



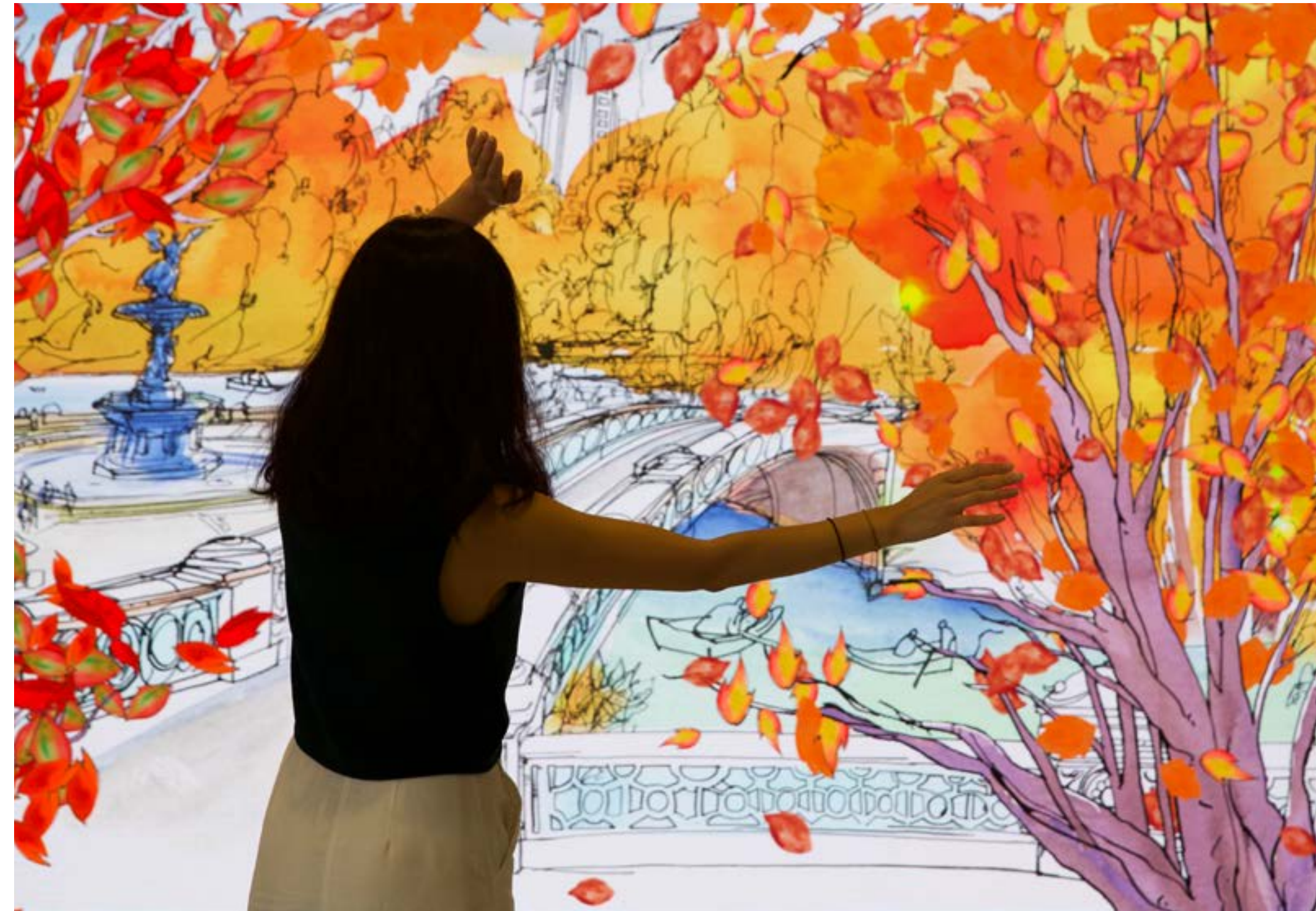
HASSENFELD CHILDREN'S HOSPITAL

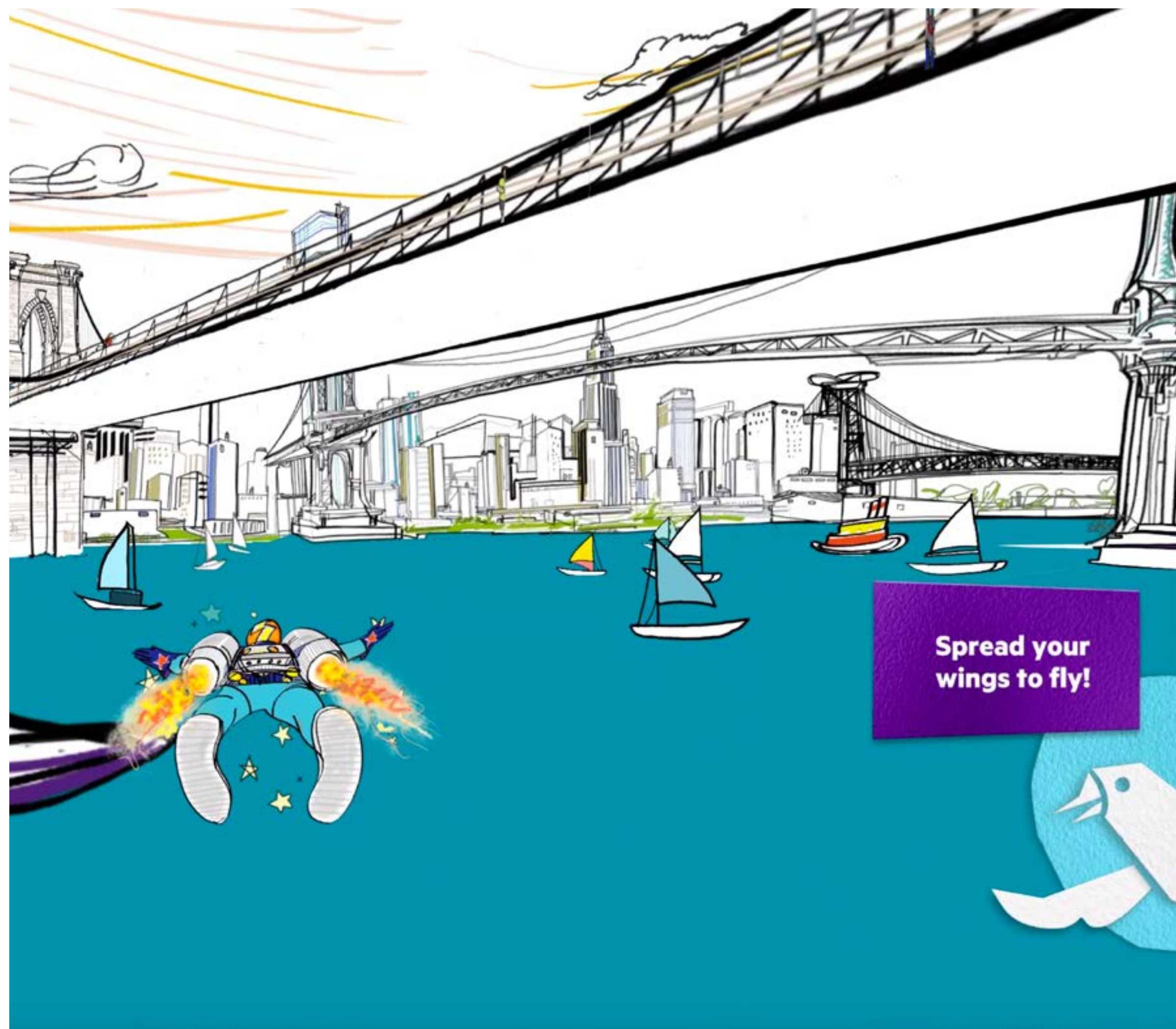
City Explorer

As a child patient, the hospital can be scary and lonely. Decisions are made for and about you that you may not understand by people you don't know. In many cases you can be there for long periods of time. To help make that stay a little less scary, give a connection to the outside world, and give back a modicum of control, Potion created City Explorer for the new Hassenfeld Children's Hospital.



Styled like a children's book come to life, *City Explorer* is an interactive tour of New York that gives children the chance to visit 8 classic locations around the city, and manipulate them using special powers. Control paintings at the MoMA or the signs in Times Square with telekinesis. Shape shift with animals at the Bronx Zoo. Fly around the Brooklyn Bridge, Change the time of year in Central Park, and even control the fireworks on the 4th of July.







Using gesture control we built a system that can accommodate up to six concurrent players without compromising the experience for users that can be fully abled or wheelchair bound. To add a sense of personalization, the system is even integrated with the hospital's child art program, allowing original art by patients to be brought into the world of the game in places like the MoMA and Times Square.

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