Flow Paths: A standalone tangible board system for creating educational games

Alejandro Barredo
Pablo Garaizar
DeustoTech Learning - University of Deusto
Learn and enjoy

One objective
Multiple platforms
“As soon as a children finds something that interests them, they lose their instability and learn to concentrate”

Maria Montessori
Composition

Passive board

Passive pieces

Active sheets:
- Drawable sheet
- RFID tag
Keep it simple
RFID Technology

Board

ANTENNA

READER

Pieces
How does it work?
GAME + FeedBack = Finish
Prototype
Sheets

Customizable or Not

Identify an AND gate and place it on the B position, try the test blocks to correct it.
Clue: the AND block results in one when the two entries are ones.

Identify an OR gate and place it on the B position, try the test blocks to correct it.
Clue: the OR block results in one when any of the entries is a one.
Build your own games

<table>
<thead>
<tr>
<th>Kids / Adults</th>
<th>Game path</th>
<th>Available Leds</th>
<th>Forbidden path</th>
</tr>
</thead>
</table>

Who is this game for (kids/adults)?
Write the game path digit by digit. (Number one is the left upper position)
Competence ≠ Customizable
Create, play and learn,
learn, play and create, learn, create and play...
Thank you very much for coming

Alejandro Barredo a.barredo@opendeusto
Pablo Garaizar
DeustoTech Learning - University of Deusto