

# User Guide and Warnings

## Premise

This document does not claim to exhaust all the topics contained therein in a detailed and exhaustive manner but, being a product intended to make children and those who accompany them in the digital immersive adventures spend quality moments, it was written in in order to facilitate the use of “...And if I were a Midge” as well as providing tips shared with professionals who deal with developmental psychology.

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## Preliminary Operations

In order to start taking advantage of the adventures, the part relating to **"The Protagonists"** **must be completed (from a minimum of 1 to a maximum of 3)** which must be configured in the simple guided steps that are summarized below:

### Protagonist Insertion

- Enter if Male or Female
- Enter the child's First Name



Chi sarà il protagonista di queste fantastiche avventure?

Sesso

Nome del bambino/a

FEMMINA MASCHIO

Nome o abbreviazione

- Enter the date of Birth in the format gg/mm/aaaa (using the calendar, always select the year of birth first)
- Indicate the Child's favorite animal: free field for statistical purposes only



Chi sarà il protagonista di queste fantastiche avventure?

Data di nascita

Animale preferito

data di nascita Il tuo animale preferito

Chi sarà il protagonista di queste fantastiche avventure?

Animale preferito

data di nascita Il tuo animale preferito

Lu	Ma	Me	Gi	Ve	Sa	Do
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

- Insert the photo of the Child but before explaining the loading read the usage WARNINGS

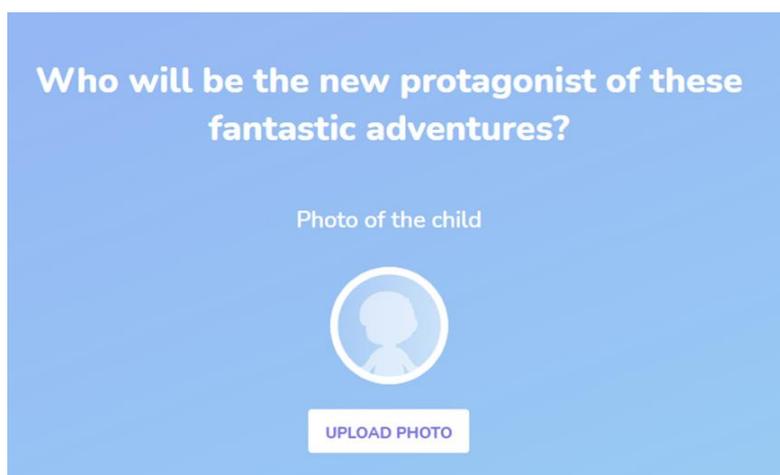
### Photo Usage Warnings:

- Please note that the uploading of the Child's photo can only be carried out by who exercises **the parental responsibility over the minor.**
- **the photo cannot be changed for the entire duration of the subscription.** A test area was therefore made available to perform morphing tests with a demo animal. Only when the effect achieved is reputed satisfying by those who insert the photo, it will be time to confirm the choice. It is recommended to try until the desired morphing effect is achieved.

## Precautions & Suggestions for Photo Insertion:

To make the effect as natural as possible, the following precautions are recommended:

- 1) The photograph must be a close-up or at most a half-length
- 2) The format of the images can be chosen from the following extensions: .JPEG or .PNG
- 3) The file size of the photo cannot be greater than 3,5 Megabyte (Mbyte)
- 4) There are 3 pointers (in the shape of a crosshair) that must be positioned on the right eye, left eye and mouth
- 5) Use the "test the transformation" button to check that the morphing effect is the one you want
- 6) Use the "reset transformation" button if the morphing effect is not the one you want; reposition the 3 pointers and use the "test transformation" button again
- 7) Use the "upload a different photo" button if the previously used photo does not produce a morphing effect satisfying in terms of personal taste
- 8) Once satisfied with the effect, use the confirm button: **from this moment the photo can no longer be replaced for the entire duration of the subscription**

