

The background features a white space with several colorful circles and dashed lines. In the top left, there is a large teal circle with a white center, a smaller teal circle, and a dashed teal circle. In the top right, there is a large lime green circle, a smaller green circle, and a dashed green circle. In the bottom left, there is a large green circle with a white center, a smaller yellow circle, and a dashed yellow circle. In the bottom right, there is a large yellow circle, a smaller orange circle, and a dashed yellow circle. A large dashed grey circle is centered around the text.

Augmented Reality children's book

BY TEAM FOUR

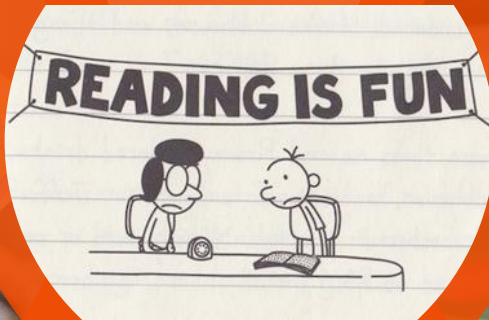
The background features several decorative elements: a large orange ring with a dashed white inner circle in the top left; a large teal ring in the bottom right; a large green circle with a white dot in the top right; a large yellow circle in the middle left; a large green circle with a dashed white border in the middle right; a large teal circle with a dashed white border in the bottom right; a large green circle with a dashed white border in the bottom left; a small pink circle in the middle left; a small orange circle in the top right; a small teal circle in the bottom right; and a small cyan circle in the middle left.

1

Recap
What we told you last time



Who



Why



How



2

Since then



Story designs

3 Key Elements

Child Meets
Monster

Monster needs
Child's help

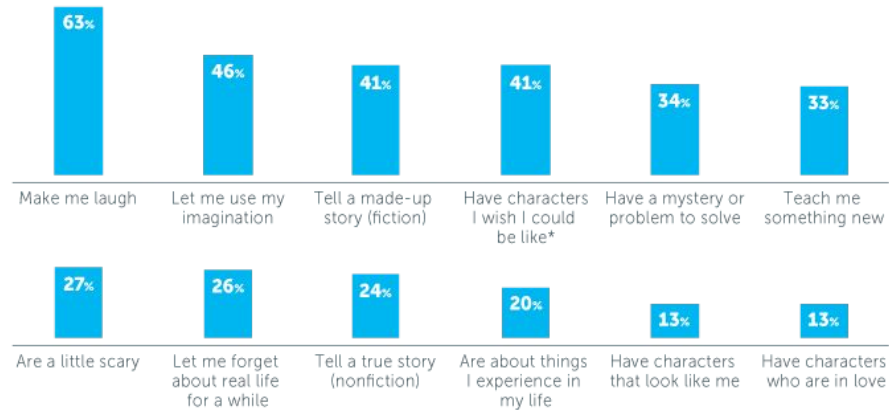
Game is played
to help
Monster

Character designs



As can be seen from most of children's books on the market, character as monsters became popular and familiar to every kid

Character designs



QK16. What do you look for when picking out a book for fun? Please select all that apply, as long as they are true for you.

*Full item text read: "Have characters I wish I could be like because they're smart, strong or brave"

This bar chart showing the reason to have our main character as half of a kid, half of monster and we focus on designing a book that make children laugh

