Midwinter, 2020

BOLOGNARAGAZZI
DIGITAL AWARD - 2020
WINNERS

KAPi awards
WINNER
2020

It's Award Season!

*The wombat enjoys a good scratch,
before moving on in search of more food.*

On the cover: Clicbot, as seen at CES, and Paperbark -- One of the finalists in this year's BolognaRagazzi Digital Award.

EDITOR'S CHOICE
Children's Technology Review
20 20
FOR EXCELLENCE IN DESIGN

Denotes "Editor's Choice."

"We must give children the opportunity to interact with nature in a "wild" way, so that they learn to preserve the natural world around us." Cressida Cowell, author and illustrator of the "How to Train Your Dragon." https://nyti.ms/31CNzzM

I'm pleased to bring you the results of two important, juried children's digital media awards that were recently announced, that we help to coordinate: the 2020 KAPi Awards given at CES, and the BolognaRagazzi Digital Award given at the Bologna Children's Book Fair.

Besides giving some must deserved accolades to some excellent work, these awards help to give reviewers, experts and industry experts the chance to share notes on what they've seen. Here are the awards at a glance. If you'd like full details, see page 3.

KAPi (Kids At Play Interactive) Awards

Best Overall Technology Toy: Hasbro's **Lightsaber Academy**
Best App: **Lego Dupo World**
Best STEM/STEAM Product: Learning Resources' **Coding Critters**
Best Creative Experience: Bandai Namco Entertainment's **Tori Explorer Pack**
Noteworthy School Product: FableVision Studios' **Keenville**
Best Robotics: Educational Insights' **Artie 3000 The Coding Robot**
Judge's Choice: Nintendo's **Ring Fit Adventure**
Best Use of Emerging Technology: Virsix's **St. Noire**
Pioneer Team: **ELENCO**
Legends: **David Small** and **Paul Rago** from Shoot the Moon

BolognaRagazzi Digital Award

Grand prize: **The Wanderer: Frankenstein's Creature** by Arte/La Belle Games, France
Mentions: **Paperbark** by Paper House, Australia; **Puku: Learn New Words** from Merriam Webster, USA and **Pango Musical March**, Studio Pango, France
Short List: **AR Makr** (Line Break, USA); **Barefoot World Atlas 4.0** (Barefoot Books, USA); **MarcoPolo World School** (MarcoPolo Learning, UK); **National Geographic VR** (Force Field, Amsterdam); **Super Simple** (Skyship Entertainment, Canada); **Thinkrolls Space** (Avokiddo, UK); **Tongo Circus** (Firstconcert Productions, Germany); **Noah's Ark Animalibrium** (Giulia Olivares, Italy); **Outbreak Squad** (New Mexico State University, USA); **Star Wars AR Book Holoscanner** (Wellbeck Publishing, UK)

Publisher's Note: Please note our new quarterly format.
> **Midwinter** *(KAPi Winners, CES roundup, March 1)*
> **Spring** *(BolognaRagazzi Winners, April 1)*
> **Early Fall** *(Back to School, September 1)*
> **Late Fall** *(Dust or Magic News, November 1)*
Our weekly reports will continue to be delivered to subscribers by email. Contact us with any questions (info@childrenstech.com)

Dust or Magic

Save the Date!

Oct. 9-11, 2020 • The Methods of Fred Rogers at Asilomar.

www.dustormagic.com/fred

Ready or Not...
Here Comes our Children's Future

There's no escape -- our children will grow up in a world that is very different than the one we grew up in due to new technology. These new innovations will seep into every aspect of their lives, which is why those of us with a background in child development need to stay on our toes.

How do you do that? By connecting the dots of new innovations. There's no better place to start than the annual CES (Consumer Electronics Show) held each January in Las Vegas. The event is huge, with over 4,000 exhibits and 250 sessions that draw 170,000 attendees from 160 countries. As you roam the endless halls, you encounter tens of thousands of new products.

Because there's no way to see everything, I like to visit one hall that houses a collection called the CES Innovation Awards Showcase. It's a gym-sized room with back-lit displays, highlighting the 200 new products that the industry says are the most innovative. There's a dress belt that detects falls, a fingerprint activated door lock, a pinhead-sized microprocessor that is Amazon Alexa enabled and hydrogen powered drone the size of a child's swimming pool. There are smart fabrics with sensors and batteries and IOT (Internet of Things) appliances. You'll see window blinds that purify the air, coding blocks for blind children, a robotic tractor that can harvest a field without a driver and a pillow that can detect snores, and adjust the angle of your head accordingly. If you missed the show, don't worry. I made a video of every product that includes a small information card with a URL so you can learn more. Here's the link --> https://youtu.be/_FTjSlQ2Pq8 Here are some other noteworthy products I spotted.

