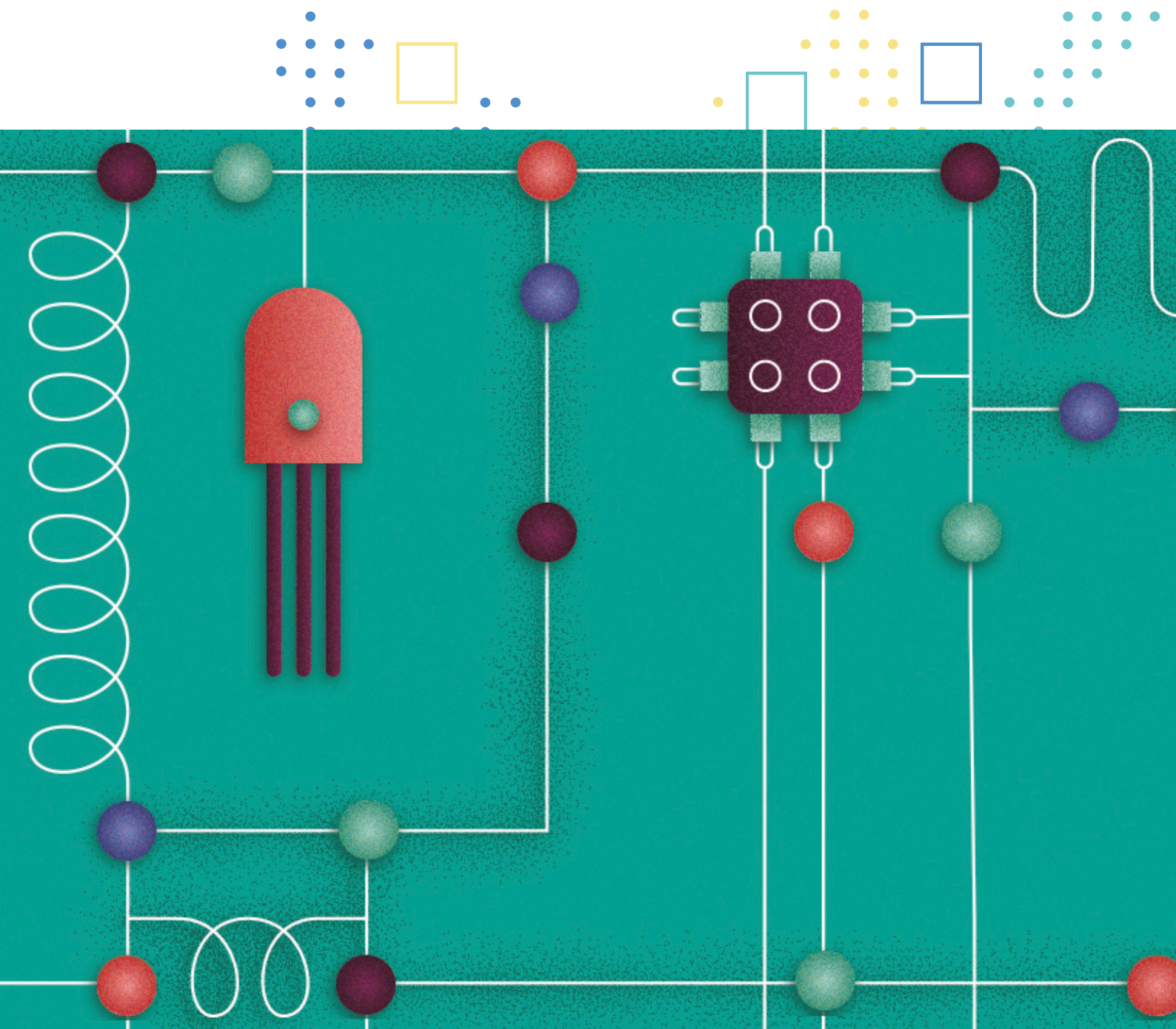


Guide to interactive applications

Luminous Planet

Games with coding on the interactive floor

Designer: LavaVision



Luminous Planet are Motioncube applications designed for interactive floors. The applications are controlled by motion.

Number of applications in the package: 16

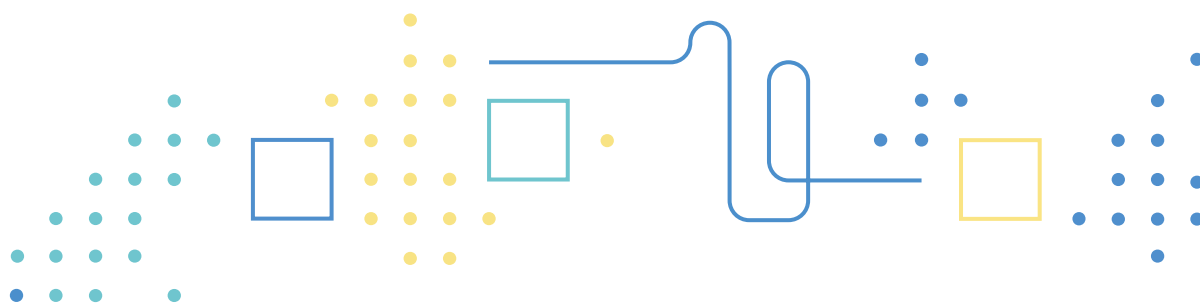
Application control method: motion interaction

Design, graphics, software: LavaVision

Package release date: 2020-07-08



Motioncube is an interactive software that combines motion and fun in the innovative technology of the interactive floor. Motioncube applications are designed for entertainment, education, revalidation, rehabilitation. Dozens of games controlled by motion, touch, interactive pens, robots, as well as for PCs and interactive boards. Along with example lesson or activity plans. Quick and easy selection of games collections with delivery straight to the interactive device. Create the interactive space tailored to your needs with Motioncube.



LavaVision

Krakow, 31-866

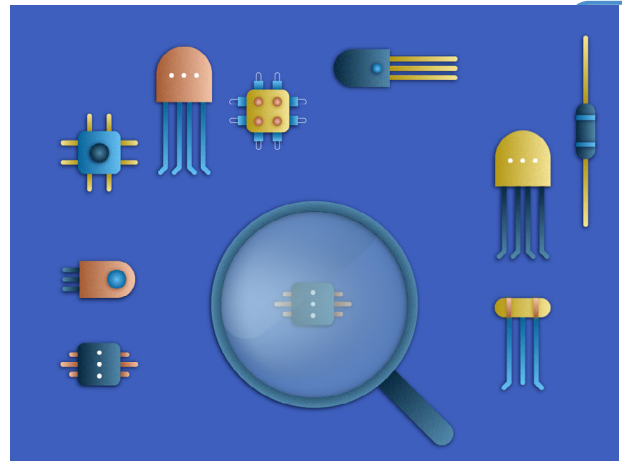
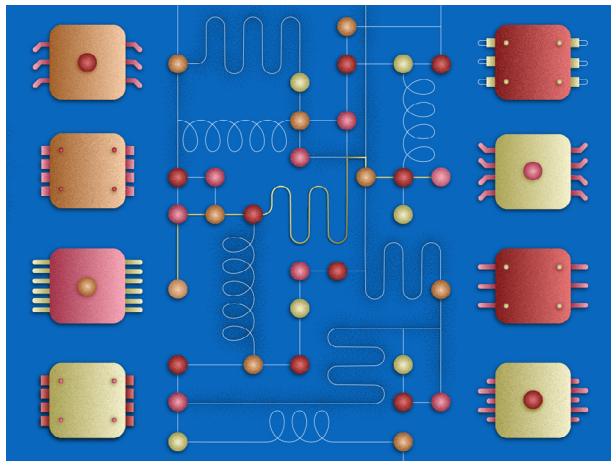
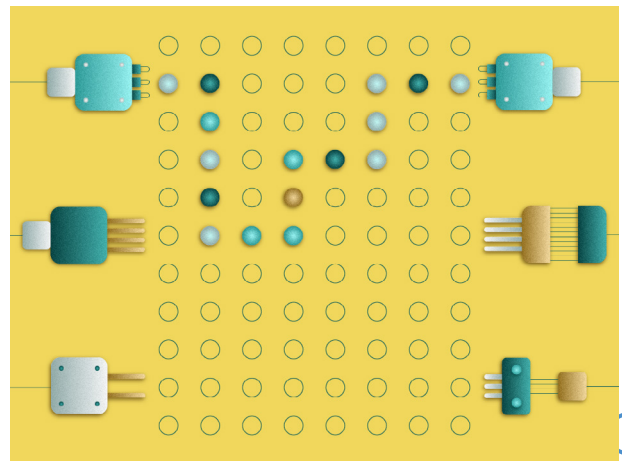
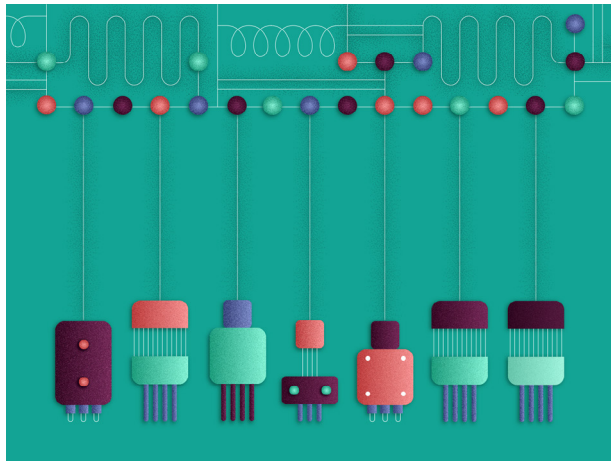
Skarzynskiego St. 5/07, Poland

contact@motioncube.io

www.motioncube.io

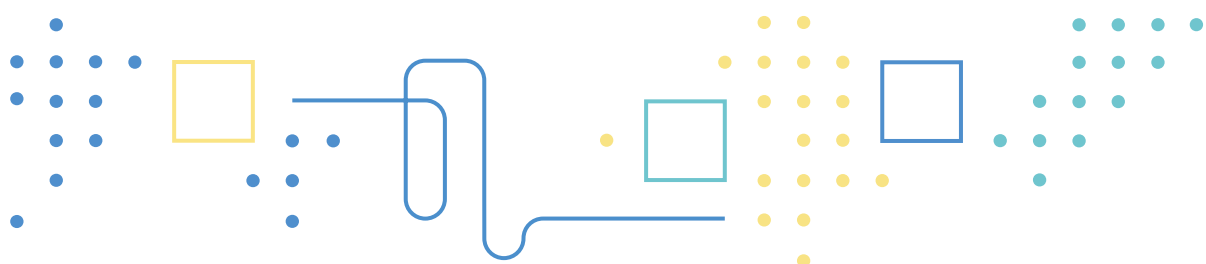
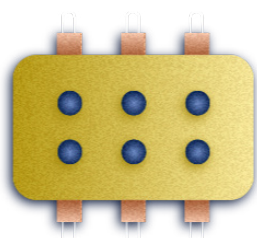
We're going to the Luminous Planet!

Land on the Luminous Planet and meet their inhabitants the Lumies! Have fun with them, jump, run and play with colour lights to get to know their planet, their illuminating language and learn by the way what coding is all about. This planet is luminous with joy! Set of interactive motion games dedicated for preschool and early school-age children.



Who is it for?

The Luminous Planet applications complement everyday educational activities for children in kindergarten and early school, as well as corrective and compensatory and revalidation classes. They can also be a great alternative to traditional coding learning in front of the computer screen, making the time spent by children of all ages more attractive and energetic in educational institutions, community centers and at home. This collection of applications is dedicated in particular to learning coding activities for children in kindergarten.



What are the objectives of these activities?

The Luminous Planet is the first part of the original programming methodology at the stage of early childhood education. The activities proposed in this game collection may support the development of logical and algorithmic thinking, and pattern recognition skills. Playing with Lumies can be purely entertainment, but you can also use them as a background for conversations with children on topics related to the issues covered in the applications and relate them to real-life situations known by children.

The applications included in the Luminous Planet are designed to introduce preschool children with attractive formula of games and activities into the world of selected programming concepts, such as: planning, ordering, collecting data, repeating tasks, unique features, cause-effect actions, creative solutions, fixing defects, using patterns, cooperation, dividing whole objects into pieces, parts, reacting on events, understanding symbols, searching for the objects.

The authors of the Luminous Planet tried to respond to the physical development needs of children in preschool and early school age, focusing primarily on supporting motor and sensory skills during organized and safe games.

What is inside?

The Luminous Planet consists of sixteen richly illustrated interactive and logical games. Each game begins with a short story about the Lumies, which explains the purpose of the game to children, and ends with a reward in the form of congratulations and applause. The applications have been designed to provide a portion of entertainment and move that is a perfect variety of everyday activities, and at the same time offer a friendly form of work on the basic concepts related to IT and programming. The applications are pleasantly sounded to additionally make the time spent on the interactive floor more pleasant for children.

All applications in the collection have an interesting narrative. The Lumies are the very small robots that communicate with each other using a code made of coloured lights. The energy flow on their planet was disrupted by the Draconid rain - a swarm of cosmic meteors. There are various examples in the applications of how you can help the Lumies restore communication that is so important to the proper functioning of their planet. The applications from the Luminous Planet have been provided with graphics, which were nominated in 2020 in the Polish Graphics Design Awards competition in the Motion Graphics - Interactive Animation category.