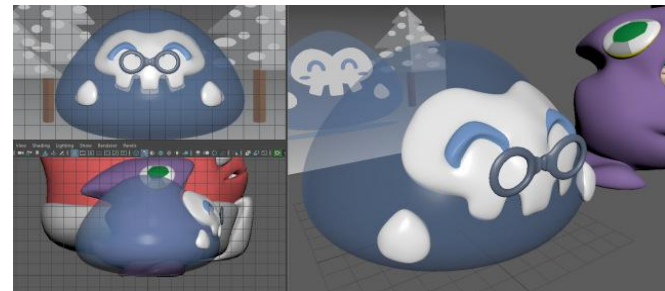
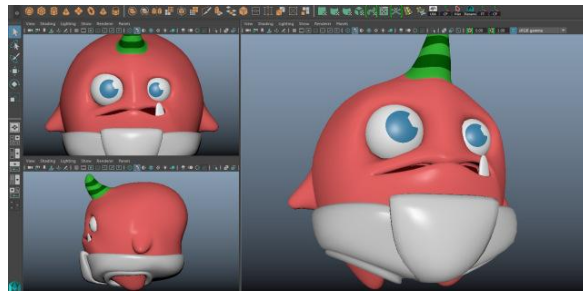
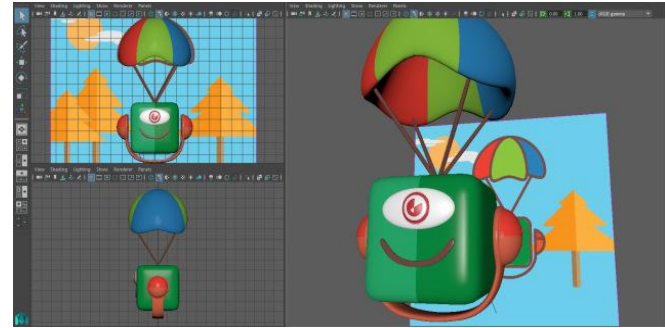
Scholastic (2015) 'What Kids Want in Books' [Online]. Available at: <http://www.scholastic.co.uk/readingreport/what-kids-want-in-books> [Accessed at: 17th November 2015]