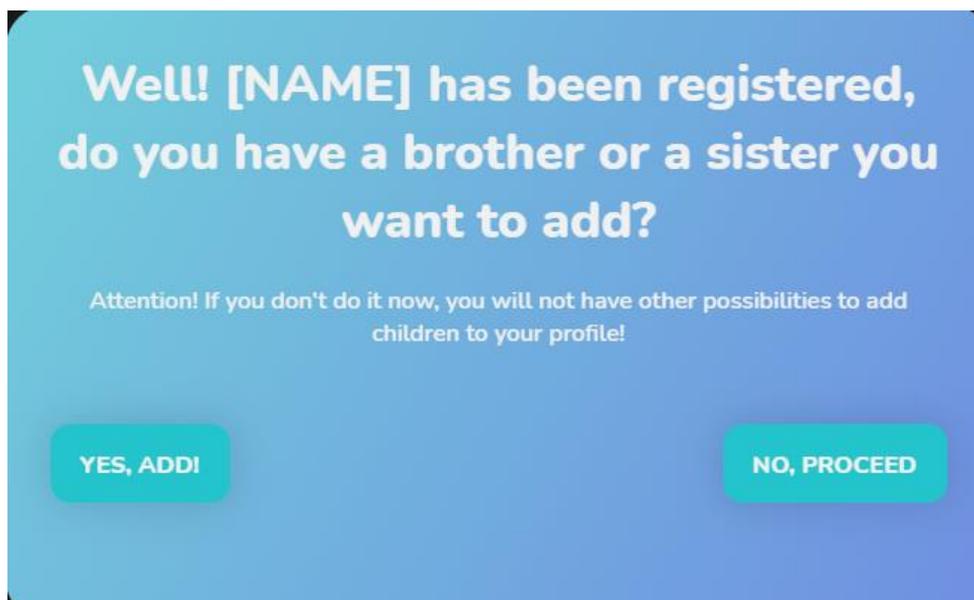


- a) Click on upload photo
- b) Choose the file following the indications given above (from pt. 1 to pt. 3)
- c) Try the morphing effect (instructions from pt. 4 to pt. 8)

Once this configuration is complete, the system will ask if there are other brothers or sisters to add.

If so, the previous information will be entered for the second son or daughter up to

**a maximum of three children.**



In the case of an only child, you can start living the adventures.

## Language Used

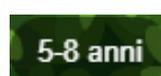
The system will automatically configure the language 3-5 or 5-8 years based on the date of birth of the child.

In the case of several children falling into 2 different language groups, the system will show the higher-end one (5-8 years) by default.

In any case, whoever will accompany the minor in these adventures, will have the absolute freedom to change the language range on each screen.

Moreover, as a further opportunity, the version in **English language** has been made available included in the subscription, also edited in the dual age range (3-5 and 5-8 years).

In this section it is anticipated that, during the adventure, the minor will be asked if he wants to identify himself with the animal of the day through a nice morphing effect: in case of affirmative answer, the whole course will be told in **second person singular** (you are, you do, etc.); in case of negative answer the course will take place in **third person singular** (the animal is, does, etc.)



IL LUOGO  
Vive nelle foreste molto calde e per questo usa le foglie come ventaglio per farsi aria

IL LUOGO  
Vive nelle foreste tropicali africane e per il troppo caldo usa le foglie come ventaglio per farsi aria

It lives in very warm forests and so it uses the leaves as a fan to get air.

It lives in the African tropical forests and because of the excessive heat it uses the leaves as a fan to get air.

## The Morphing

By Morphing we mean a technique used in this case by computer, which allows the images to be treated with a digital effects processor in order to gradually change an initial form into an arrival form, with a completely natural and credible transformation effect.

**Initial Image:** photo of the Child

**Arrival image:** photo of the animal of the day

### AVVERTENZA:

- Although it is a free choice of the minor to transform or not in the animal of the day, who will be with him/her is asked to always evaluate whether or not to proceed with the morphing in the event that the minor is uncertain.
- Automatism created after having received the same indication from several Developmental Psychologists: the system has been programmed in a way as to allow the Child to always return to his initial image, even if the adventure were to end before its conclusion. In any case, before administering the teaching of the day, after reading the fable, the Child will automatically return to his initial image.

## The Course: Digital Immersive Flow

### The Sequence

In summary the sequence of each adventure is the following:

- 1) HOME SCREEN:
  - a. Drop down menu
  - b. Selectable Language (3-5; 5-8 years)
  - c. Peel's Teachings
  - d. Begin Your Adventure
  - e. Fable Calendar
- 2) CLUE SCREEN
- 3) ANIMAL REVELATION SCREEN
- 4) MORPHING SCREEN: YES or NO
- 5) TRANSFORMATION SCREEN (ONLY IN THE CASE OF MORPHING)
- 6) ANIMAL CALL SCREEN
- 7) ANIMAL FEATURE SCREENS
- 8) CURIOSITIES SCREEN
- 9) SCREEN CHOICE IF READING OR LISTENING FABLE
- 10) FABLE SCREEN

- 11) AUTOMATIC SCREEN **AUTOMATIC RE-MORPHING** AFTER CLOSING THE FABLE (only in case of morphing)
- 12) **TEACHING** SCREEN

**WARNING:**

From here on, in order not to reveal the content in its entirety and therefore ruin the surprises, we report the PHASES of the Flow which need some in-depth analysis and which must be considered as indications for the best use of "... And if I were a Midge"

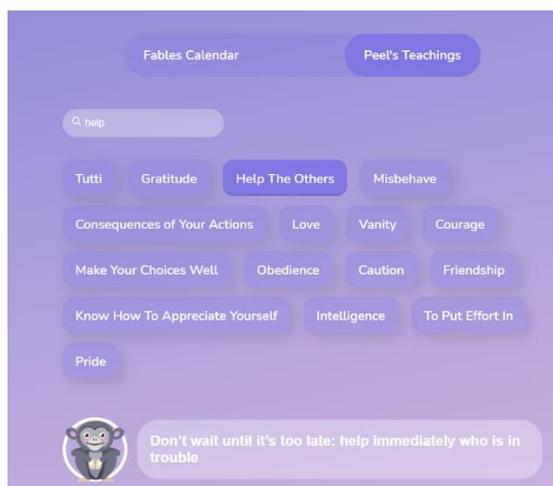
[The drop-down menu](#)  Clicking on ... opens the possibility to access various areas of the site and in particular:

- a) HOME
- b) OUR FACE
- c) INCONSPICUOUS DONATION
- d) PROFILE (visible only after logging in)
  1. My Account
  2. My Data
  3. My Purchases
  4. The protagonists
- e) BEGIN YOUR ADVENTURE (visible only after logging in)
- f) PEEL'S TEACHINGS (visible only after logging in)
- g) FABLE CALENDAR (visible only after logging in)
- h) LOGIN/REGISTRATION or LOGOUT (visible only after logging in)

This drop-down menu can be viewed in both Italian (ITA) and English (ENG): the site remains set to the last language used in case of exit.