Child development support

The applications included in the package have been developed in cooperation with teachers and psychologists. Interactive games and exercises can perfectly enrich group class scenarios as well as individual exercises.

Activities based on applications from the Luminous Planet support:

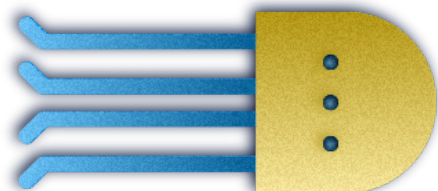
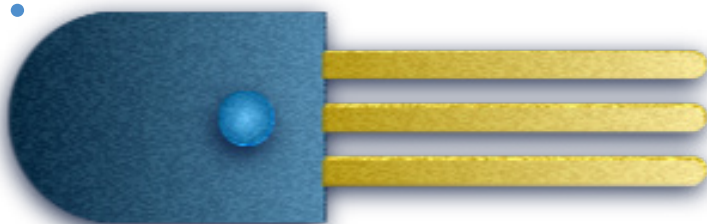
- perception;
- motor coordination;
- to concentrate attention;
- objects distinguishing skills;
- pattern recognition skills;
- logical thinking and problem solving skills;
- understanding the basic concepts of programming.

What programming concepts do we get to know in Luminous Planet?

The aim of the games proposed in the package is to illustrate to children selected concepts and principles from the world of programming, which in themselves are sometimes very abstract, but taking the form of fun games with an interesting story in the background, become accessible and understandable to young minds. Selected programming nomenclature has been further simplified so that it can be related to real-life examples where children may encounter the cited term:

- *action plan: Follow The Energy*
- *sorting: Make The Lumies*
- *computer virus: Run Lumicode*
- *information: Catch the Lights*
- *repeatability: Build Connections*
- *uniqueness: Lumi Brothers*
- *cause and effect: Join & Joy*
- *creativity: Shine The Paths*
- *checking: Find the Bugs*
- *cooperation: Pair The Lumies*
- *pattern: Reconstruct The Planet*
- *pieces: Link And Unlink*
- *reaction: Release The Energy*
- *repairing: Fix The Connection*
- *signs, symbols: Mysterious Chars*
- *searching: Lumies Detective*

Looking for more information? Check the Luminous Planet - Teacher's Guide.

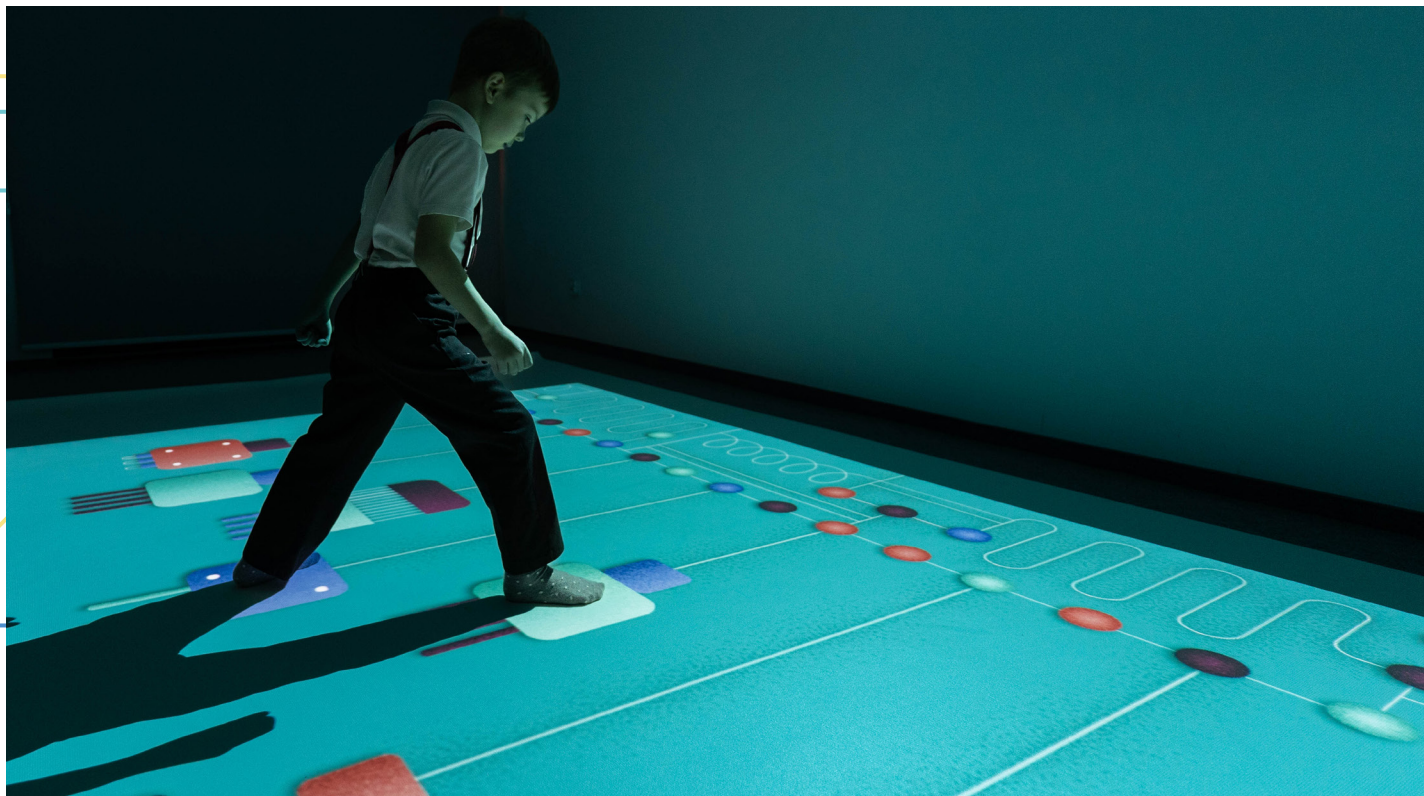


Fun with the Luminous Planet on the Motioncube interactive floor

You can run the Luminous Planet games on the interactive floor with Motioncube Player available on www.motioncube.io

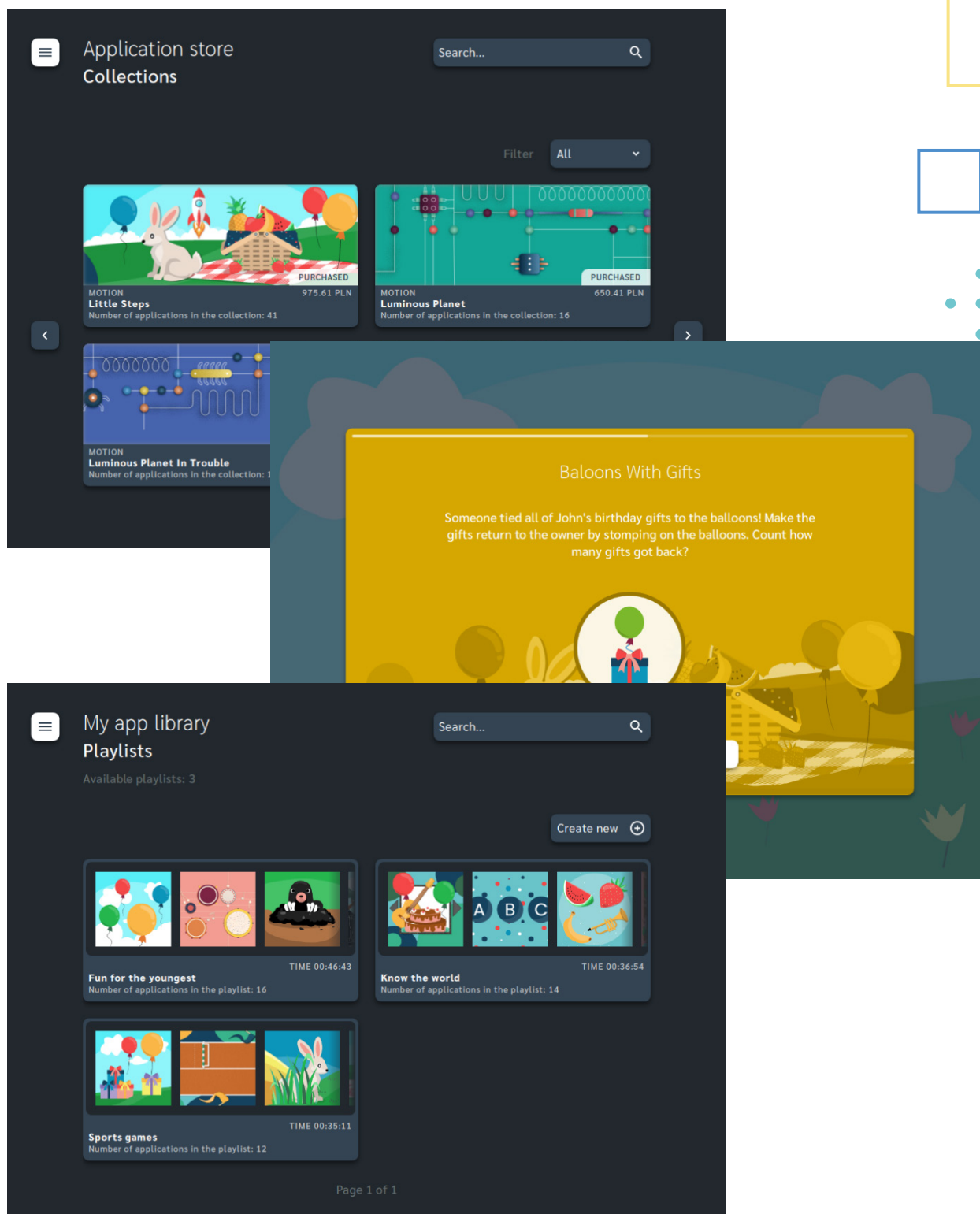


See video



Motioncube Player

With Motioncube Player, you can easily manage your App Library, update your app collections, run playlists, and access a wide offer of educational interactive games.

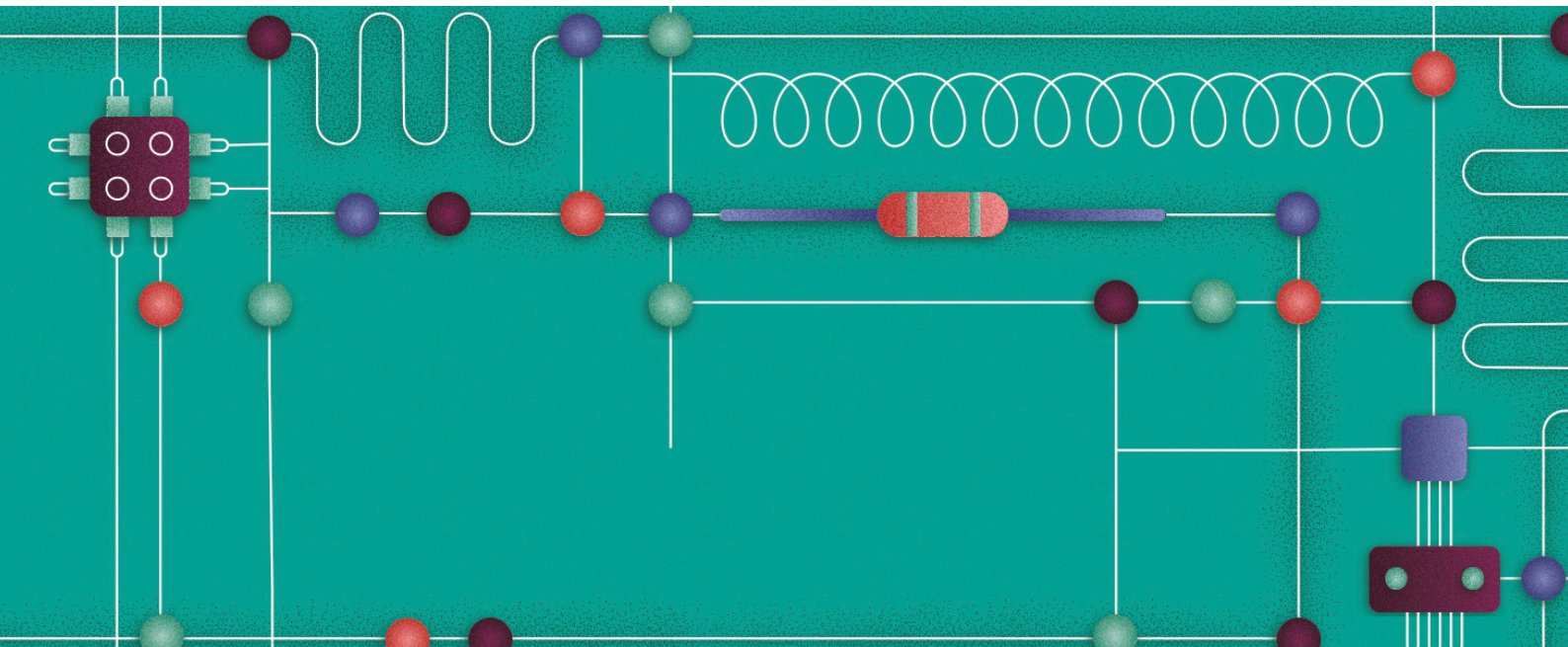




Why to choose the Luminous Planet?



- Explain to the youngest some interesting programming concepts with fantastic games;
- Logical puzzles with friendly Lumies on the interactive floor;
- Simple to use;
- Graphically beautiful;
- Checked by teachers;
- Very much liked by children.