Character designs



Final concept of all character designs

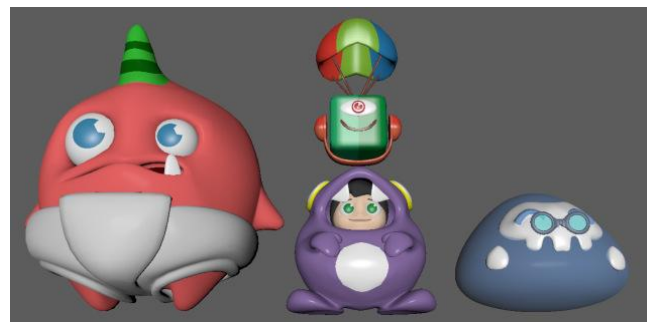
Character designs



Main Character



Character designs



Sample of final scene for our children book with AR technology

First pages of the book



First pages of the book



First pages of the book

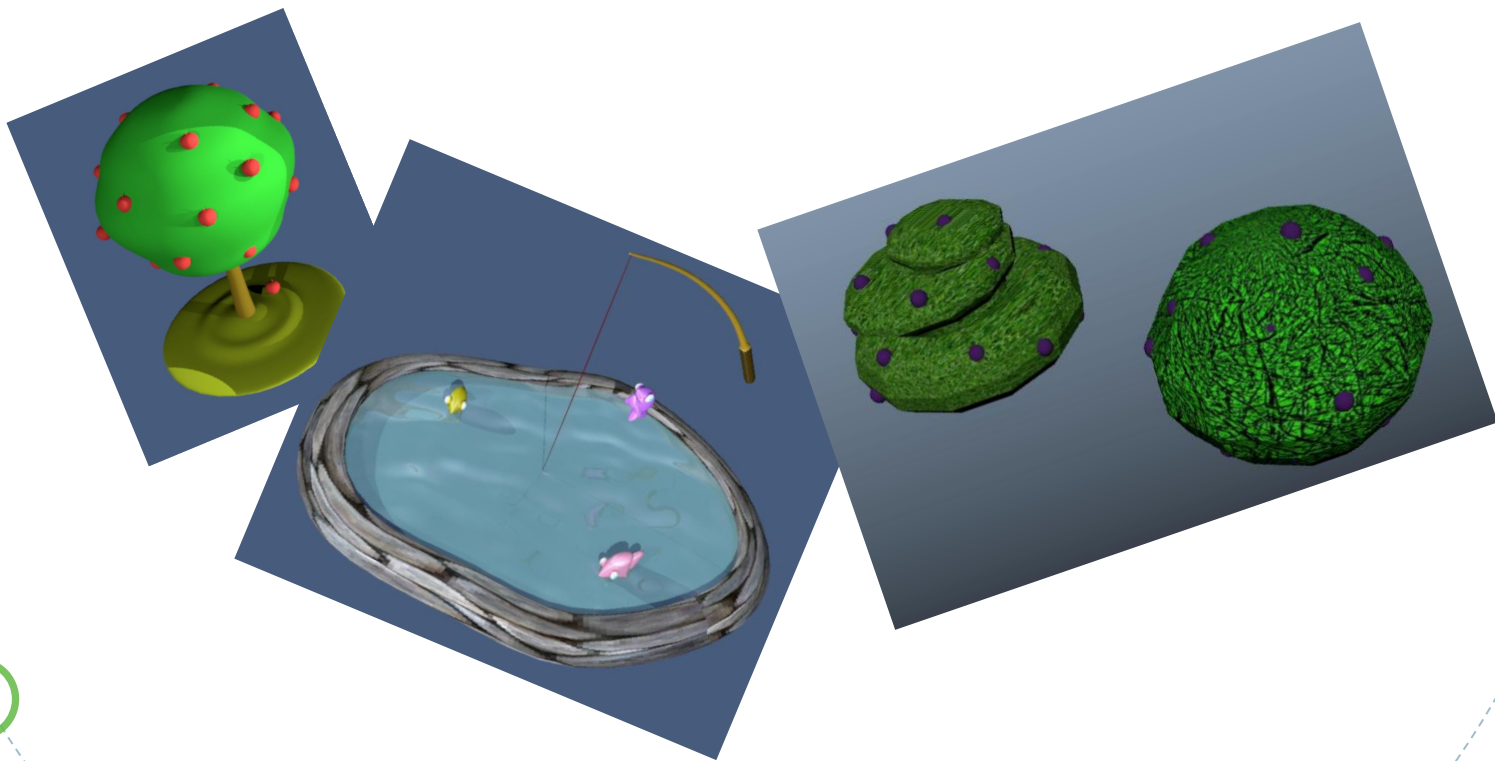


First pages of the book

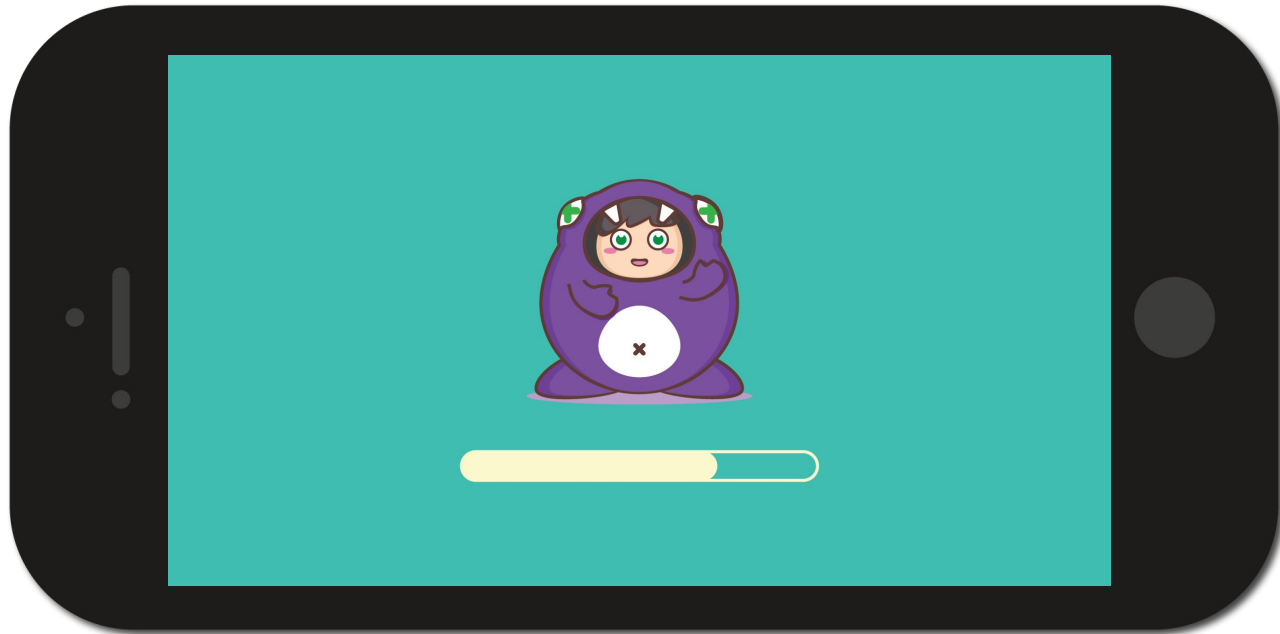


Thank you little monster
you're a true friend
Come little monster I'll
join you till the end

