

The Magic Mode of Everyday Objects: Bridging the Digital and Physical Environments of Play with *Monnom*

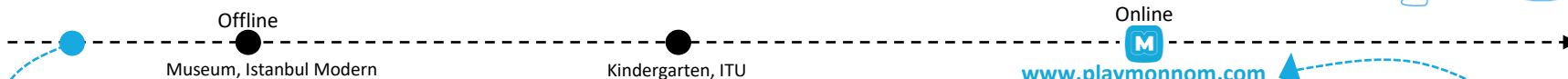
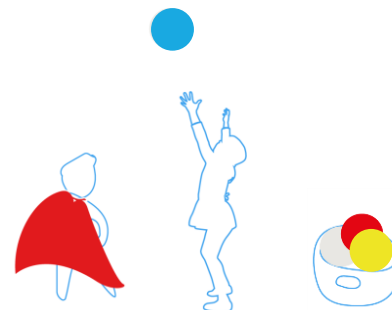
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Monnom, a **digitally-enhanced physical environment**

- to support children's **full-body movement and active engagement** in their **daily environments** while interacting with the digital environment
- **objects as haptic controllers**: resize patterns on the screen by coming closer to the webcam or stepping back, replace them through moving right and left in the physical environment



Let's
WATCH
our first demo!



MONNOM How? Collaboration Team Contact TR Play

Physical Movement, Everyday Objects

Use physical movements and daily colorful objects to create original visuals and playscapes with MONNOM

How? Play

Let's PLAY!