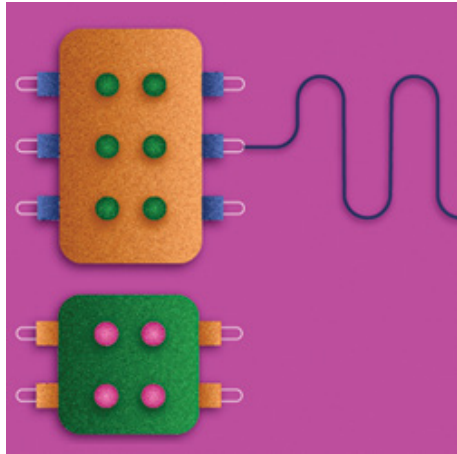


Hi! Hello! We're Lumies on the floor!



The Luminous Planet include sixteen games

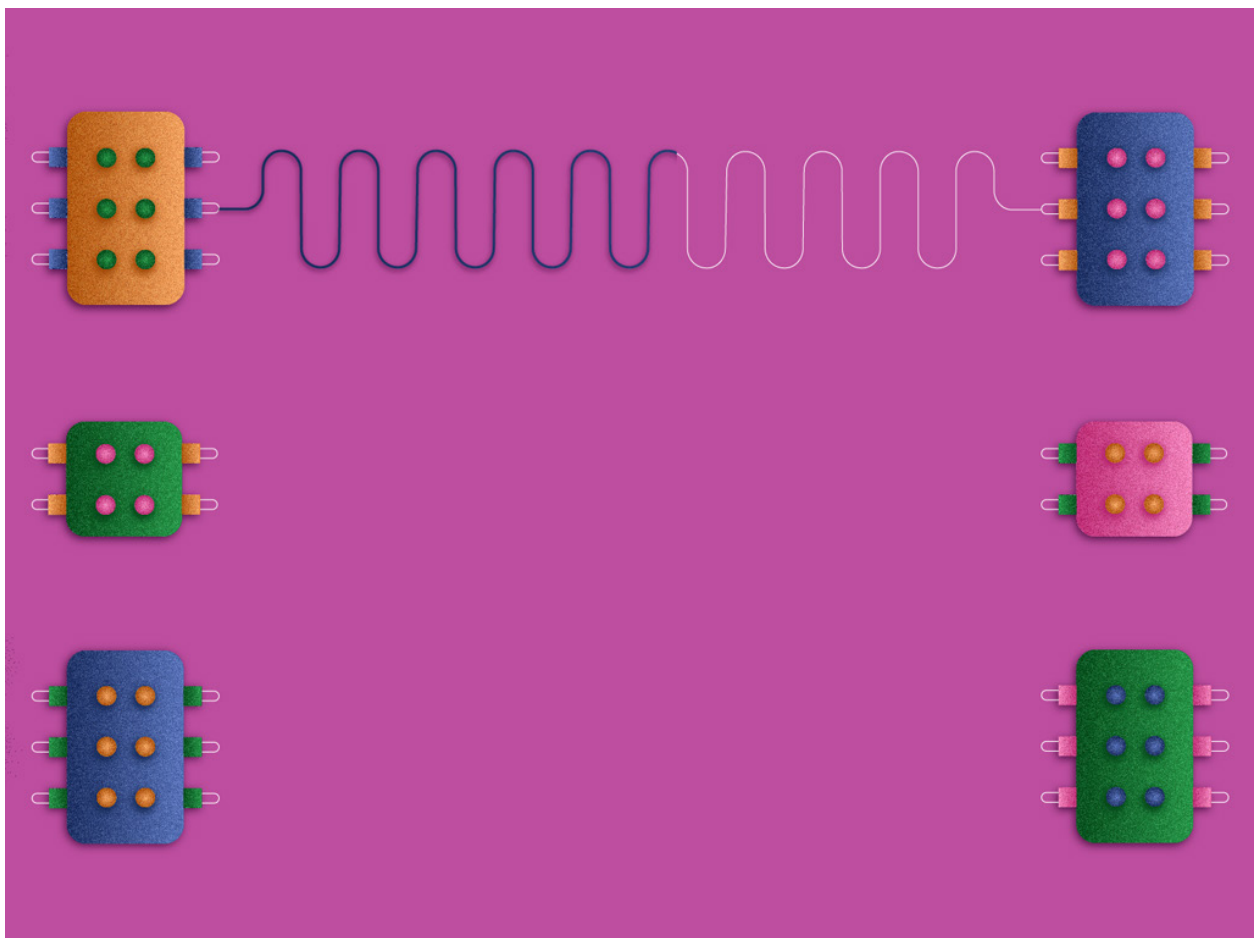
1. Build Connections



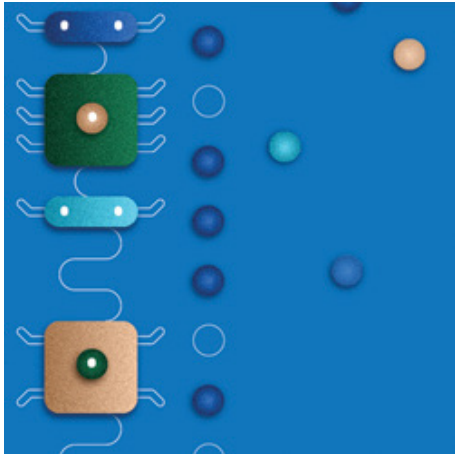
Jump on the Lumies until you create energetic connections.

In the game, 3 pairs of Lumies are waiting to be joined together.

The connections between the Lumies are very important. They must exist for energy to flow through them. Choose any Lumies on both sides and jump on them as many times as you need to create the necessary connections and to release energy.

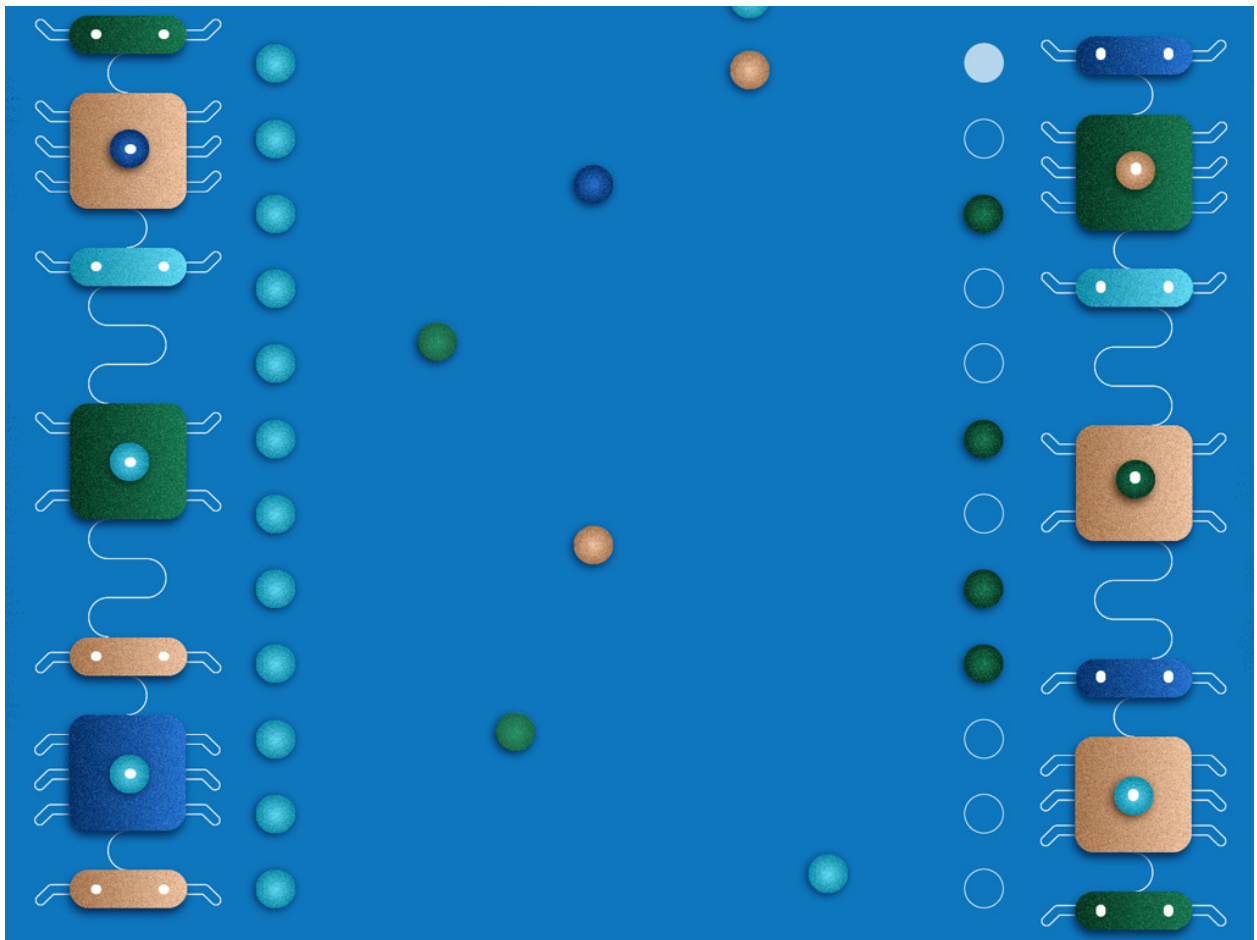


2. Catch The Lights

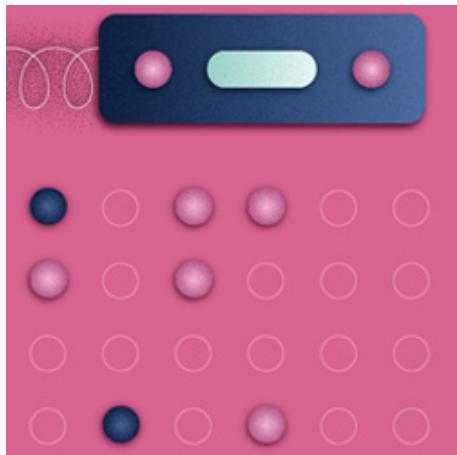


Grab the colored LEDs and pass them to the right base.
In the game we have random light colors to pose.

The Lumies are constantly getting new information that they write to the planetary database. Information fall on them unexpectedly, and keeping order is very important for the Lumies. Bring new information to the right places. With a stomp, choose the colours from the falling lights that match the database on the left or right.



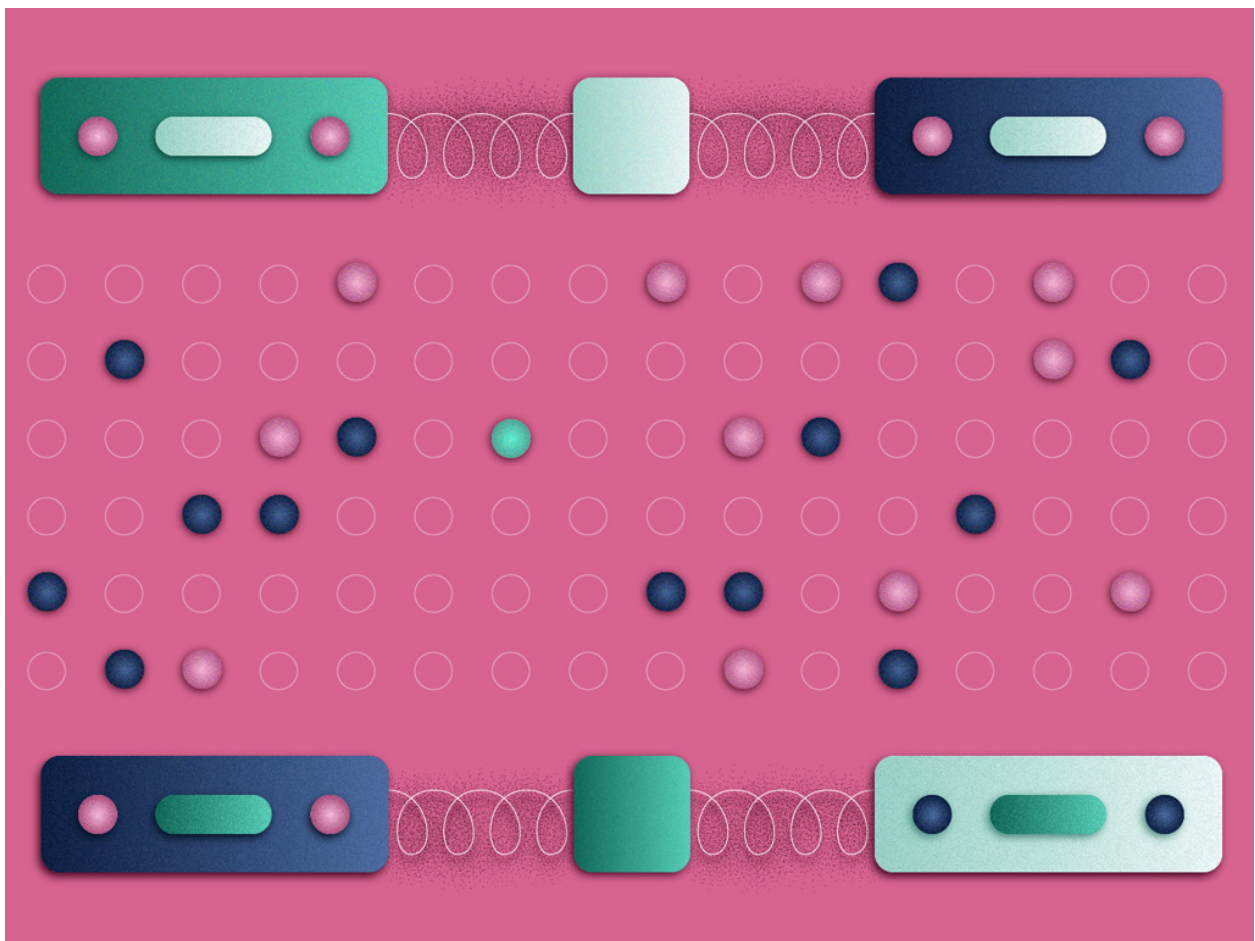
3. Find the Bugs



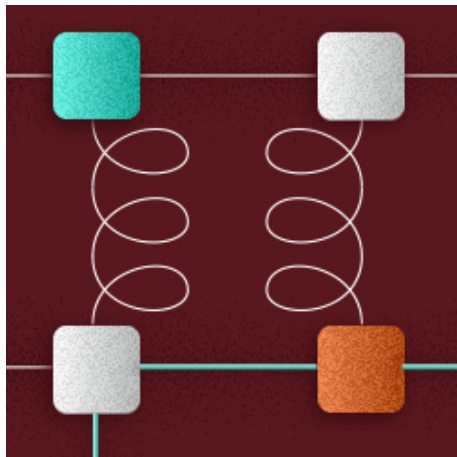
Catch all the worms before they disturb you communication.

