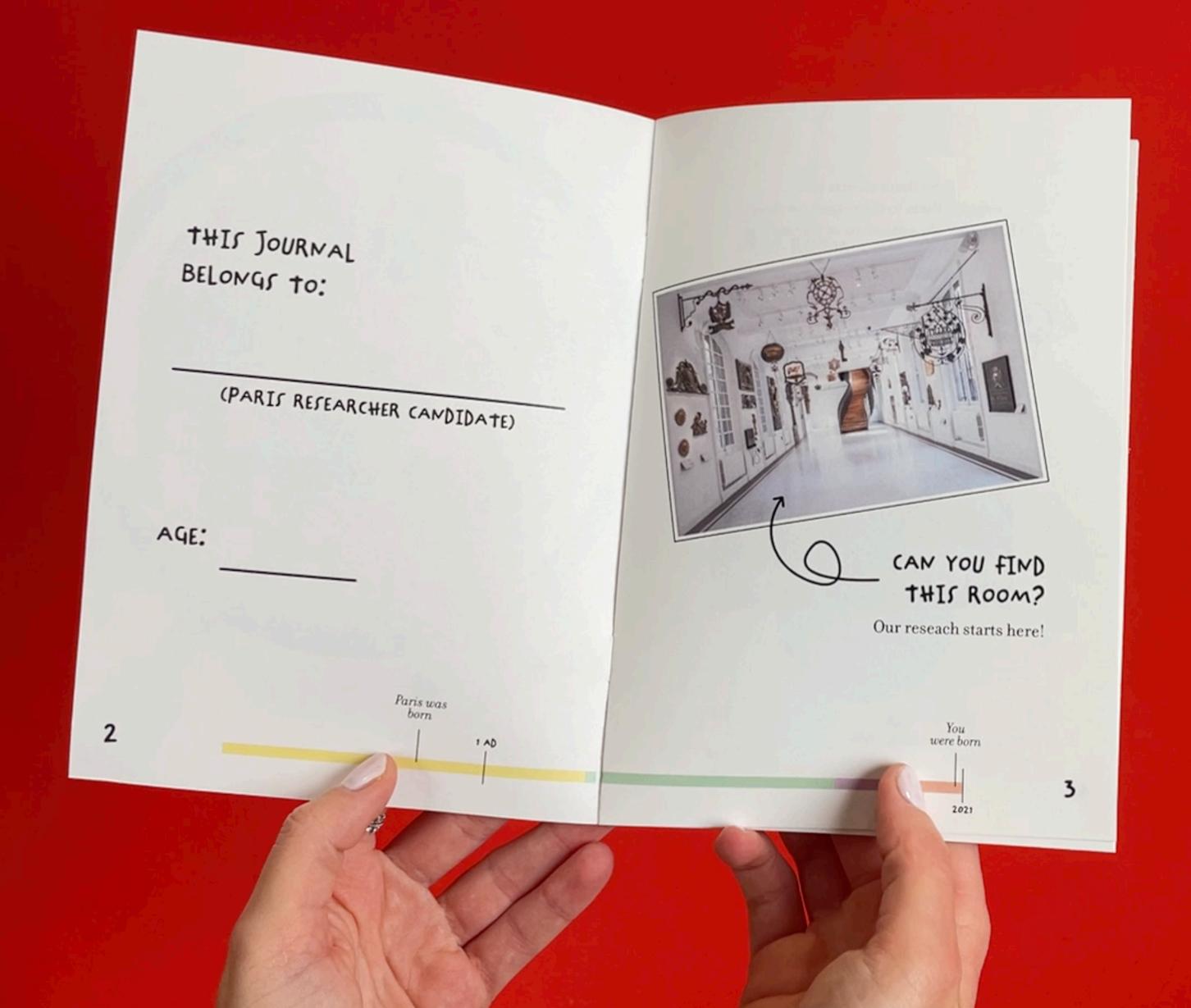
# Look! PARIS!

### Problem

The majority of visitors in Carnavalet are adults and seniors.



#### souzion

To expand the audience, we created an interactive game book that aims at enhancing the experience of children, increasing their interest in the museum, by creating a direct link with their everyday surroundings.