Asset development



UX Design



Parents

I'm a Little Monster



Book



eBook

Landing Screen

Parents

I'M A LITTLE MONSTER

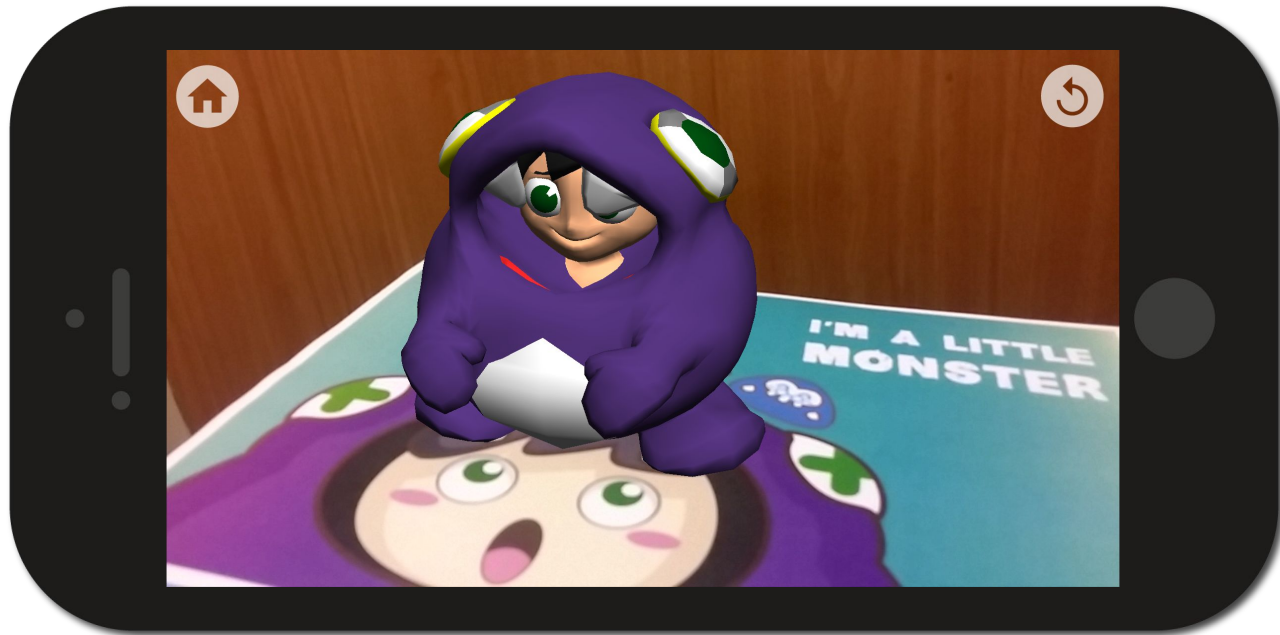


AR BOOK

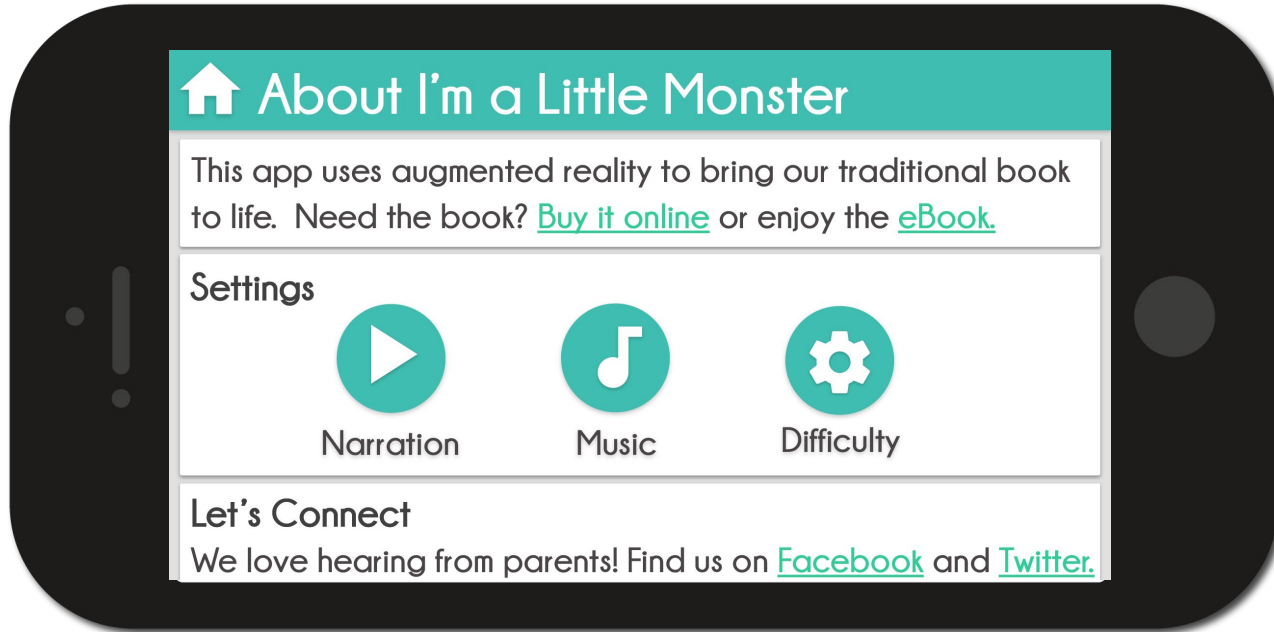


eBOOK

AR UI

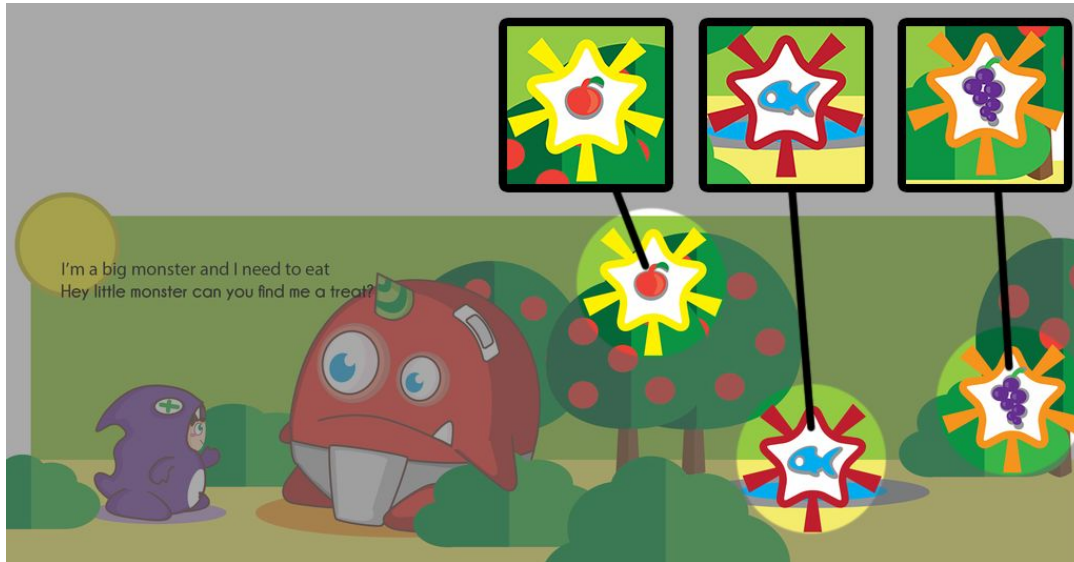


Parent Section



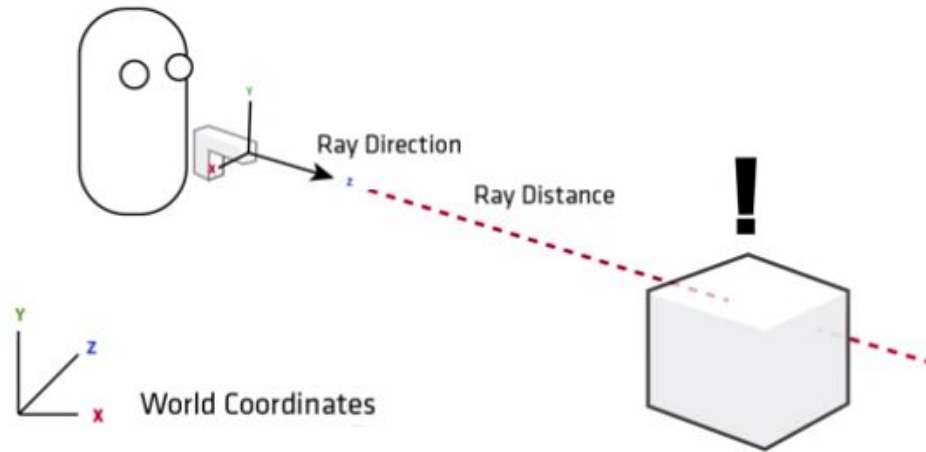
Game Mechanism