In the game we have a random arrangement of lights and pests on the board. Every 5 events, the difficulty level increases by one more pest.

Lumies communicate using a code from coloured LEDs. Sometimes, however, errors creep into their communication. Tap on a diode that does not match the others so that it does not interfere with the transmission of information!



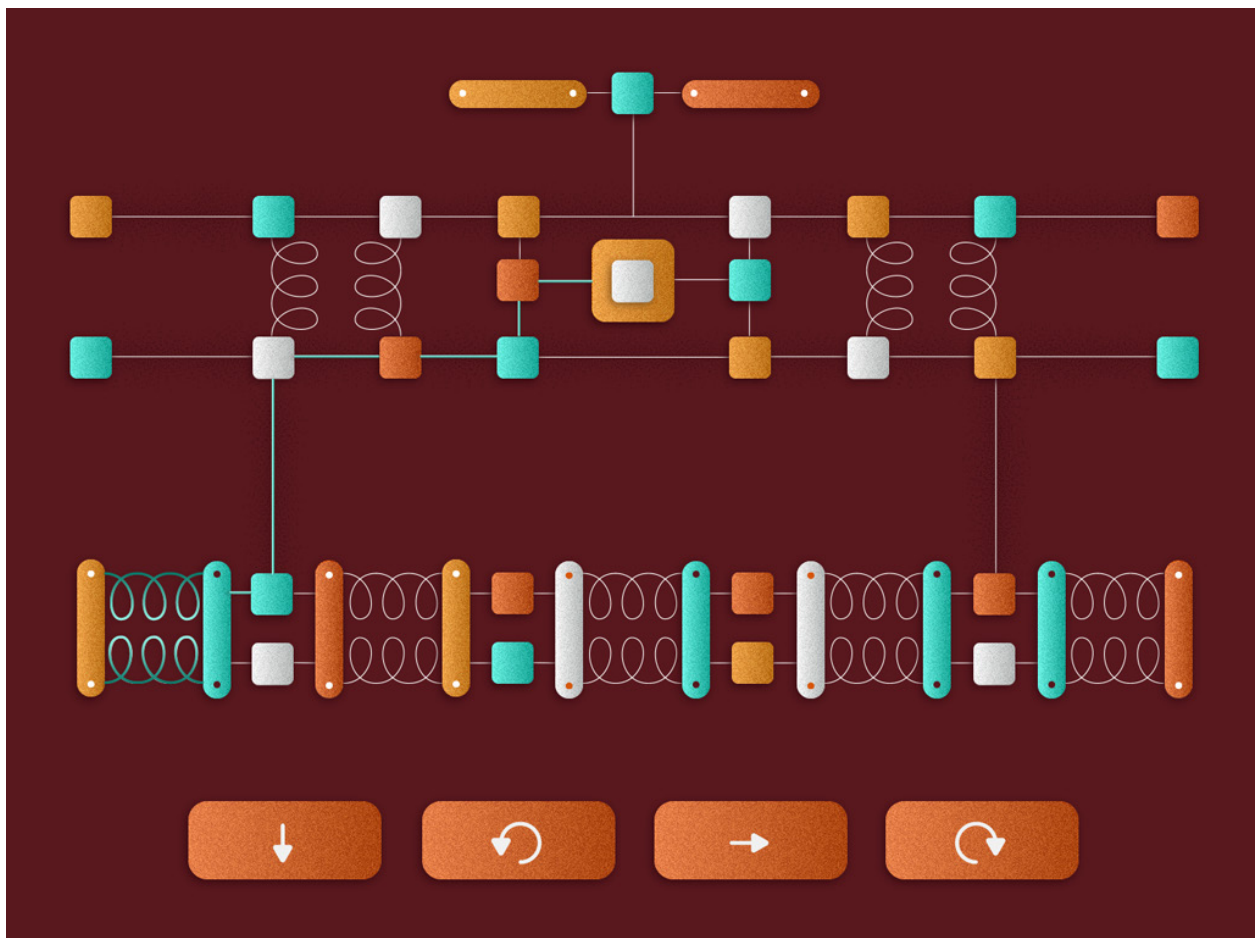
4. Fix The Connection



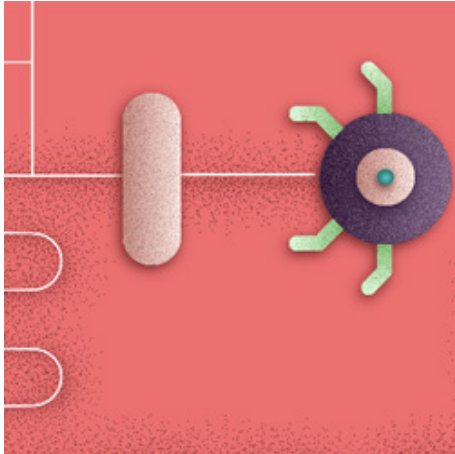
Find the fault in the system and repair the appropriate one instruction.

We have 20 bugs to fix in play.

Energetic connections between the Lumies are very important. Observe where the fault is in the energu flow and fix it by setting the Lumi using the buttons with instructions at the bottom of the board.

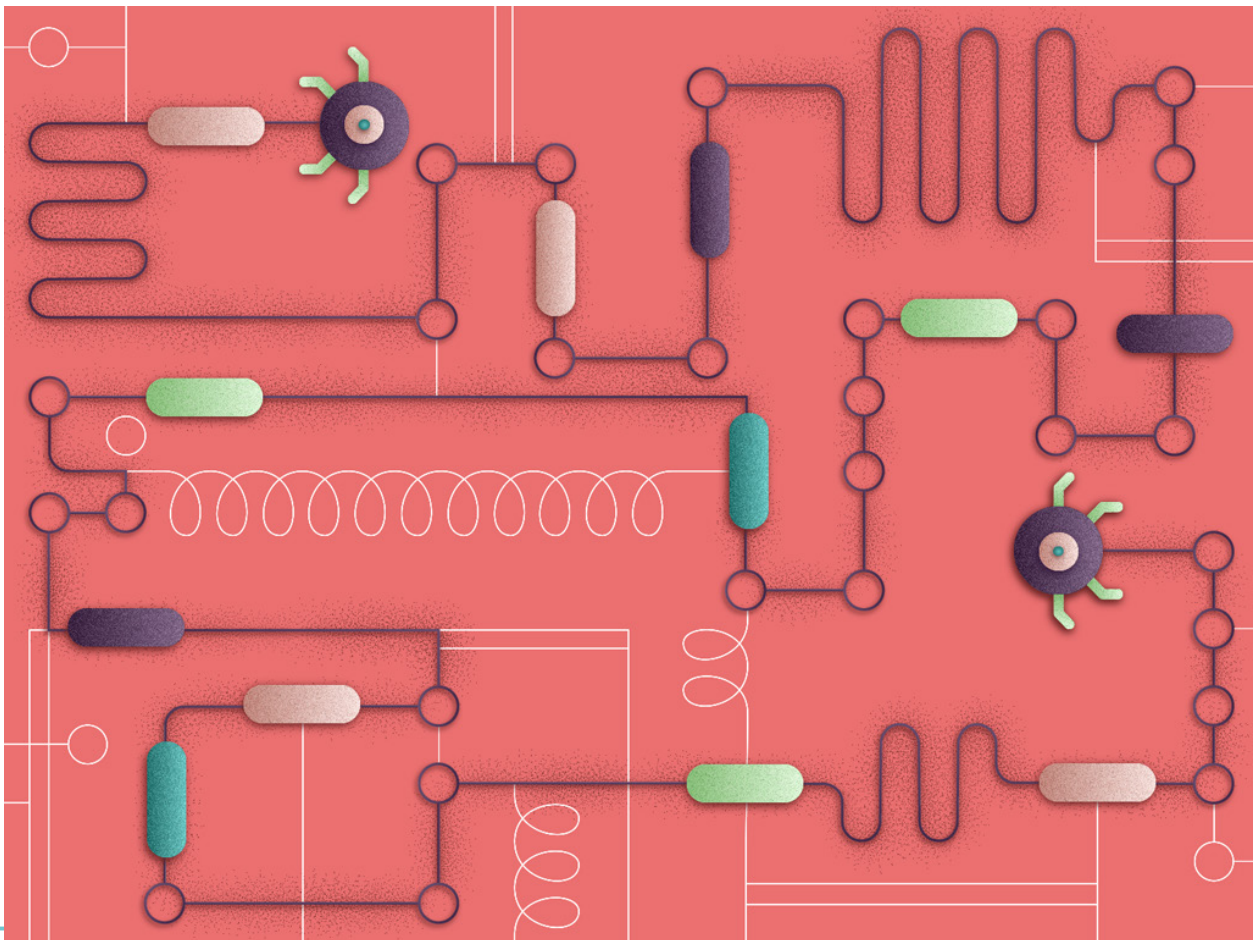


5. Follow The Energy

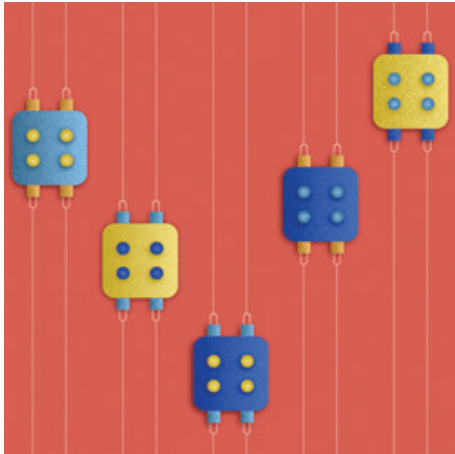


Take off subscribers one by one on the path.
In the game we have to overcome 20 blockades in various random colors.

Energy flows between the Lumies, which allows them to communicate. All sections of the path should be connected so that the energy can flow freely. Stomp on a coloured capsule to change its position and allow energy to flow.

