seek offers them the joy of surprise and wonder. The tale's nature is close to the actual game of hide-and-seek; it encourages children to explore and change their environment, observe the results of their actions, and enjoy the discoveries.

This interactive fairy-tale allows children not only to follow the plot, but to take an active part in creating it together with the characters which encourage children to communicate, participate, and try new things. By facing unknown situations, surprises, and obstacles, children learn to understand problems, look for solutions and overcome difficulties.

When the tale ends and the Sun says goodbye the interactive game continues. By touching and swiping the screen, children ripple the water, open and close the water lilies, move the grass and the clouds, find hidden beetles etc.; i.e., they keep exploring the natural phenomena around them. They “discover” the names of natural objects; upon touching a hidden object they hear its name and remember it.

Children can also reenact these actions in real life: ripple the water in a bowl, play with lily blooms and leaves, colour them, etc. Real and digital environments are combined in learning. Timing of the tale and the experiments is chosen carefully to teach children the limits of spending time on a computer, to lure them back to reality; in summer they can look for real frogs in a puddle and real beetles among the weeds, to notice the diversity of colours and shapes in plants; in winter, to experiment and construct new things indoors.

Due to the attention paid to pedagogy, this interactive fairy-tale allows children to gain cognitive, speech, communication, social and art skills appropriate to their age.

Due to its professional design, carefully selected child-appropriate aesthetics, along with easy to understand stylistics this interaction will teach children to feel the beauty around them. Animated 3D characters react to the child's actions, using expressions and body language designed specifically for children, thus creating an air of mutual and instant relationship.

The skill-enhancing environment is created through relations of trust between children and the characters of the fairy-tale. Animated characters explain the rules of the games, therefore children can play on their own without external assistance from adults.

