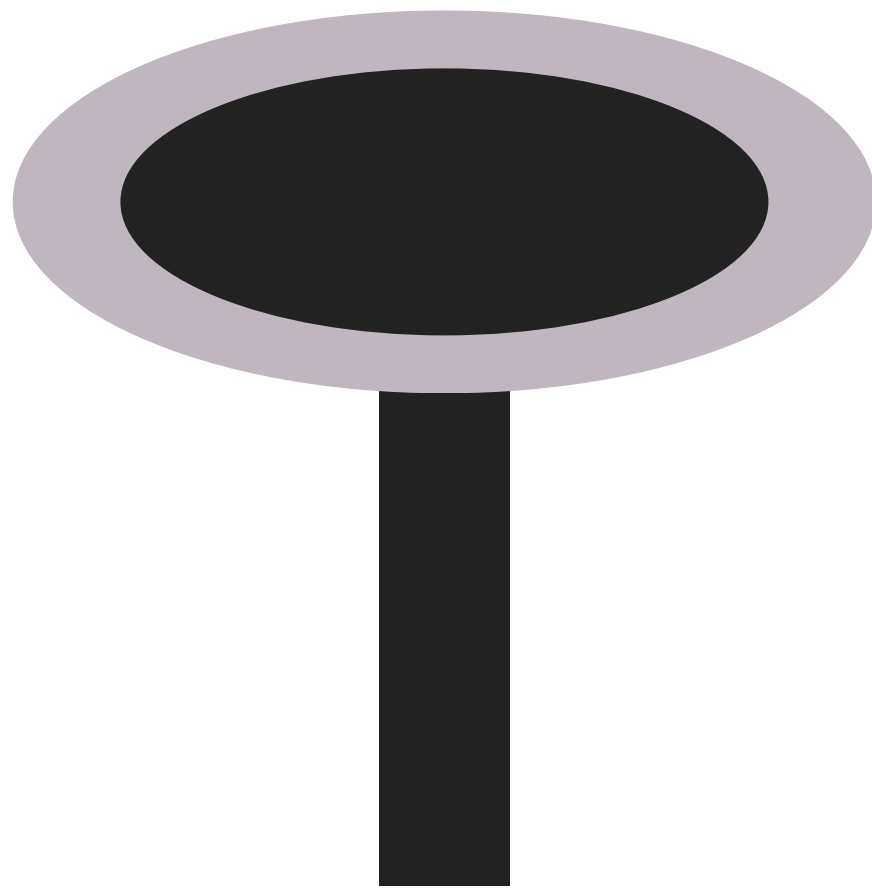


IDEA-FENG

A table with a display



PlanA

Have a bunch of cards (events, people, etc.), draw cards. Deduce the contents of the cards by asking questions.

PlanB

A person who plays a game and loses can take a task (watching a movie together, baking cookies together, drawing together, etc.) and do it with another person and record it.

PlanC

A scoring game, say a thing, if the said person has a point, both have no score, after a certain round of scores more people win

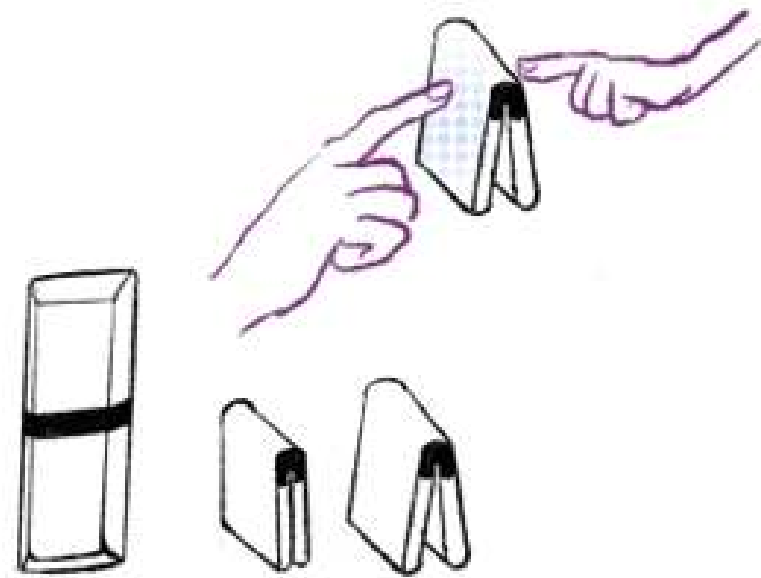
PlanD

Make another person guess the meaning by drawing, combining keywords with trends. A variety of painting styles will be integrated into the provide use.