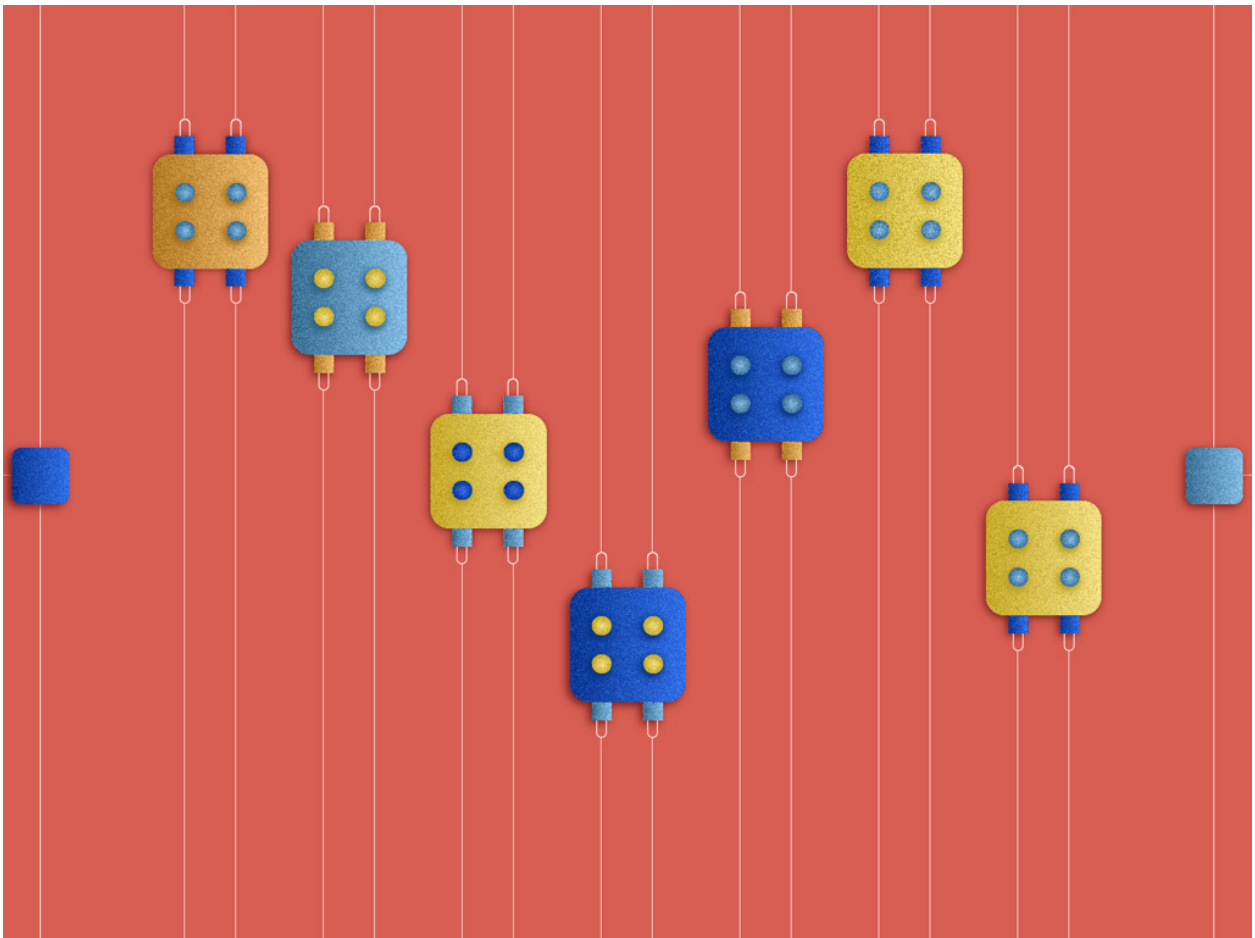


6. Join & Joy

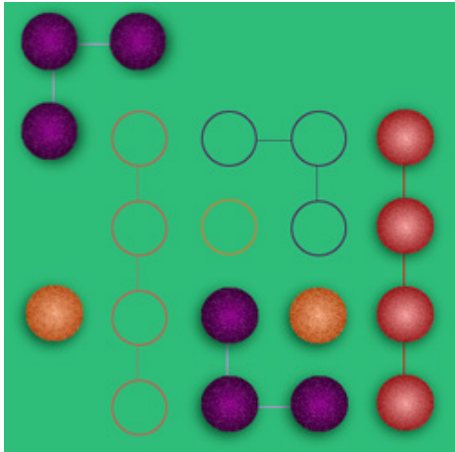


If you align the Lumies with the plug, energy will flow. There is a random initial arrangement of the Lumies in the game.

The Lumies can be moved even when they are connected to each other. Stomp on the Lumi to move it up or down. When they are next to each other, they will merge. Check what happens when you line up all of them at the power plug.



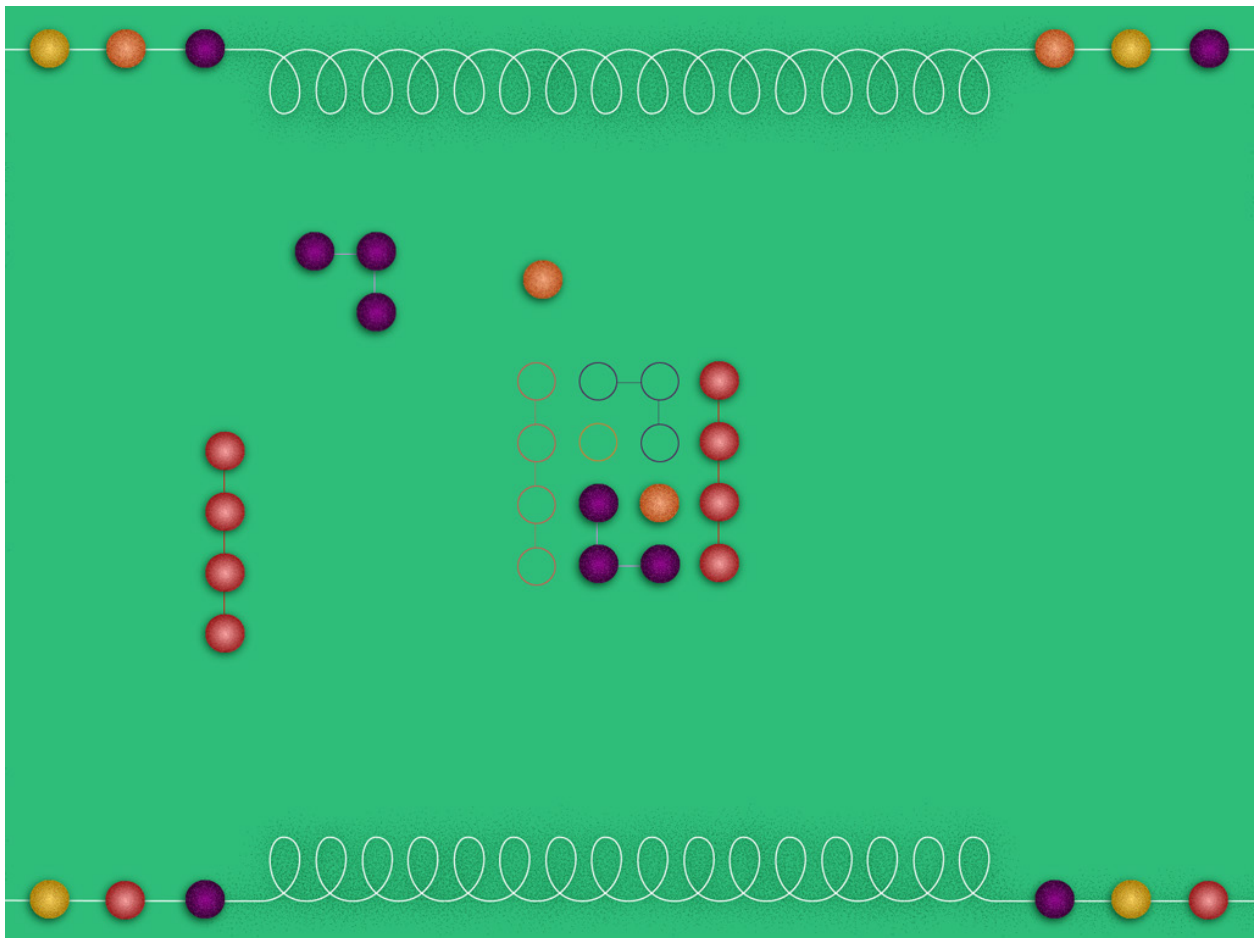
7. Link And Unlink



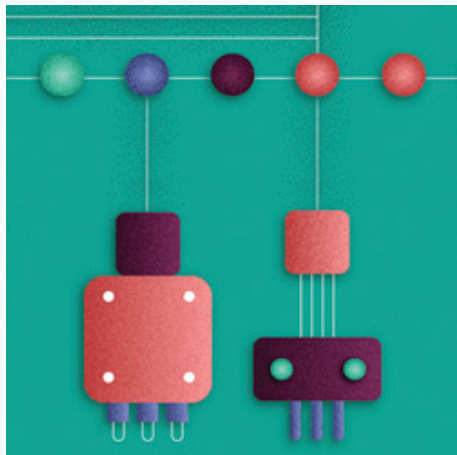
Run over the colored puzzle to explode it in parts.

We have 20 colorful puzzles in play to break into pieces and reassemble.

On the Luminous Planet you can sometimes find coloured chains - those are parts of the code. They are used to send special messages. Run into the chain puzzle and see how weak the connections between them are. Bring the chains back to their place by tapping them.



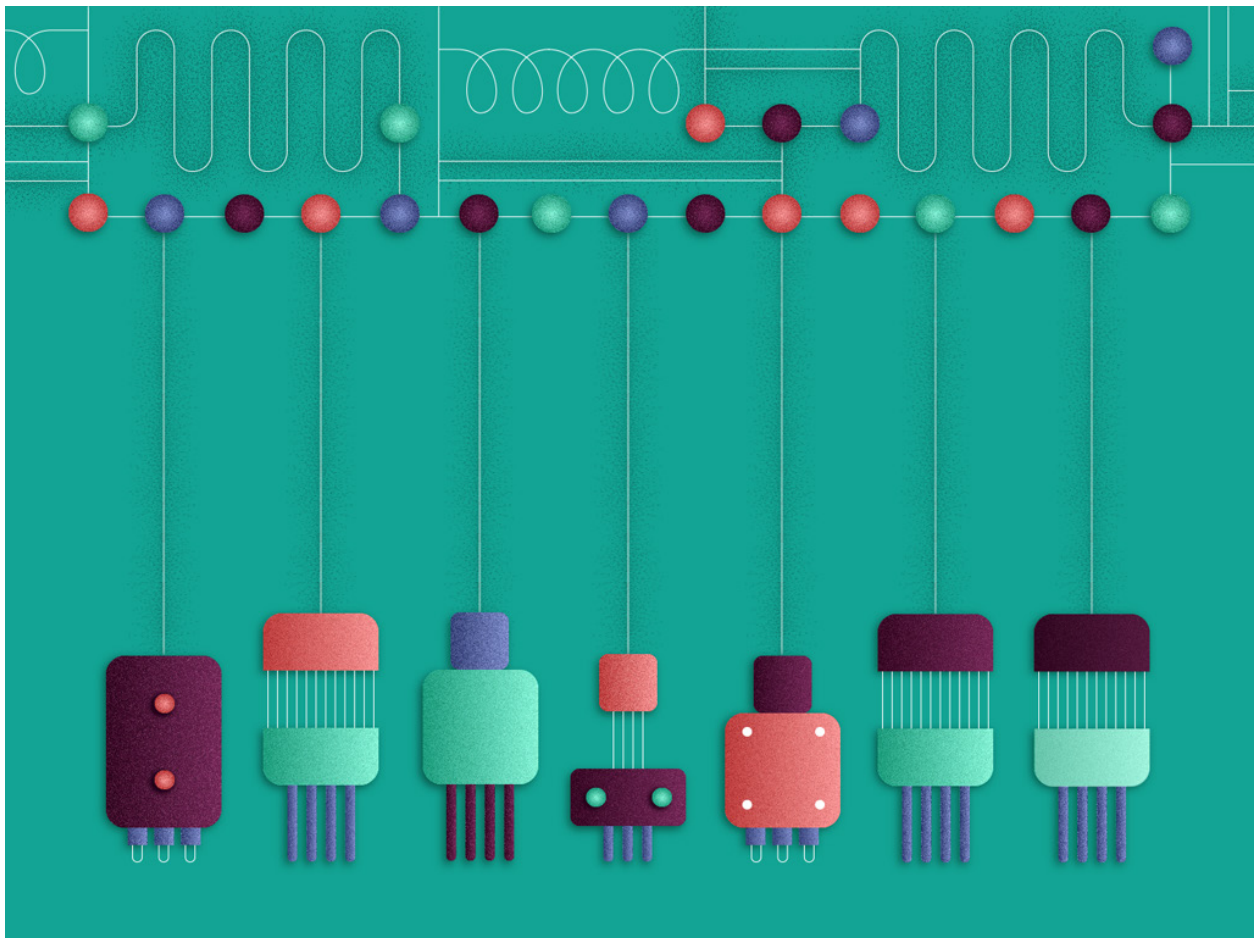
8. Lumi Brothers



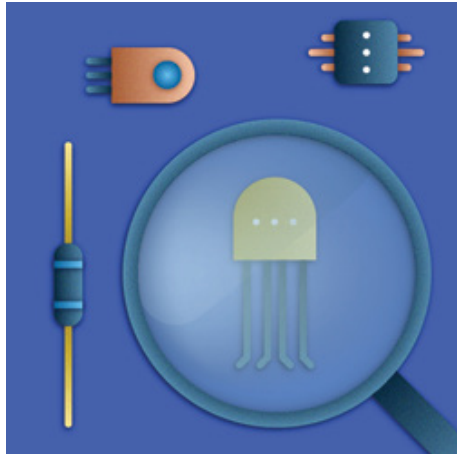
Find two of the same Lumies in the system.

There is a random selection of Lumies in the game and we have 6 different Lumie pairs to find.

New systems are being designed in this part of the planet. Each Lumi in the system has an important role assigned to it. However, there are mistakes and the system has duplicated Lumies. Help the Lumies and find two of the same Lumies. Send them back to the top by jumping on them.



