

Hansel

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The **Hansel** is designed for kids age 3-6 who may not be able to read yet. It uses a visual, touch screen interface that kids can easily navigate. The touch screen, in combination with a tilt sensor and multiple microphones make the Hansel a very physically engaging device. We think it fulfills a desire not currently met by the traditional computer or stylus based toys like the Leapfrog Leapster and Nintendo DS.

Children today begin to understand computers at a very early age; unlike no generation prior. Computers have become more prevalent in some households than the television. We believe it is of importance to have a device suited to this age group's curiosity, exploratory nature, using technology built for them. With the Hansel, kids have a more physically engaging device they can use to play games, learn, and communicate with their friends.

Hansel offers innovative an experiences :

- It encourages children to play games using their whole bodies.
- Using peer to peer pairing and secure networking, it gives peace of mind to parents.
- It enhances social interaction, giving young kids a network to play and explore safely.



The Hansel is never meant to replace a nice rowdy game of tag, throwing around a football, or any common social or tactile interaction. Our goal is to create a device that connects children and augments existing experiences for them. Cousins who might live far away will be able to instantly play together as if they were in the same room. A child's family might move out of the country but he/she will never lose contact with their best friend. We want children between 3 -6 to grow up learning that computers can be social, interactive, educational, and uniquely entertaining.