Augmented Reality: Using Vuforia SDK to access camera and making custom image target from the book



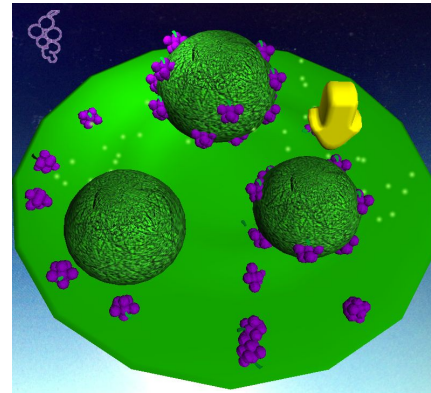
Game Mechanism

User Interaction : Raycasting from user to game objects



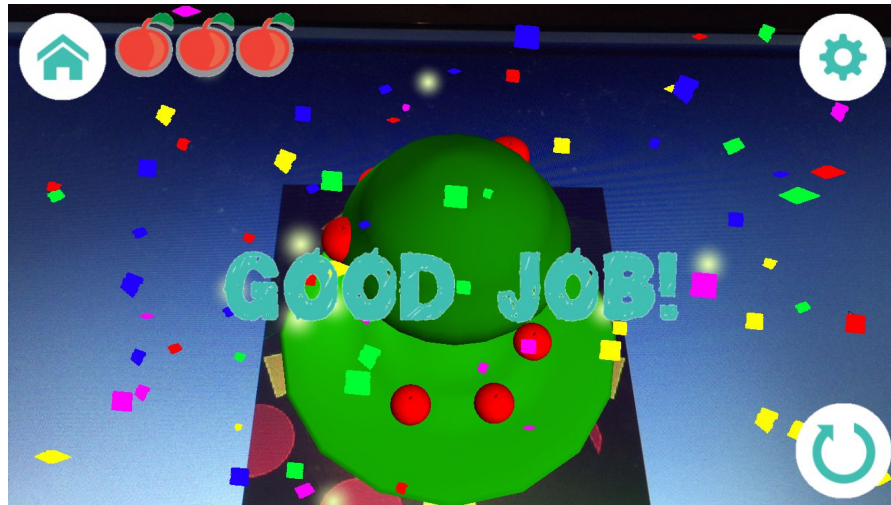
Game Mechanism

Object behaviour: Using physics gravity for falling objects



Game Mechanism

Confetti Effect: Using particle effect with 2D sprites



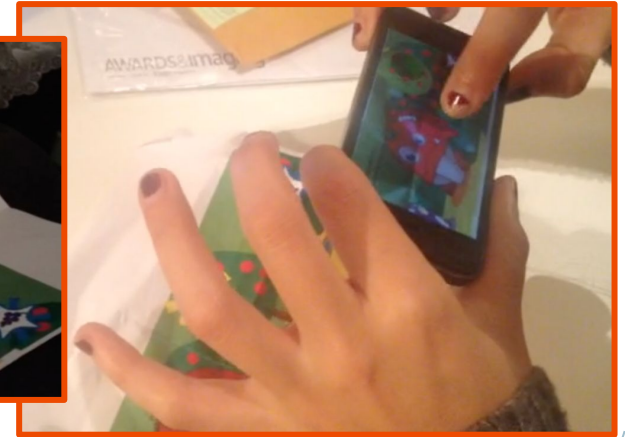
Initial user testing



Participant 1



Participant 2



Participant 3

The video



The background features a variety of colorful geometric shapes, including solid and dashed circles in shades of orange, yellow, green, teal, and pink. A large, light blue dashed circle is centered in the upper half of the page.