ELECTRIC CARS. The days of petroleum powered transportation are numbered. Lithium-based batteries are becoming safer and more powerful, and you can find them in Ford's Mustang Mach-E (aka the Telsa killer). It's an all electric SUV that can go up to 300 miles on a single charge. You'll be able to buy one for about $45,000 this fall. Here's the video --> https://youtu.be/2NG_IhhgI_w

FLY UBERS. The Hyundai Urban Air Mobility vehicle that is part of an urban transportation platform that includes fast charging landing pads and ride sharing capabilities that are being created in partnership with Uber Elevate --> https://youtu.be/icXnrYpTl1o. There's also the Bell Nexus 4EX, with just four electric powered propellers, for vertical and horizontal travel --> https://youtu.be/ezD0m_jdXN8.

SEE THROUGH DISPLAYS The 70 inch Sharp 8K Interactive Museum Display is giant touch screen designed for use in public spaces. The bright image is made out of 33 million pixels, and the effect is awe inducing, especially when you touch and zoom into artifacts or paintings. Here's my video---> https://youtu.be/ZEXNijIXEMk. Also noteworthy Sharp's See Through Display that can switch between transparent and white screen mode for AR effects in such things as storefront windows. See it work at https://youtu.be/O4uwQNm5AXM.

BETTER, CHEAPER VR SYSTEMS The stand alone $400 and up Oculus Quest, reviewed in this issue will help to reinvigorate a specialized app market, in part because it is backed by Facebook. In the video above, you can also find a pair of glasses for people with dyslexia, and these clear AR glasses --> https://youtu.be/uvWk-74HGgU

Watch this year's Hall of Innovation video, at --> https://youtu.be/_FTjSlQ2Pq8

12th Annual KAPi Awards at CES

Ladies and gentleman, please make your way to your seats for the 12th annual KAPi (Kids at Play) Interactive Awards, created by Robin Raskin's Living in Digital Times and our own *Children's Technology Review*. The KAPi Awards once again considered all products released over the past year for the "Juror's Choice" award. All of the other categories required formally entering for a fee. The 15 judges (listed to the right) debated and voted through Trello and in real time using low tech conference calls. This year's award honored eight products and two humans. Here are the winners!

Best App: LEGO DUPLO WORLD
Duplo blocks are easy to use and full of learning potential. So is this app – that mixes LEGO themes with Head Start learning objectives. Made for the LEGO Group by StoryToys, which is part of TouchPress.

Best Creative Experience: Tori Explorer Pack by Namco Bandai
What if you could turn your hand movements into a game controller? You can, with this placemat-sized motion sensor and a few props. Judges like the ease of syncing and were happy to a mainstream video game publisher innovating for children.

Best Robotics: Educational Insights' Artie 3000 The Coding Robot
Javascript, Blockly, snap!, and Python are foreign languages to most of us. No longer, thanks to Artie – the rolling robot that turns code into designs using real code.

Best STEM/STEAM Product: Coding Critters by Learning Resources
Judges thought that Seymour Papert would've liked the screen-free simplicity of this durable starter robot that introduces basic movement commands. Snap together props makes it possible to make mazes.

Noteworthy School Product: FableVision Studios' Keenville
A game-based assessment experience for Georgia students that lets children design their own avatar as they play through the math and literacy games assigned by their teachers.

Best Use of Emerging Technology: Virsix's St. Noire
Alexa – what's the best use of emerging technology for children? Our judges answer is St. Noire, a voice-driven murder mystery board game. A full play-through is anywhere from 15 to 30 minutes, and there are multiple storylines so you're never bored game after game.

Best Overall Technology Toy: Hasbro Star Wars Lightsaber Academy Interactive Battle Lightsaber
Fake light sabers are a dime a dozen, but there are none like Hasbro's version. Using Bluetooth, accelerometers and a built in app, it can watch your movements and give you feedback on your moves. It's a teacher that gives you feedback.

Judge's Choice: Nintendo's Ring Fit Adventure
Our judges agreed unanimously that Nintendo's mix of hardware and video games needed to be mentioned this year, even though they didn't formally enter. The couch potato myth had once again been busted by Nintendo of America.

Pioneer Team: ELENCO
The first pioneer award was awarded to the creator of Snap Circuits, Snapino, Timberkits, Engino, and Teach Tech. The products were making STEM attractive back when a stem was part of a plant.

Legend: David Small and Paul Rago's Shoot the Moon
Each year we look for the people behind the products. This year KAPi Juror Mary Couzin nominated the genius behind such hit toys as Hatchimals, Little Live Pets and Teddy Ruxpin. We agree and are pleased to honor their lifetime of work.