## Peel's Teachings

In this area all the TAGs (key concepts) will be available which, after selecting what you are looking for, will only re-propose the fairy tales that contain the teachings related to that topic.



It is a help tool that the adult can use to "review" a teaching already administered in one of the adventures already experienced.

This area will become more and more populated, day after day based on the number of adventures already performed.

## Fable Calendar

In this area, three types of active or inactive symbols will be available depending on whether:

- 1) "Less visible" animal with padlock: inactive button that identifies an animal that will be present in the days following the day on which the fairy tale calendar opens. The animals are sorted alphabetically until the last day of the subscription to leave the surprise effect on "who will be there tomorrow".



- 2) Visible animal without padlock: active button that identifies an adventure already experienced but without having read the story (and therefore without having reached the lesson of the day). By clicking on the button you reach the "Read" or "Listen" screen.



- 3) Animal avatar (cartoon drawing): active button that indicates that the story has already been read (but the child, perhaps, is pleased to hear it again). By clicking on the button you reach the "Read" or "Listen" screen.



AND NOW... HAVE FUN!

## Various

### The birthday of the protagonist(s)

A surprise is planned for the children's birthday.

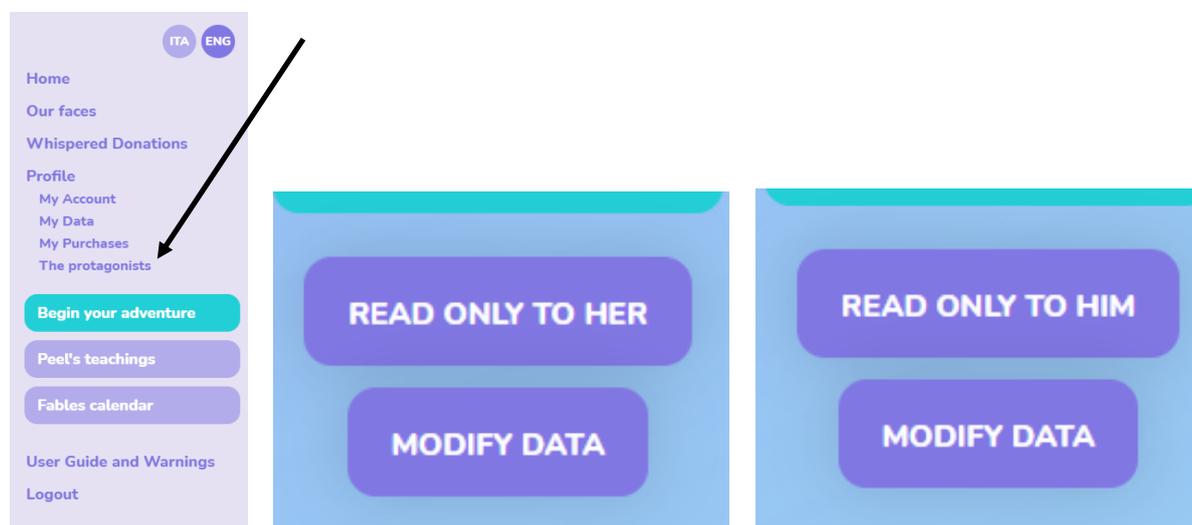
On the home screen, Peel the Owl will hold "something" with its wing that is not there on other days.

Click on that "something" and ... HAPPY BIRTHDAY

### In Case of More Children

The functionality of being able to experience the adventure even not with all the children at the same time has been set up.

HOW: open the "Protagonists" area from the drop-down menu and click the button corresponding to the child READ ONLY TO HER/HIM.



### Animal Sounds

In the adventure there is an initial space dedicated to listening to the call of the animal of the day.

It should be noted that it has not always been possible to find the sound for the following reasons:

- 1) Endangered animals
- 2) Fish (almost all) do not emit noises
- 3) Insects and arachnids (some, audible only through ultrasound which could be unpleasant)
- 4) Some repetitive: eg. snakes where only the hiss can be traced back to them
- 5) Prehistoric (only a few, mostly marine, whose digital sound was not created by anyone)

In these cases, rather than not putting anything, a "noise" (eg. yawning, chewing, blowing one's nose, etc.) was reproduced preceded by a voice to play with a bit of imagination.

## Inconspicuous Donation

Concrete projects are introduced in collaboration with the Give A Drop association (see the details in the Terms and Conditions section in paragraph 8.1)

