

General takeaways:

Children found the novelty of using phones engaging

Many owned their own phones, but not all

Older children (6+) had no issue with understanding GUI metaphors (buttons, scrolling etc)

Even immediately understood less obvious elements (tapping a photo to delete)

Struggled with the phones going to sleep - unfamiliar with the specific devices' lock buttons etc

Some asked about more advanced ideas (making the documentary using the other tasks' photos, taking multiple videos and editing together)

Older kids had no real difficulty sharing devices due to the collaborative nature of the tasks

Younger kids wanted their own

Smaller groups would have been better, as some were impatient to move on while others took their time (had to stay together)

GPS tracker task was popular - novelty. Believed it to be more in-depth than it really was (Thought the point was on the top of the clock tower). Sound and animation was a factor.

Worked together with multiple devices to track down the location ("This way, no this way!")

Text input was mostly fine with older children, slight confusion with hiding the keyboard

Element of competition with the photo matching on the brewery ("We won! Ours was the closest! Look!")

Wanted more maps activities

Wanted to be able to view the images they'd taken in detail (looking for small elements or showing off)

Desire to show off their creations (video and drawings in particular)

Older children in particular engaged with the more freeform activities (filming documentary)

Keen to have points and leaderboards for competition

Danger of children treating the photo-matching activity very prescriptively - e.g. leaf matching having to be exact

All said they had fun doing the activities

Overwhelmingly said they would enjoy something similar being included on a school trip

Natural way to start learning discussions - e.g. found a bee, child was asked if they know where bumble bees live

Teacher - "One of the tasks sent us on an adventure around to a bit of the park I'd never been before"

More exciting, more interesting - taking photos

Enjoyed using phones

Learned about the history of the park (the bridge used to be there)

Want more interactive game elements

Activity ideas: dance, parkour