

Interactive Gettysburg

History that you can touch and feel

Concept

At the Harvard Ed School, I'm part of a team to make History come alive through online learning.

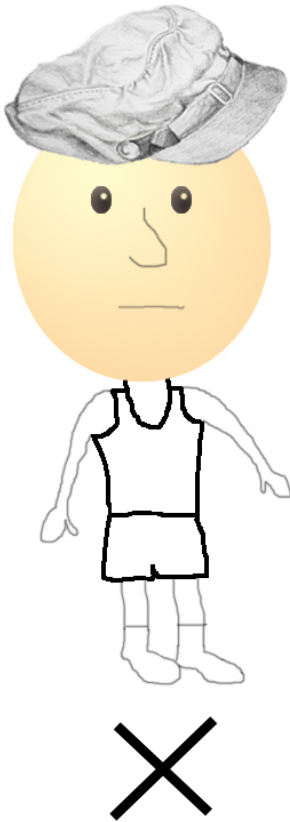
These are some of the characters I've created of the historical characters of Gettysburg.

I'll use these characters to make an interactive game where the right outfits have to be matched to the correct character.



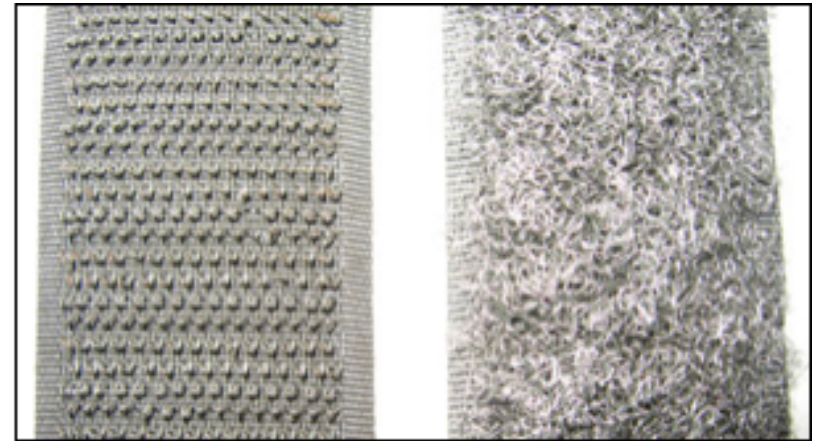
Concept

- Objective of the game is to match the items of either the Confederate or Union Uniform
- When the correct items of the uniform are matched, the URL page of the character will be called up online



Concept

- The uniforms and caps will have a fixed resistor that connect across the character
- Resistances of the sets of uniforms will be distinct from each other
- When a set range of resistance is detected, the Arduino will know if the set has been completed
- Characters and the uniforms will be made from felt with details embroidered
- Conductive velcro or snaps will be used to connect the outfits to the character



Concept

- Interactive quilt will enable 2 players to simultaneously compete with each other
- First player to bring up the page wins!