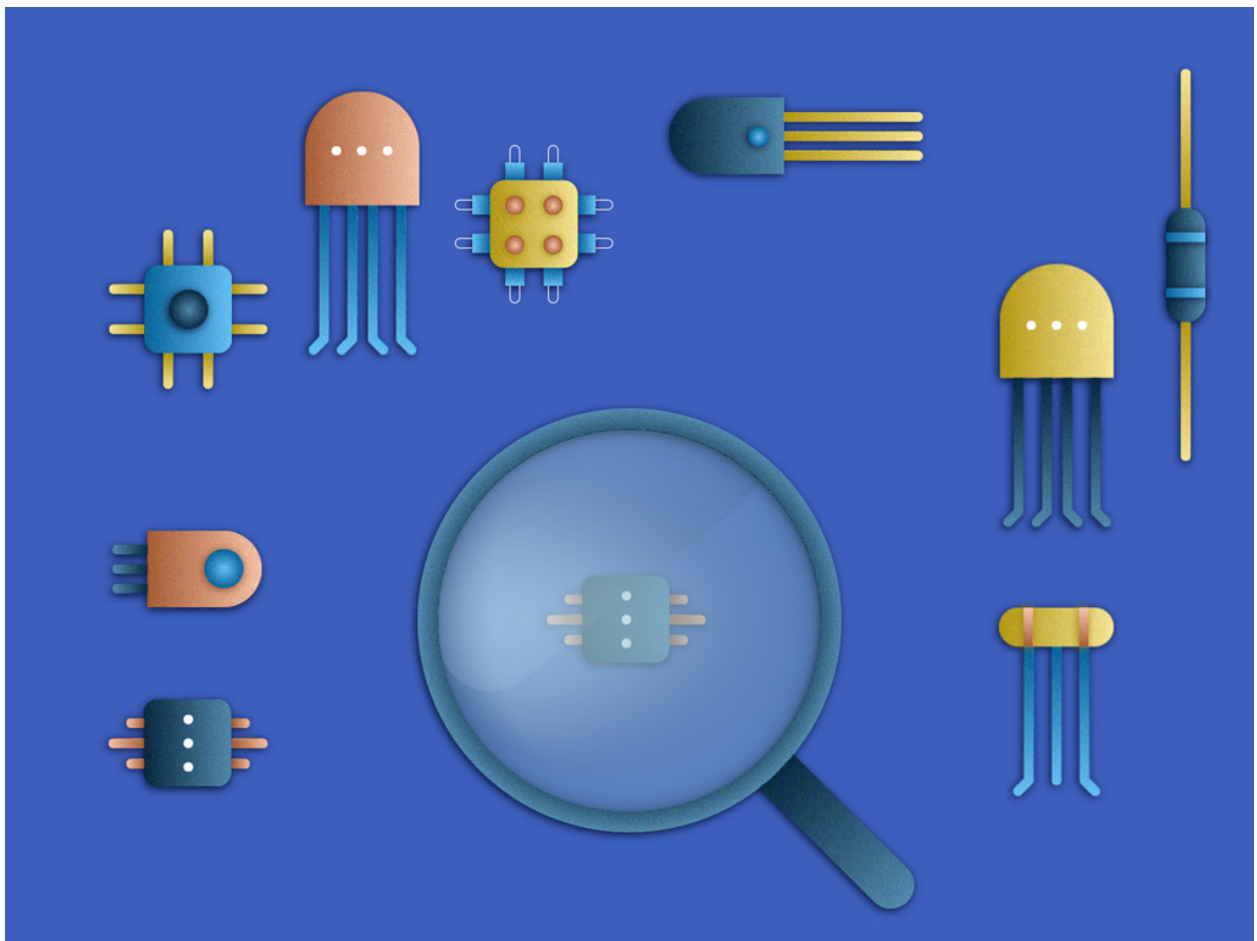
9. Lumies Detective



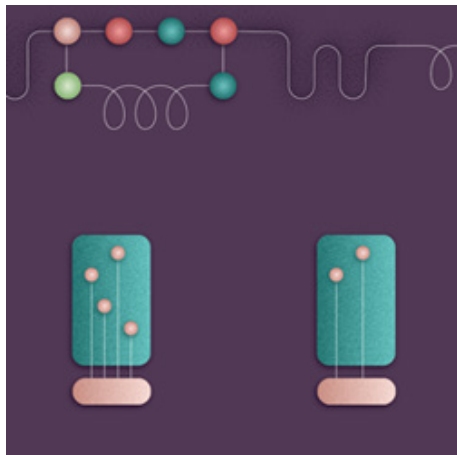
Find a second identical Lumi.

We are looking for 10 different Lumies in the game.

Sometimes Lumies lose their pairs. Help them find friends again. Draw a Lumi in the magnifying glass and select the other one of the same.



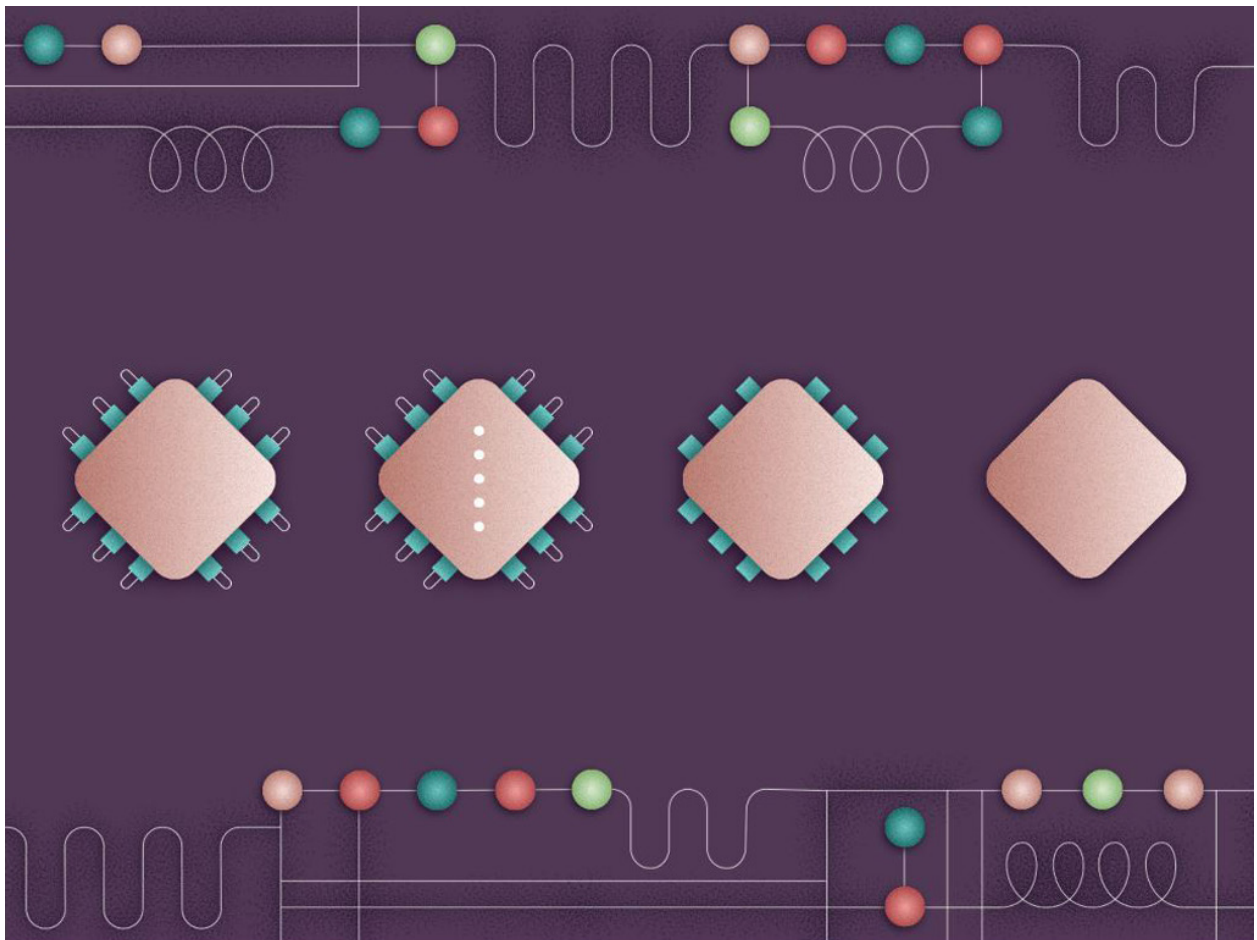
10. Make The Lumies



Arrange the Lumies according to the number of items you have.

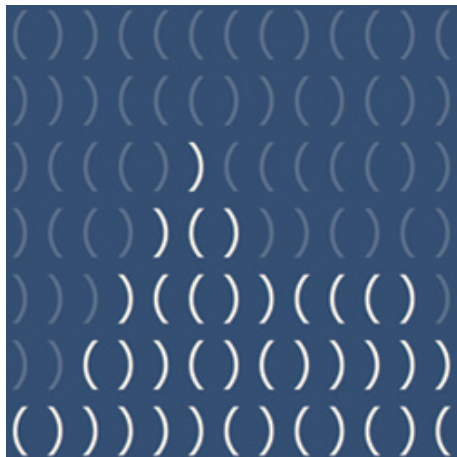
We have 20 different Lumies to create in play.

In this part of the planet, new inhabitants are still arising. Guess how to properly assemble the Lumi for their next friends to come to the planet. With a stomp, change the order of any two Lumies so that they are arranged from left to right according to the number of elements they have - from the simplest to the most complex.



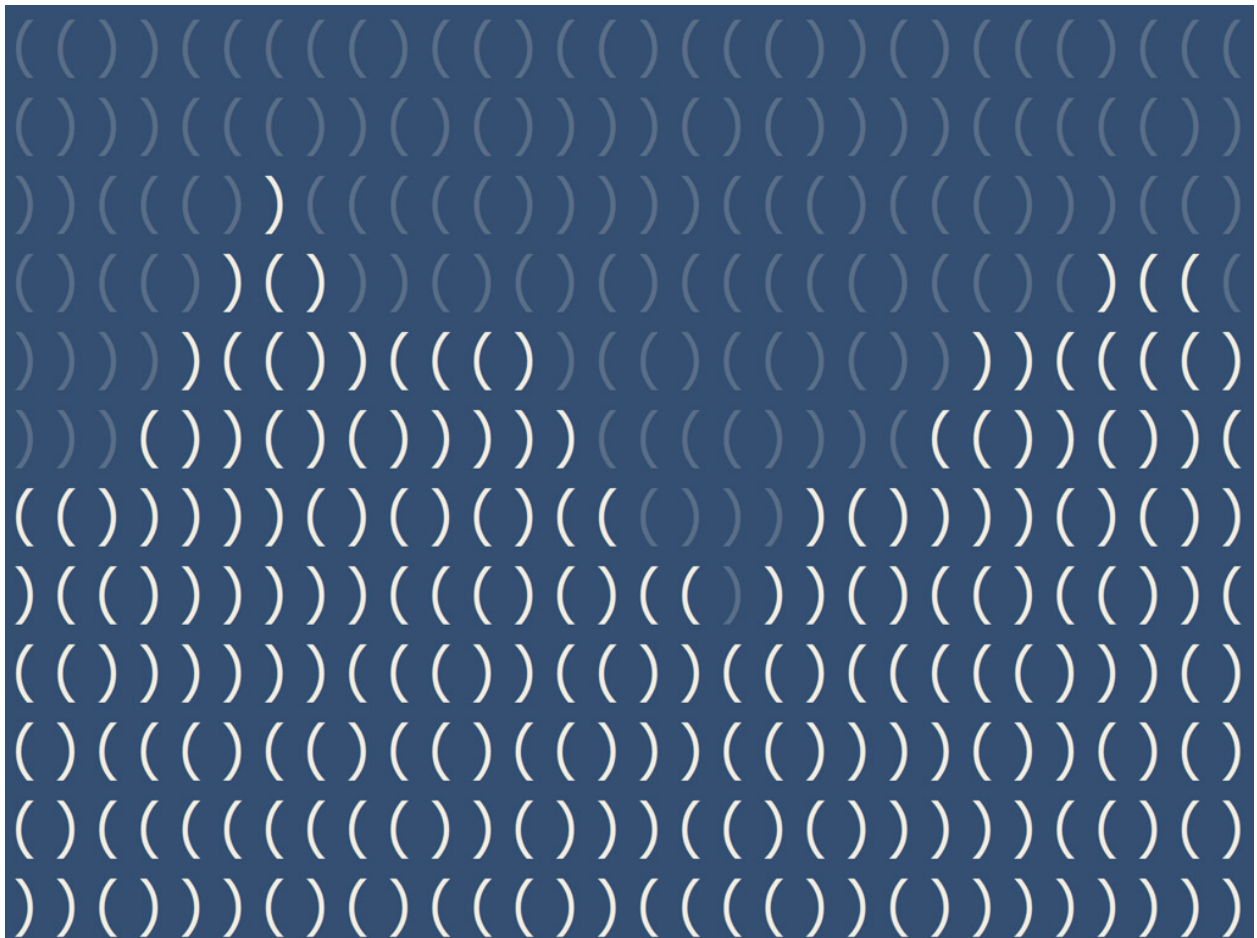


11. Mysterious Chars

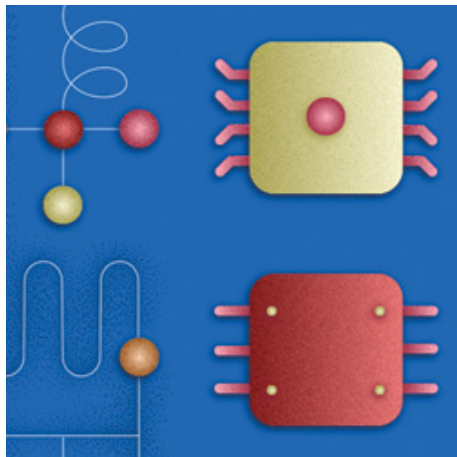


Run around the board and light up all the signs.
We have 5 character boards to refresh in the game.

Lumies store special characters in a large warehouse, which they use to write very important messages. Nobody has visited it for a long time. Give their chars some energy by running around the board!