Folks, that concludes the 2020 KAPi Awards. Hope to see you next year!

BOLOGNARAGAZZI DIGITAL AWARD - 2020 WINNERS

February 14, 2020, Bologna Italy. The Bologna Children's Book Fair today announced the results of the 9th annual BolognaRagazzi Digital Award -- a global prize for excellence and innovation in digital content for a young audience. Five jurors met in Bologna, Italy to test, debate and rank the 96 entries from 29 countries. They selected one winner, three special mentions, and a shortlist with ten selections. Winners will be honored at the end of March at the Bologna Children's Book Fair.

THE GRAND PRIZE
The Wanderer: Frankenstein's Creature by Arte/La Belle Games, France
"We loved the way this Victorian gothic novel has been reimagined in digital, combining great visuals, subtle gameplay, interactive narrative and atmospheric sound design. For teen readers it creates a whole new and authentic way to explore a classic text, while being respectful of the original text."

HONORABLE MENTIONS (Three Products)
Paperbark by Paper House, Australia
"An iOS app that allows kids to explore the beautiful Australian bush through the eyes of a lovely wombat, approaching the topical subject of protecting our natural environment in a sensitive manner. Your finger navigates its way through the narrative, melting away the bush to uncover the next surprise. The combination of visual, audio and user experience come together to create a title worthy of significant praise."

Puku: Learn New Words from Merriam Webster, USA
"This skillful app rethinks the dictionary for the touchscreen vital expanding a child's vocabulary in a playful and engaging way. The growing worm (Puku) grows to reward and motivate the learner. The target age range is often under catered for in terms of literacy apps and this app stands out as a great example."

Pango Musical March, Studio Pango, France
"A fun musical toy box that allows you to play around with a range of different types of bands, combining instruments into melodies. With a simple but charming visual style, this amusing app engages young kids in creating music, through the performance of whimsical animal characters."

The Award at a Glance

• 94 entries from 29 countries
• One winner, three special mentions and ten shortlist selections
• Five jurors from Italy, UK, Spain and the USA

A GLOBAL REACH.
Winners were selected in a face-to-face meeting by independent jurors selected for their proven expertise in children's digital media. Any publisher from any country was free to enter a product – the jurors made a conscious effort to be blind to the size and origin of the publisher.

THE SHORTLIST (Ten Products)
This year's jurors wish to commend features within the following ten entries for their unique contribution to children's digital publishing.

AR Makr (Line Break, USA)
An augmented reality creativity tool that offers huge potential for 3D creativity. With this tool, anyone, young or old, can create scenes and stories in the actual space around them. The simplicity of operation opens up a new form of creativity to the next generation.

Barefoot World Atlas 4.0 (Barefoot Books, USA)
A title the BolognaRagazzi Jurors first noted back in 2012 has been significantly updated to create an excellent example of how factual information can be converted into an effective interactive digital experience.

MarcoPolo World School (MarcoPolo Learning, UK)
Here is an educational library of videos and games. Jurors noted the collection's quality and breadth, covering a range of topics in an age-appropriate, engaging way. The visual design is effective. While the number of games are limited, they add value, encouraging creative music and artist skills.

National Geographic VR (Force Field, Amsterdam)
Virtual Reality (VR) has taken a big step closer to more schools and homes, thanks to the affordable, stand-alone Oculus Quest which enables new titles like this immersive field trip to places a child might dream of visiting. As you explore, you can learn more by way of challenges or a virtual expert. Jurors noted the expert blend of quality graphics and sounds with accurate geographic and historic content. They urge everyone in the children's publishing industry to understand the potential of these experiences.

Super Simple (Skyship Entertainment, Canada)
A video/ebook/game subscription service that lives up to its name, with an innovative menu system that really is simple to use. Jurors noted the off-line mode and ability to track a child's progress. The result is a solid collection of quality, commercial-free content that you can actually use.

Thinkrolls Space (Avokiddo, UK)
The team at Avokiddo has delivered another quality logic puzzle game, this time with an outer space theme. The familiar format

continues to work well, providing an enjoyable, engaging experience that helps children develop their logic and problem-solving skills.

Tongo Circus (Firstconcert Productions, Germany)
In particular, the jury wished to praise the quality of the music, full orchestral licensed classics found in this app. This is so unusual within any children's product, and this playful circus setting is a lovely way for a child to discover these classics. Jurors also praised the illustrations which work well with the music.