#### MUSÉE CARNAVALET HISTO!RE DE PARIS











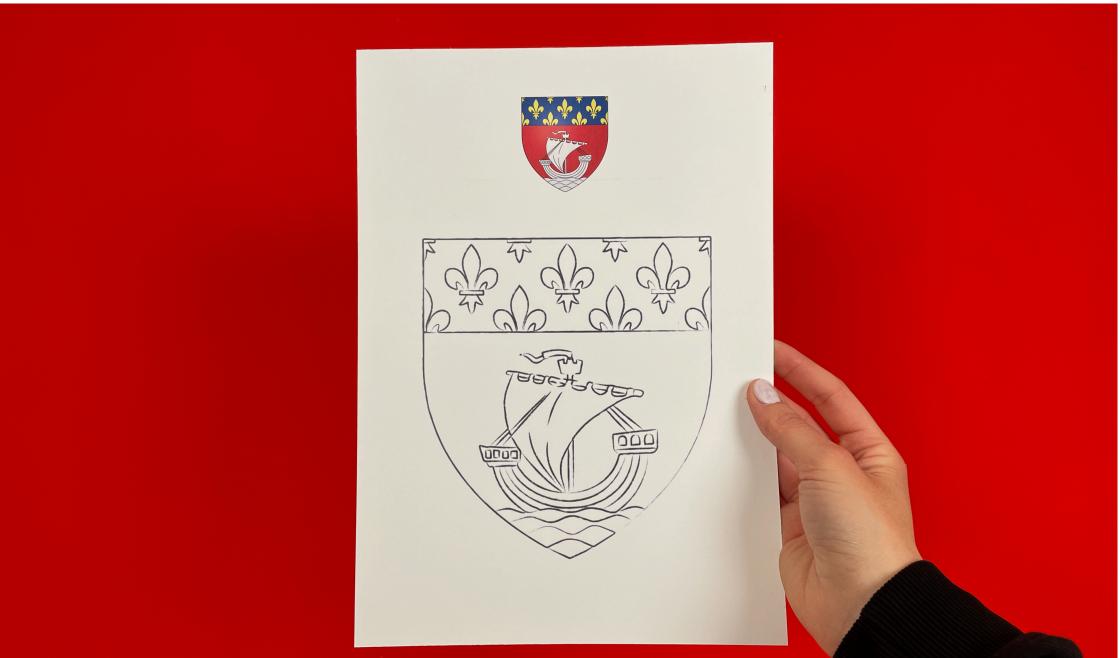








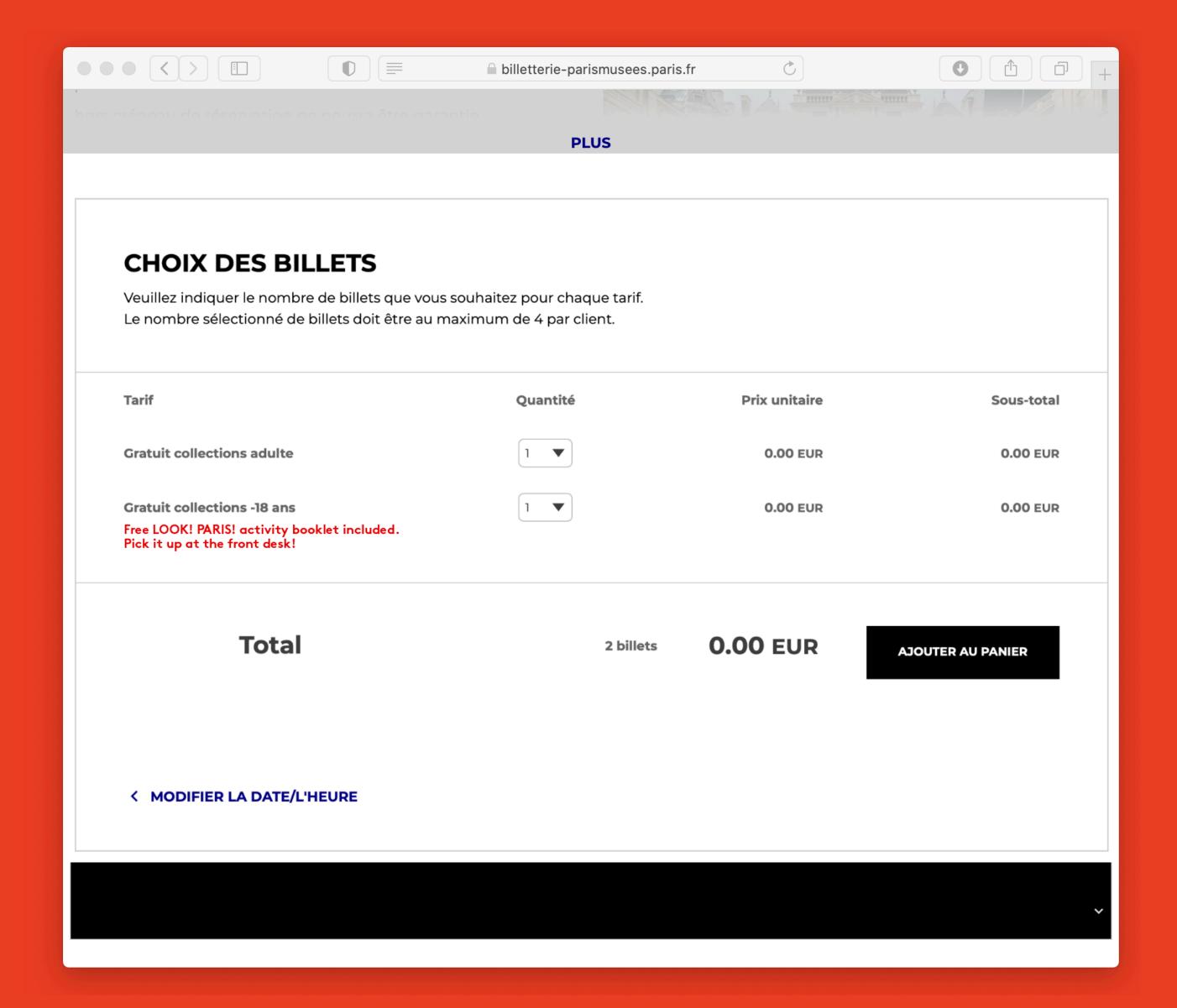


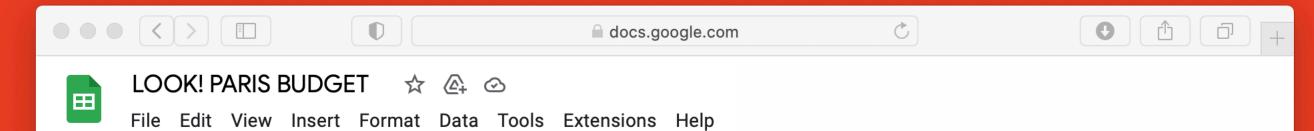


### Prize

To encourage the kids to solve all the riddles,
a diploma with a stamp, and a coloring emblem on
the back will be waiting for them at the front desk!

## tickets





	TEAM MEMBER	ARTISTIC DIRECTOR	CHILDREN PEDAGOGY EXPERT IN PARISIAN HISTORY	UX DESIGNER	GRAPHIC DESIGNER/2D ANIMATOR	TRANSLATOR	SOCIAL MEDIA DIRECTOR	WEBSITE ENGINEER	PURCHASE (DESCRIPTION)	PURCHASE COST	Total HT
	COST PER DAY	265,00 €	250,00 €	250,00 €	250,00 €	185,00 €	250,00 €	165,00 €	Libellé		
Total Phase 1/ DESIGN		40	40	30	40	20				0,00 €	#REF!
1.1	Graphic design	10	10	10	10	0					#REF!
1.2	Editorial	5	5	5	5	5					#REF!
1.3	Historic research	10	10	5	10	10					#REF!
1.4	Illustrations	10	10	10	10	0					#REF!
1.5	Translation	5	5	0	5	5					#REF!
Total Phase 2 /PRODUCTION		10	0	10	10	0				272,00 €	#REF!
2.1	Printing 250 bookets (UX)	5	0	5	5	0			paper& thread	22,00 €	#REF!
2.2	Filming	5	0	5	5	0				250,00 €	#REF!
											#REF!
Total Phase 3/ Running costs (based on 1000 units)		10	0	10	10	0				103,00 €	#REF!
3.1	Printing & Binding	5	0	5	5	0			paper& thread	90,00 €	#REF!
3.2	150 Pencils/ 1000booklets	5	0	5	5	0			pencils	13,00 €	#REF!