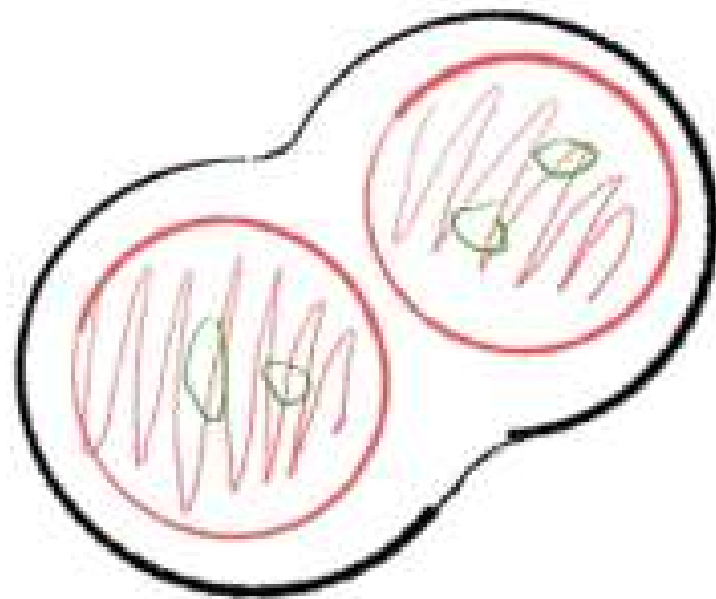
PlanE

Create characters, Settings, props, and stories based on the vast amount of material given. Then he was pieced together in theatrical form into a logical comic strip.

IDEA_ZHAO

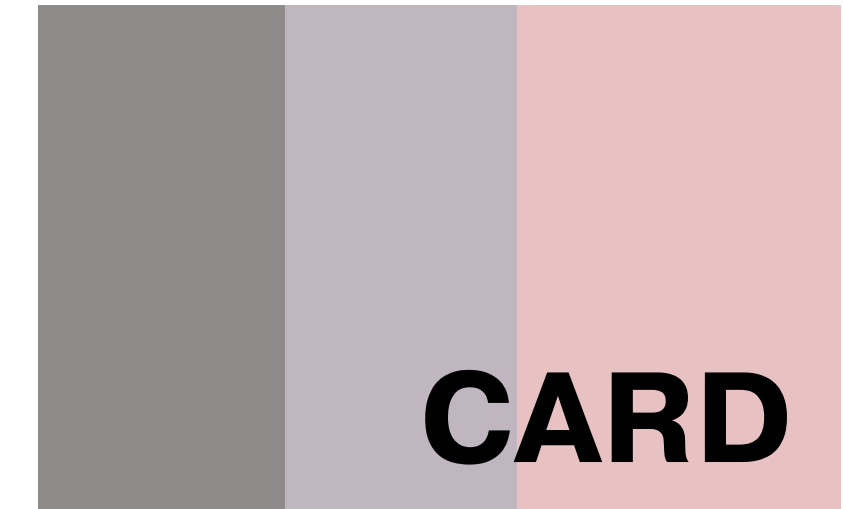


A foldable gaming console where grandparents can play games face-to-face with their grandchildren



A pan for baking pizza with a display screen that grandparents can make together with their grandchildren on weekend evenings and enjoy time together, grandchildren can teach grandparents some basic operations, and grandparents teach grandchildren to cook

IDEA-MA



1.How about make a small modular product (similar to a thick smart card), grandparents are responsible for collecting or introducing the relevant history or interesting stories or traditional culture, historical figures, places of interest, etc. of Naples that they know on the Internet and using the product to let children see these history, pictures, stories, etc., to guess what kind of culture it is in Naples. Or what time, what context, who did what, etc... While children have a better understanding of the country's history and traditional culture, grandparents have also learned to surf the Internet, transfer documents, and narrow the distance between grandparents and children

2.The adventure game set in Naples uses the board as a carrier, a map with a lot of Neapolitan cultural background, and displays 3D effects in the form of projections. The matching modular electronic cards are all questions about Naples culture, get the cards to ask questions, (including Naples culture and current news, etc.), the answer is correct, roll the dice to move forward, collect information, and finally challenge the boss

3.Crossword game console, the puzzle creator introduces relevant story content, based on the culture of Naples as the background. The challenger connects the complete text and the text is eliminated.