Our approach enables:
- Story-telling as a driving force for highly interactive experience
- Modifiable content for easier adjustment to the age and level of development of the child
- Tangible play with their own toys

**Fairy Tale NIMaH**
An Educational Tool for Girls of age 3-6

Motivation:
- Shortage of women in STEM fields nowadays
- Ineluctable inclusion of children in technological era
- Extended children exposure to computer screen

Two mini games:
1. The child creates a story based on the items chosen randomly.
2. The child selects the appropriate toys based on the story being transmitted.

Objectives:
- Teach computational thinking skills
- Create your own stories
- Interact with the computer through real toys

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