

TABLE OF CONTENTS

SUPPORT	I
ABSTRACT.....	III
RESUMO.....	V
AKNOWLEDGEMENTS.....	VII
DEDICATORY.....	IX
LIST OF FIGURES.....	XIII
LIST OF TABLES.....	XV
1. INTRODUCTION.....	1
1.1 OBJECTIVES.....	2
1.2 METHODOLOGY.....	2
1.3 NAVIGATION.....	2
2. ANIMATION.....	5
2.1 THE ART OF MOVEMENTS THAT ARE DRAWN.....	5
2.2 BRIEF HISTORY AND CONTEXTUALIZATION OF ANIMATION.....	5
2.2.1 THE DAWN OF ANIMATION.....	5
2.2.2 MODERN AGE MECHANISMS AND THE EVOLUTION OF ANIMATION.....	8
2.2.3 ANIMATING WITH PERSONALITY.....	10
2.2.4 LIMITED ANIMATION.....	11
2.3 PRESS START TO PLAY - AN OVERVIEW ON VIDEO GAMES.....	13
2.3.1 MORE GRAPHIC CAPACITY EQUALS HIGHER GRAPHIC QUALITY.....	15
2.4 WELCOME TO THE WORLD OF INTERACTIVE ANIMATION.....	16
2.5 IS MOBEYBOU A VIDEO GAME?.....	19
2.6 VIDEO GAMES AS AN EDUCATIONAL TOOL.....	20
2.7 EXAMPLES OF EDUCATIONAL GAMES.....	21
3. TANGIBLE USER INTERFACES.....	25
3.1 INTRODUCTION.....	25
3.2 CHILDREN ARE TACTILE LEARNERS.....	25
3.3 TANGIBLE USER INTERFACES FOR STORYTELLING.....	26
4. PRACTICAL PROJECT: ANIMATING FOR MOBEYBOU.....	31
4.1 MOBEYBOU – MOVING BEYOND BOUNDARIES.....	31
4.2 THE TANGIBLE USER INTERFACE.....	31
4.3 MULTICULTURALISM THROUGH STORYTELLING.....	32
4.4 MODELING THE STORY WORLD.....	33
4.5 CREATING THE GAME ELEMENTS.....	36
4.6 ANIMATING THE MOBEYBOU ELEMENTS.....	38
4.7 EXPLORATORY FIELD STUDIES.....	45
4.7.1 RESEARCH METHODOLOGY.....	45
4.7.2 FIRST PART – ANALOGIC PROTOTYPE.....	45
4.7.2.1 Participants.....	45
4.7.2.2 Instruments and Data Collection.....	45
4.7.2.3 Procedure.....	46
4.7.2.4 Observations.....	47

4.7.3 SECOND PART – DIGITAL PROTOTYPE	48
4.7.3.1 Participants	48
4.7.3.2 Instruments and Data Collection.....	49
4.7.3.3 Procedure	49
4.7.3.4 Observations.....	49
5. CONCLUSIONS.....	57
5.1 FUTURE WORK.....	57
5.2 PUBLISHED PAPERS.....	58
6. BIBLIOGRAPHY.....	59
7. APPENDIX.....	63
APPENDIX I.....	64
APPENDIX II.....	111
APPENDIX III.....	113
APPENDIX IV	118
APPENDIX V	125
APPENDIX VI	126
APPENDIX VIII	147