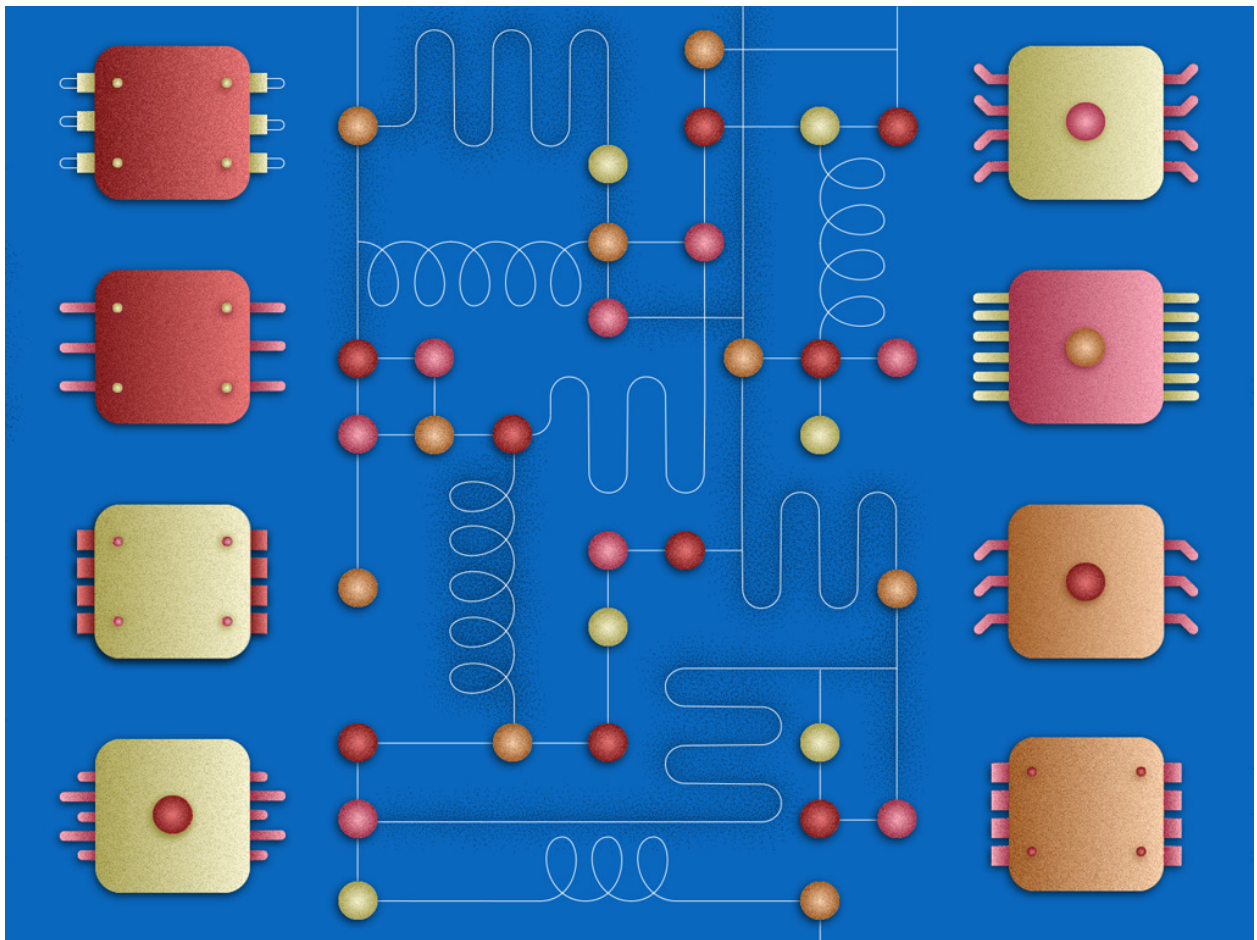


12. Pair The Lumies

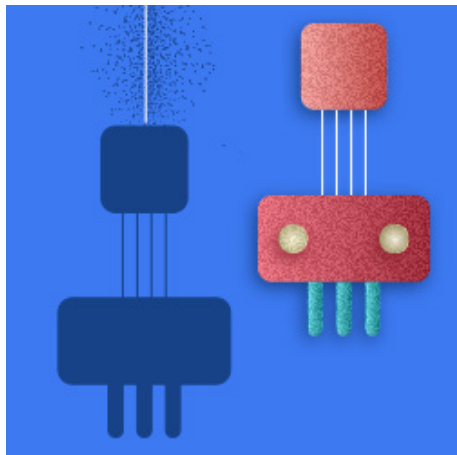


In pairs, transfer energy between the Lumies.
In the game we have random settings of Lumies and
the freedom to combine them in pairs.

Did you know that one of the most important principles on the Luminous Planet is cooperation? Find out about it by inviting a friend to play. Stand on the selected Lumies on both sides of the board and stomp hard. See what happens. Can you do this task yourself



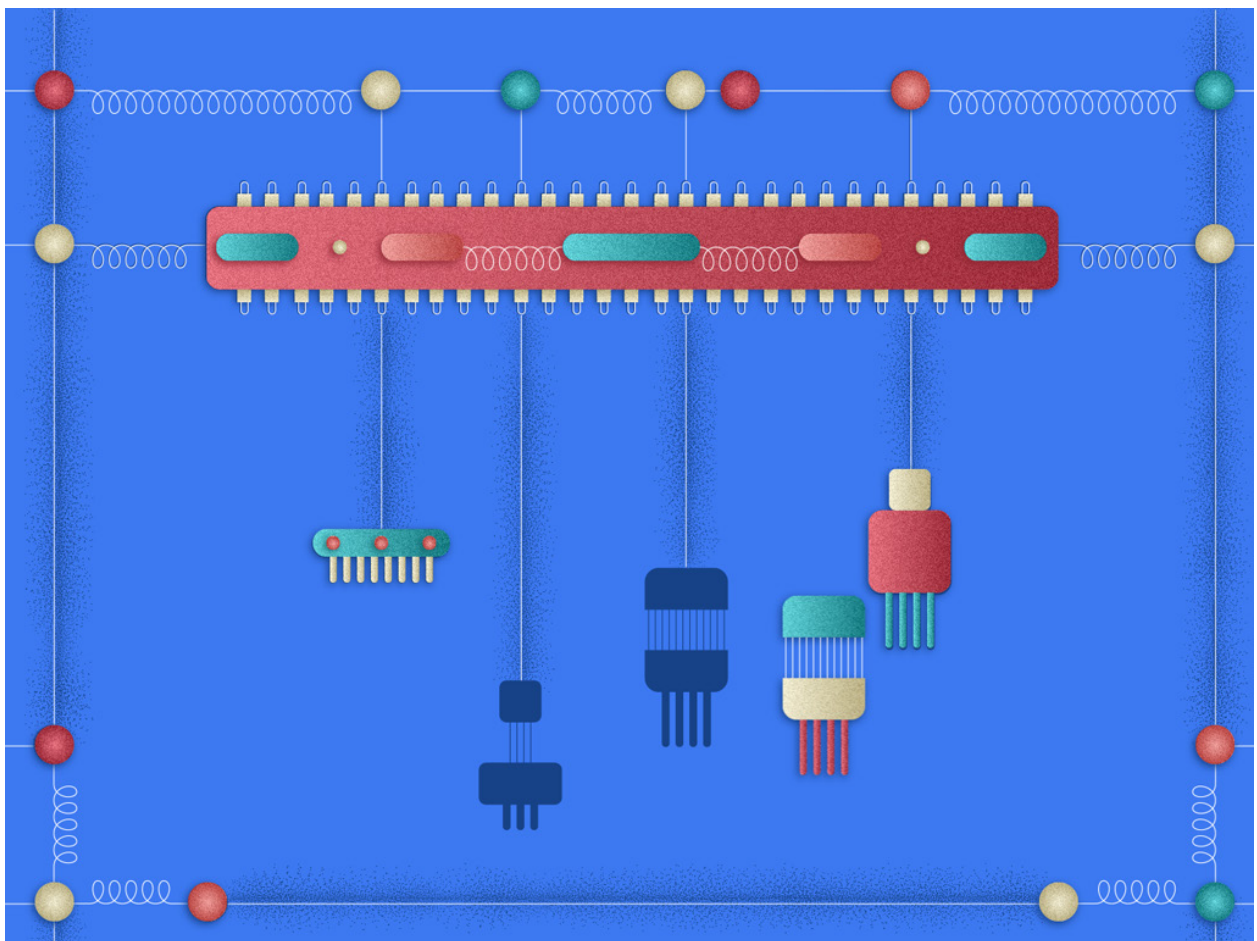
13. Reconstruct The Planet



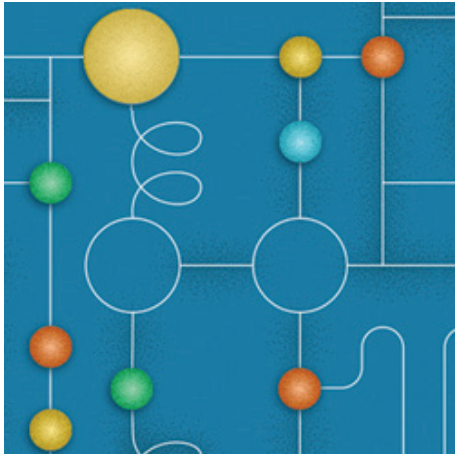
Place the Lumies in places where they have left shadows.

We have 5 Lumie chips in play to submit.

The Draconid invasion caused part of the Lumies world to break into small pieces. Put the appearing elements in the right places, according to the shadows they have left behind.



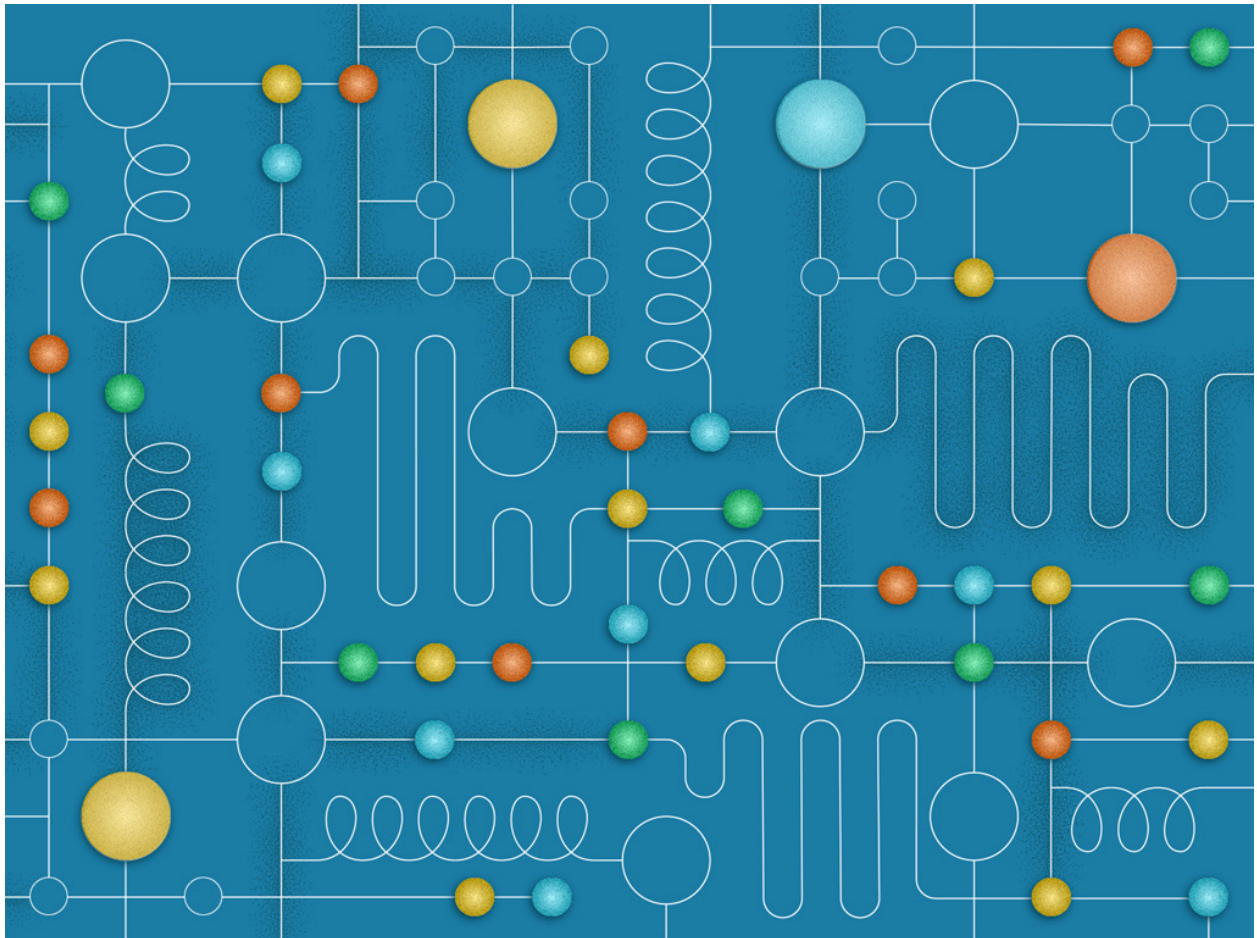
14. Release The Energy



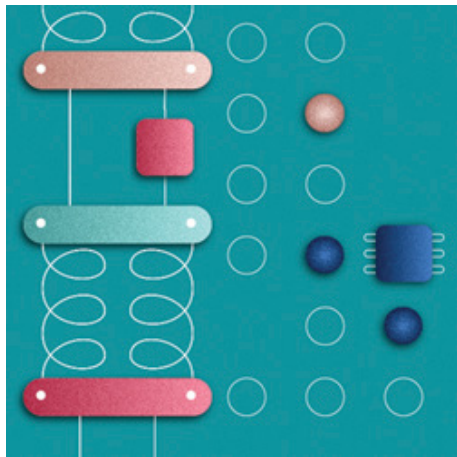
Turn off the high light that is obstructing the sending of signals.

