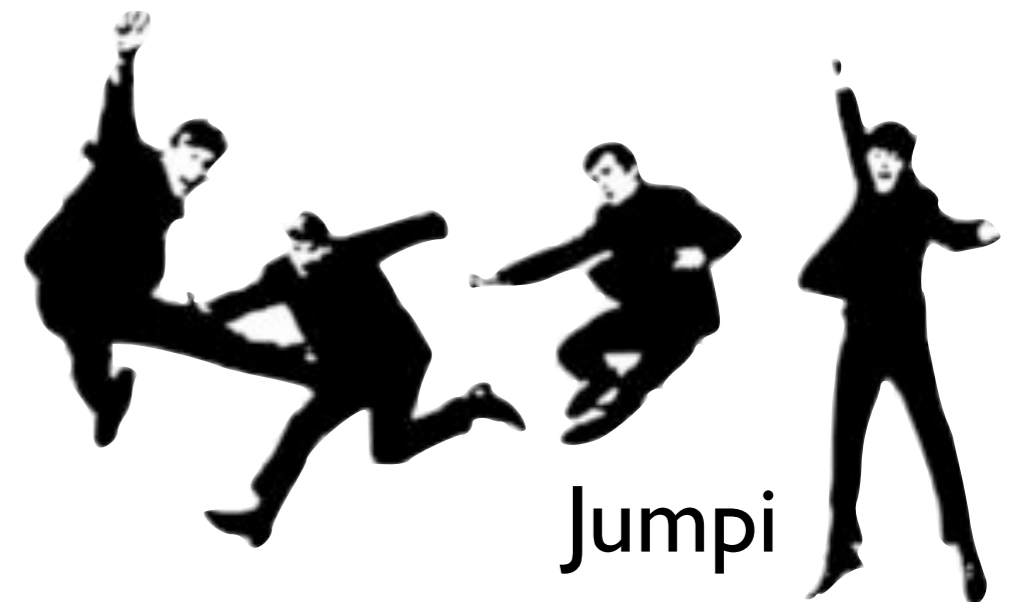
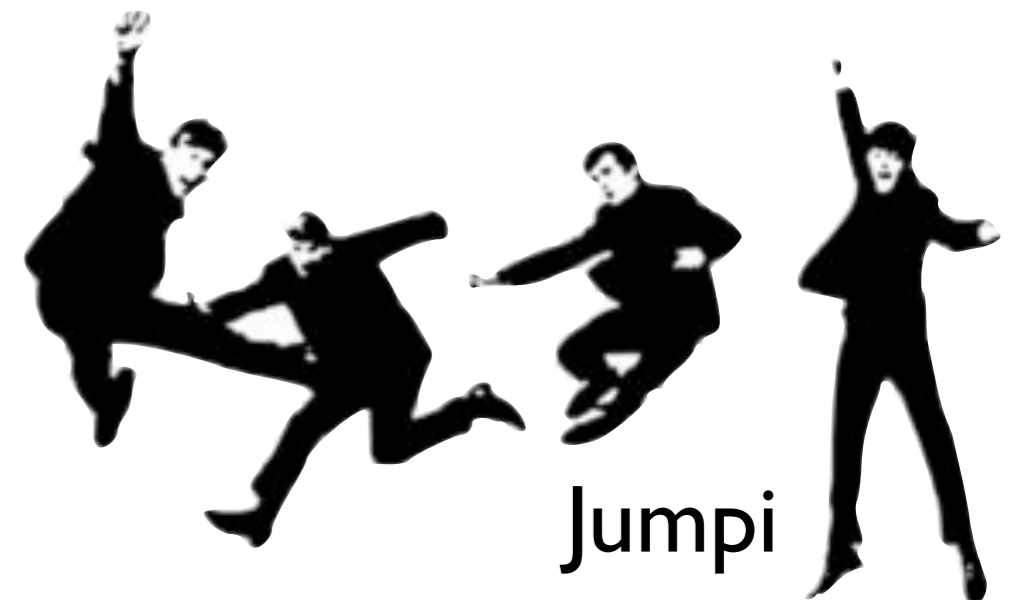


