



## Le Pass Sport

These three mini sports games were created for the Pass' interactive sport exhibition.

Science and technology have profoundly changed the face of sports. This serious game was made to make children (between 6 and 12 years old) aware that science is present everywhere, even in sports.

Using Kinect technology, this game places the players in a virtual world using an avatar which allows the children to see what they do with their body directly in the game.

The first mini-game is based on warming up your muscles, asking kids to match poses in front of a Kinect sensor and raking up extra points when performing. The second one is testing the kids' cardio abilities by asking them to rope skip following the directions on screen. It gets faster and Combos can really make a difference. The last game was made to explain the Magnus effect to a young audience: kids hit a tennis ball from left to right making the air flow rubbing against the ball change its trajectory and then they see the spin effect of the ball on the tennis court.



### Objectives of the serious :

- Discover the connection between science and sport
- Test yourself with warm-up and cardio mini-games
- Play with the subtlety of the Magnus effect
- Learn with fun

☎ **0032 65 22 58 86**

✉ **[contact@fishingcactus.com](mailto:contact@fishingcactus.com)**

**Rue Descartes 1  
Parc Initialis  
7000 MONS  
Belgique**