The game has 4 rounds of 5 events. After each round, the difficulty level increases - the number of large LEDs increases by 1.

Lumies send many kinds of messages to each other all the time. They do this with blinking lights. However, the largest diodes consume all the energy and prevent proper signal transmission. Turn off the blinking large light by stomping and release the energy for the small lights.



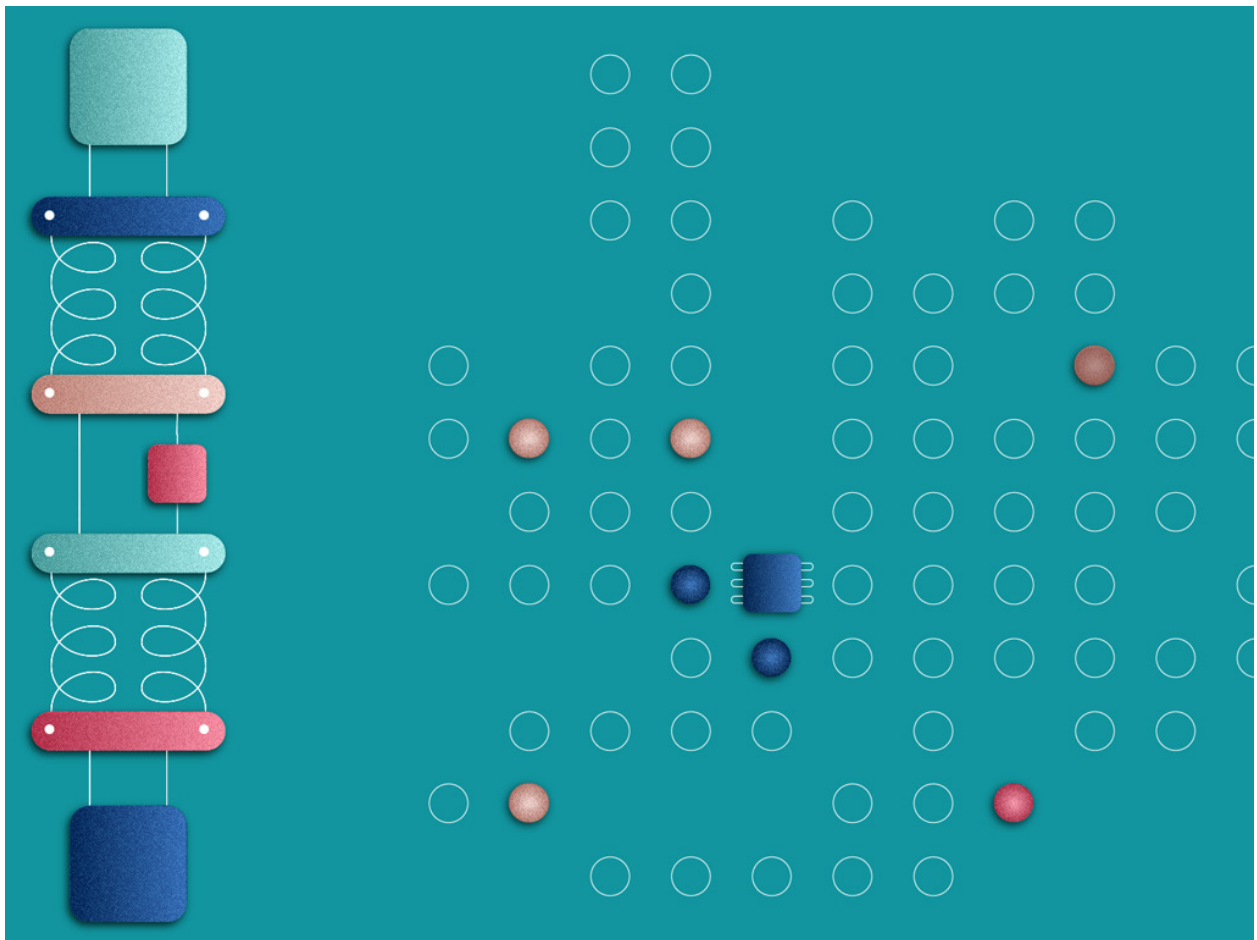
15. Run Lumicode



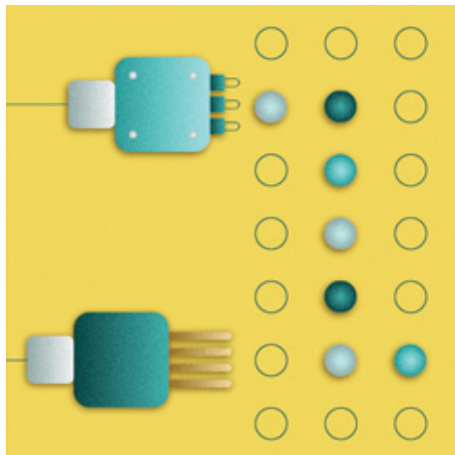
Save the code by running around the fields and lighting it colored LEDs.

In the game, the arrangement of lights on the board is random.

On a daily basis, the Lumies write colourful lines of code and thus delegate tasks to other inhabitants of the planet. Help them complete the code and light up the coloured LEDs as they run across the board. Be careful! Damaged Lumies are like viruses that keep erasing LEDs. Hurry up and save the code!



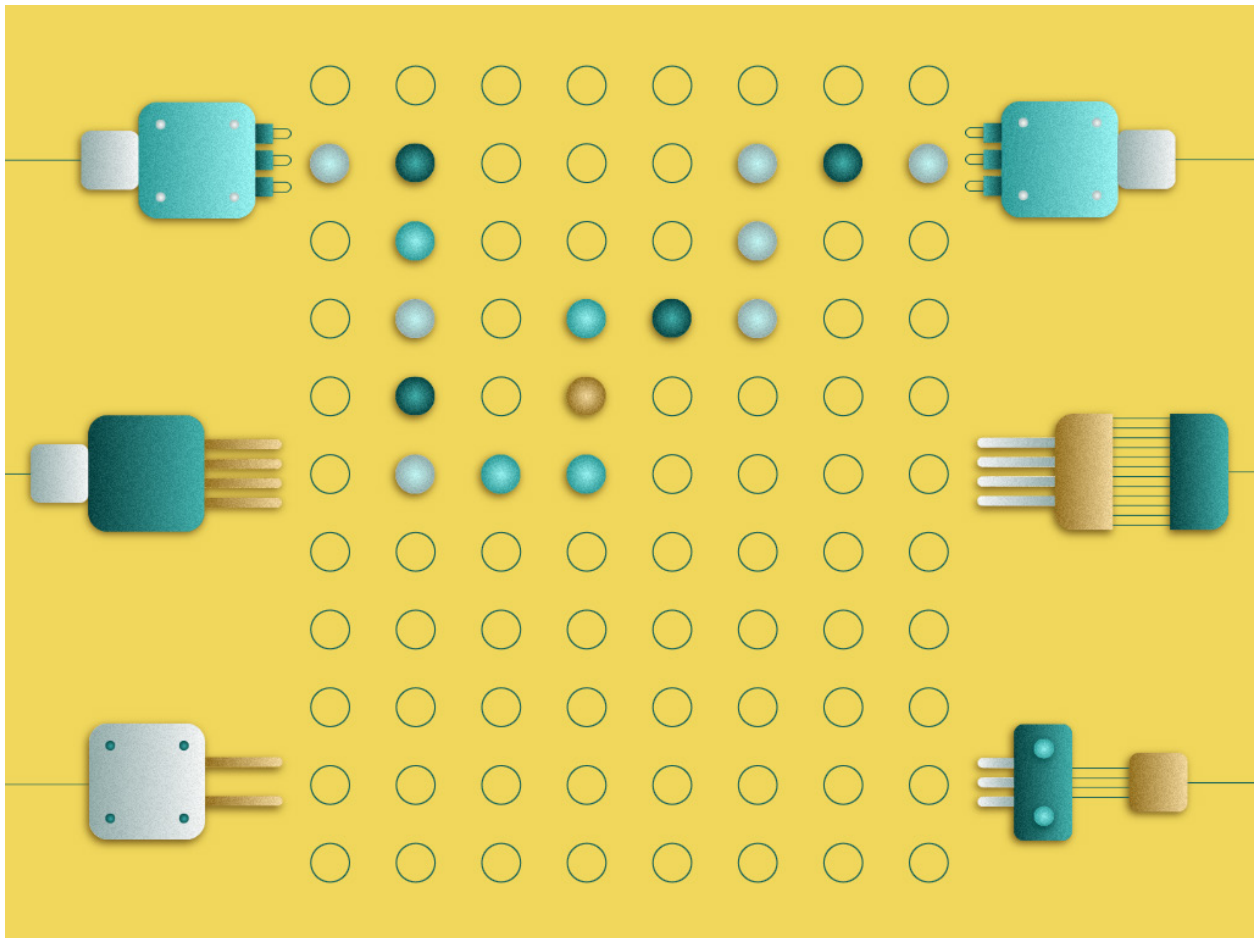
16. Shine The Paths

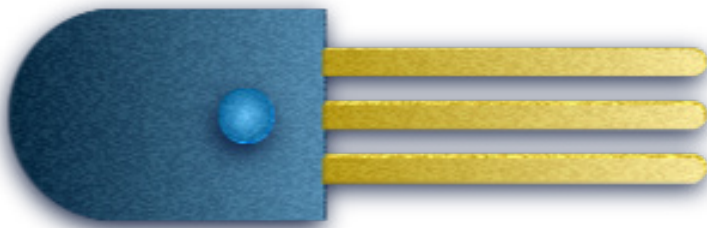


How many different paths will you find in the network of lights?

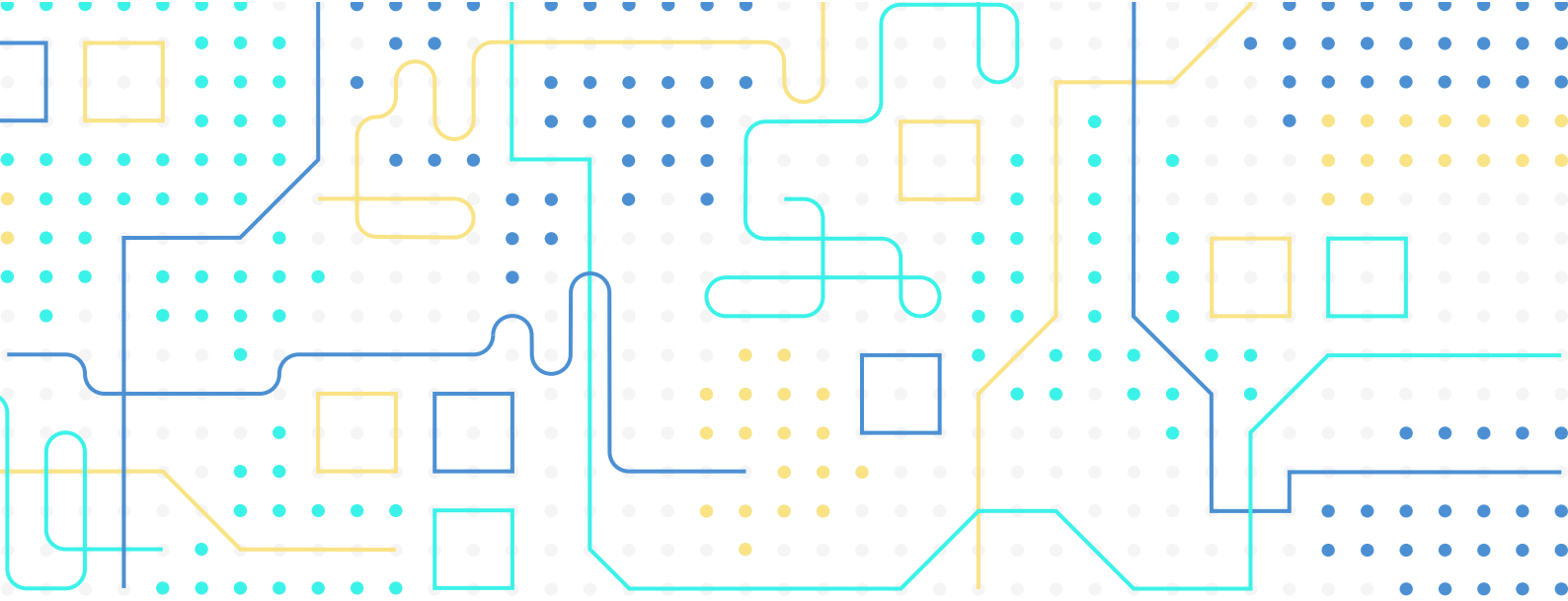
In the game we have random Lumies and the freedom to mark paths between Lumies on both sides of the board.

You can find many ways in the tangle of connections between the Lumies. Create your own path between the chosen inhabitants of the planet by lighting the LEDs. Walk across the board and the LEDs will light up colourfully.





Hi! Hello! We're Lumies on the floor!
Fun with us, step and run, code with lights round'n round!



Check more on
www.store.motioncube.io