by  
Reha Discioglu & Leyla Nasibova

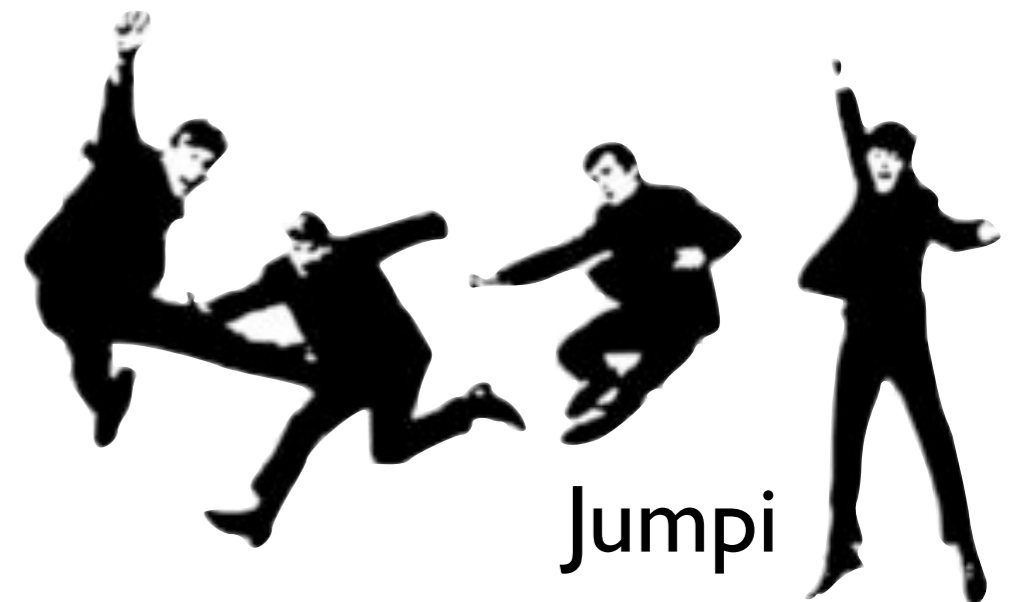
- Awakening of children's old games with digital tools.
- Skipping Rope, Hopscotch



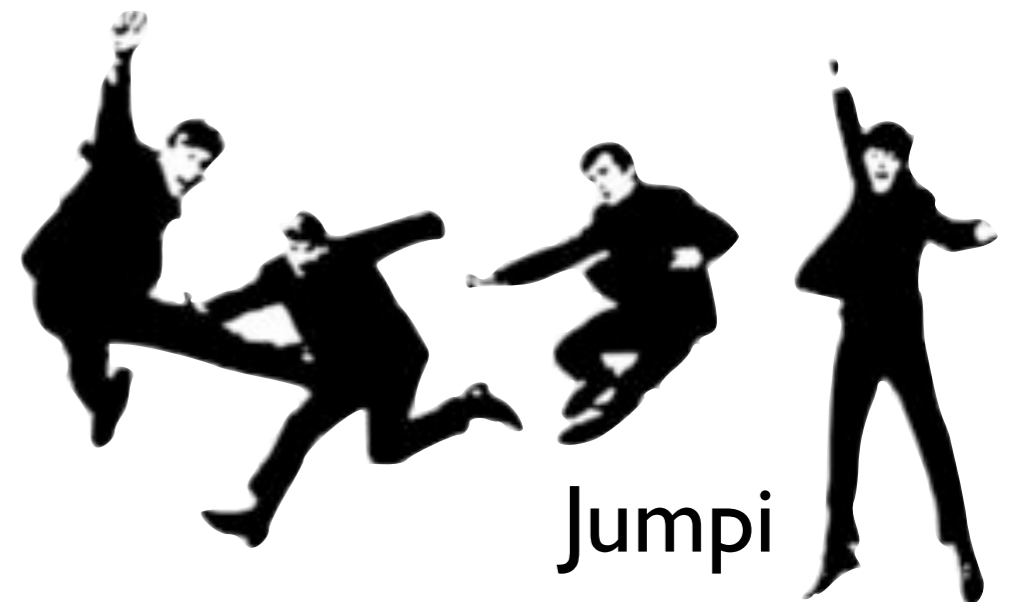
- Integrating sound into already existing games of children
- Keeping them away from electronic interfaces
- Avoiding to introduce new interfaces which require learning time



- Giving the possibility of sharing the joy
- Encourage to play collaboratively
- Not to force them to stare screen

