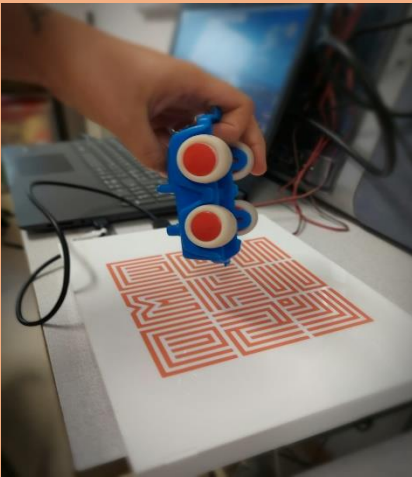


# I'M IN TALES



The I'm in Tales partnership is thrilled to announce the end of the PR2, namely the **authoring tool!**

It allows the creation of multisensory stories, meaning children can immerse themselves by exploring physical objects, smells, and flavours. This is possible thanks to the technology behind our project: NFCs.

Children can not only interact directly with the story but also create their own by recording their voices, drawing story scenes and creating interactive items. Children can enhance other senses too, listening to the story, reading it, touching items, but also smelling or tasting them. The I'm in Tales project allows multi-sensory learning.

## THE TOOL INCLUDES:

**1) Stories interface:** this component represents the user interface of the TUI on a digital device, that will be modelled based on the input from the PR1. It would potentially have two macro sections:

- i) an assessment tool for data collection,
- ii) an activity area, where the user (teachers or children) will choose stories to listen to and interact with.

**2) OER Authoring tool:** it will allow any user to create their own stories. The editor tool will be designed with a simple and immediate interface, free and open for every user. The user will have the possibility to connect any object, thanks to the hardware (an active board that is an antenna), to digital feedback.

**3) Physical objects:** stories will be implemented both in a virtual environment and in real and tangible world (TUIs approach). the hardware is an active board (an NFC antenna connected via USB to PC or tablet) that can “recognize” tangible materials (tagged with NFC sensors) to allow the digital environment to give feedback. Tangible materials are simple objects chosen or created specifically for each story, which stimulate sensorially all the five senses. When an object is placed on the board (based on the requests of the story) the interface responds to the action with an effect (for example by continuing the story or giving feedback).

