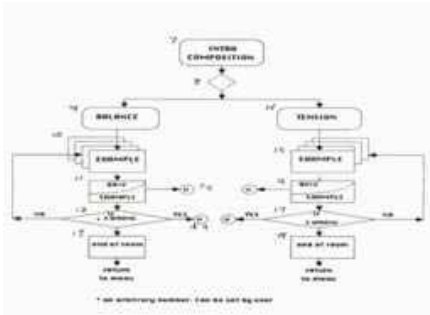The Mystery Museum

Concept, script, storyboard, flowchart: Ingeborg Fülepp and Brad Larson, Harvard University, Graduate School of Education, Cambridge 1998
Design document for an interactive video disc project to teach children elements of art (composition, style and expression) on examples of abstract art. The program is designed to run on Mac II with additional hardware components such as graphic overlay card, graphic tablet, digitized card and video disc player. The instructional plan of the program consists of two parts: tutorial and exploratory. Stacks of paintings are organized in the tutorial of a database provided from the video disc along with many hints and explanations from the computer. The exploratory section gives the options to create a new piece based on the decomposition of the existing art, or to compose new art from a scratch. Given that children of ages 8-12 are generally drawn to representational rather than abstract art, motivational instruction is very important. Computer instructed programs have great potential to arouse children's interest in the area of understanding art.
Ingeborg Fülepp / Brad Larson, Cambridge USA, 1988