3

What we've learnt



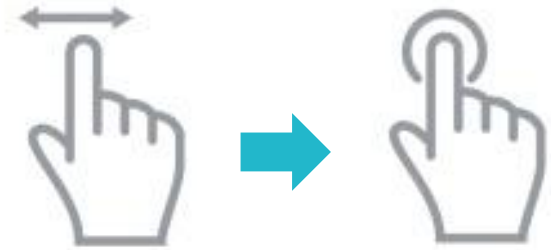
The book

*“The **illustrations must integrate the text and be engaging.** I think add some humour and make it look fun.”*

*“You usually start putting the text on the page – deciding the size, font etc, then you get the illustrator to **sketch some roughs** and then once you’re happy you get him to start the actual illustrations. The most common books are 32 pages (some can be 24pp).”*

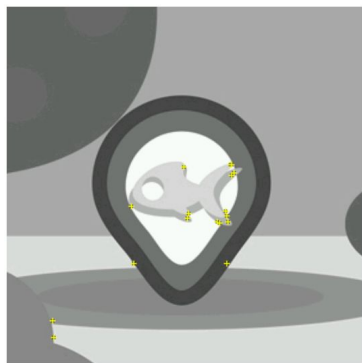
The game

- ◎ Games have been changed so objectives are easier and more intuitive
- ◎ Future games will keep input needed minimal but have a slight increase in challenge

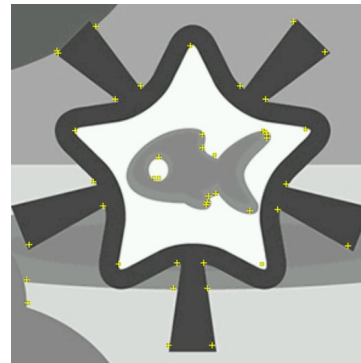


The Image Target for AR

Certain shapes didn't track very well



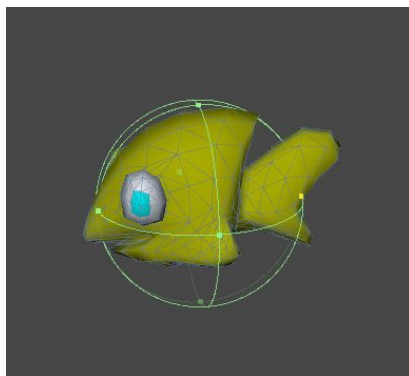
Old version



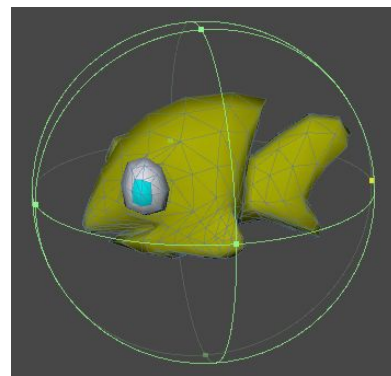
Current version

Collision Detection

Sometimes it's hard to click the objects



Original



After increasing
collision radius



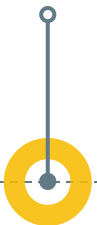
4

Next steps



Project Timeline

Presentation



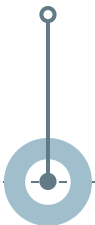
NOW

Iterate based on findings



Continue
User Testing

Iterate



Develop more pages
and more games
(time permitting)



Finish summary
video



Report findings



HAND IN

TEAM FOUR



ANNA-KAY

Project Owner/
Research Lead



MESHA

Analyst/
Designer



MAXI

Design Lead



KEITH

Game Designer



ATTHEERA

Technical Lead/
Game Programmer

augmentedrealitychildrensbook.wordpress.com