Total Phase 4 / Communication & marketing		25	0	25	25	0	20	5			#REF!
4.1	Instagram posts& stories	5	0	5	5	0	5	0			#REF!
4.2	Carnavalet Youtube	5	0	5	5	0	5	0			#REF!
4.3	Facebook fan page	5	0	5	5	0	5	0			#REF!
4.4	Twitter posts	5	0	5	5	0	5	0			#REF!
4.5	Adapt to Carnavalet website	5	0	5	5	0	0	5			#REF!
TOTAL		85	40	75	85	20	20	5	TOTAL TEAM COST		#REF!
		22 525,00 €	10 000,00 €	18 750,00 €	21 250,00 €	3 700,00 €	5 000,00 €	825,00 €	82 050,00 €	375,00 €	82 425,00 €

# Budger

Goal: try to limit the expenses in order to allow the booklet to be given for free.

#### SOUND CREDITS

- 1. Sneaky Adventure (Copyright Free)
- 2. Going up the country, Canned Heat
- 3. Youtube Sound Effects Sound Bank

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- 2. "Children's Perceptions of Their Museum Experiences: A …" Accessed December 15, 2021. https://www.jstor.org/stable/pdf/41514951.pdf.
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- 4. Barab, Sasha, and Chris Dede. "Games and Immersive Participatory Simulations for Science Education: An Emerging Type of Curricula Journal of Science Education and Technology." SpringerLink. Kluwer Academic Publishers, March 22, 2007. https://link.springer.com/article/10.1007/s10956-007-9043-9.

THANK YOU!