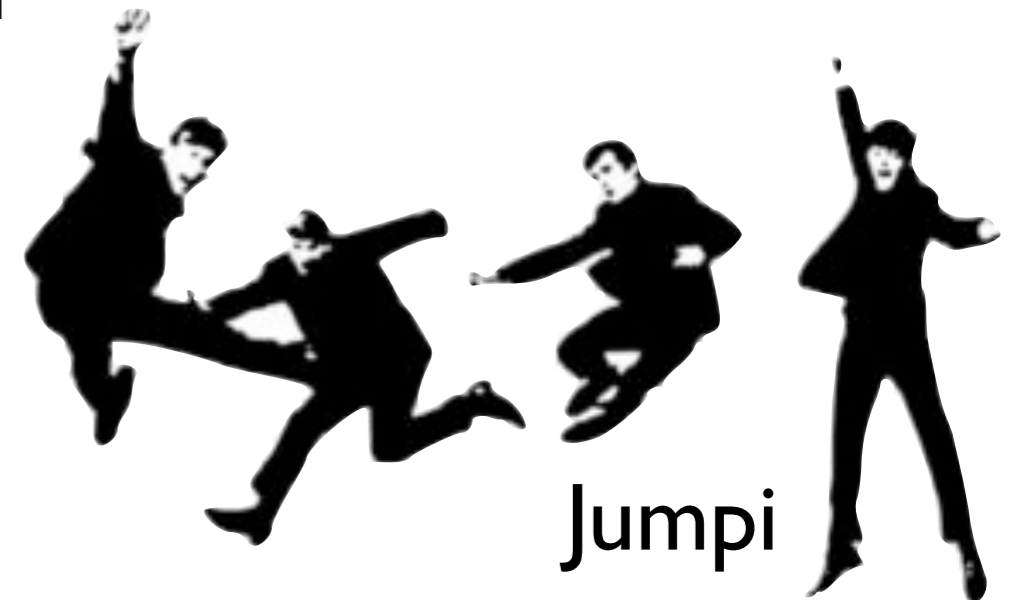


- Children who can play skipping rope and hopscotch
- Even grown ups



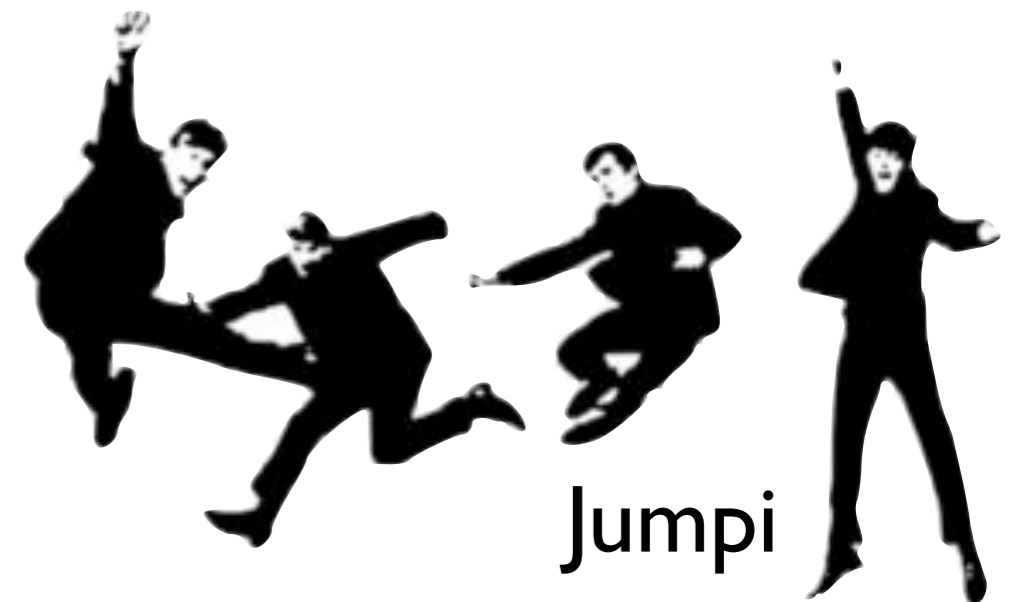
# Skipping Rope

- Children's movements will be tracked via Kinect and sonic feedback will be provided according to their position data, especially y coordinate which will give jump information of children
- Calibration is not needed, up to 6 children may be included



# Hopscotch

- Shape of the hopscotch will be projected to the floor
- Children's movements during game will be tracked via Kinect and sonic feedback will be provided according to their position data, moreover shape of the hopscotch will be dynamically changed in order to keep the challenge



Jumpi

- A structure for hopscotch?