Noah's Ark Animalibrium (Giulia Olivares, Italy)
Here's a charming, sandbox type of experience that the jurors appreciated, despite some aspects of the UX that could do with improvement. The toy-like open-ended experience is almost like an interactive painting that invites exploration.

Outbreak Squad (New Mexico State University, USA)
This free, web-based experience deserves praise for exposing children to an important and timely topic, by way of a superhero strategy game. Your job is to balance different factors to control an outbreak. While the graphics and aspects of the UX could do with improvement, it is a fabulous serious games project that is especially noteworthy.

Star Wars AR Book Holoscanner (Wellbeck Publishing, UK)
The team at Carlton books has once again provided an example of how to add real value to a printed book via AR features. This project ads video content as well as the 3D interactive experiences to bring the book to life.

Jurors, from left to right, Warren Buckleitner, Editor of *Children's Technology Review* (USA); Roberta Franceschetti, Co-Founder of (Italy); Lucy Gill, creator of the Good App Guide and Founder of Digills Consulting (UK) and Lucas Ramada Prieto, Expert on Digital Fiction for Children and Young Adults.

Feature Reviews and New Releases

MARCH 2020

Here's an alphabetical listing of both the feature reviews (with ratings) and the new and future releases. "Entry Date" refers to the date we first learned of the product.

A Life in Music

A noble cause -- to expose children to quality music -- is mixed with good content and excellent illustrations, but sadly with some terrible clumsy navigation.

Best described as a music adventure, you interact with characters by reading dialog boxes to help a shy boy attend a concert and eventually perform with an outgoing girl. Activities include a beat matching game. The music was created by Polish musician Arkadiusz Reikowski and others. Listen to a sample, at https://www.alifeinmusic.it. We noticed some typos and poor language localization.

Details: TuoMuseo, https://www.tuomuseo.it/. Price: $free. Ages: 12-up. Platform: . Teaches/Purpose: music, reading comprehension, timing, beat, rhythm. Rating (1 to 5 stars): 3.9 stars. Entry date: 12/11/2019. [buckleit]
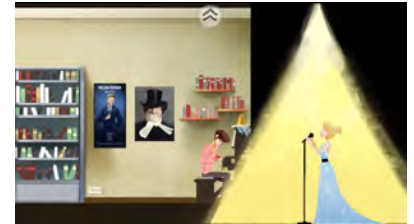
Ease of Use	4
Educational	9
Entertaining	8
Design Features	8
Good Value	10

78 %

Anne Frank VR

Wander through the secret annex in Anne Frank's house using your Oculus Quest. This is a single user experience that works in sitting or standing. It works with Oculus Touch controllers. Languages include Dutch, English, French (France), German, Hebrew, Portuguese (Portugal), Spanish (Spain). Learn more at http://annefrankhousevr.com/

Details: Force Field Entertainment, www.forcefieldxr.com. Price: $free. Ages: 10-up. Platform: Oculus Rift. Teaches/Purpose: history, Anne Frank. Rating (1 to 5 stars): 4.8 stars. Entry date: 12/11/2019. [buckleit]

Ease of Use	9
Educational	10
Entertaining	10
Design Features	9
Good Value	10

96 %

Artie 3000: The Coding Robot

Remember the Logo Turtle? This is a AA battery operated coding/drawing robot that drags a marker as it moves. This lets you turn code into colorful geometric patterns, in real time.

The pen can be programmed to go up or down, and the robot can move in any direction. The robot comes with it's own drag-and-drop coding interface, and can also work with more complex "real" languages like Java and Python running on any WiFi enabled device. Because the robot has it's own WiFi network there's is no need for an internet connection. In addition to free form coding, Artie comes pre-programmed with a variety of designs like numbers and letters, shapes, games, and line-art for coloring. Learn more at www.codewithartie.com Release date: March 2019

Details: Educational Insights, www.edin.com. Price: $70. Ages: 7+. Platform: Toy Drawing Robot, Smart Toy. Teaches/Purpose: coding, art, math, creativity. Entry date: 6/26/2019.

Boolean Box

This is a Scratch friendly DIY coding kit that includes a color 13 inch monitor, keyboard and Raspberry Pi compatible CPU. An HDMI cable is included so you can plug it into a larger screen. In the box: a Raspberry Pi Model 3 with 1 GB Ram and a 1.2GHz 64-bit quad-core processor, a wireless keyboard and mouse, a power supply, one Pi GPIO pin to breadboard connector and a breadboard for building electronics projects; a supply of wires, resistors, buttons, LEDs and an 8 GB SD card with the Raspian OS that includes Scratch, Python, and Minecraft. An add on pack called Lights, Camera, Sensors is sold extra.

Details: Boolean Girl Project, https://booleangirl.org/. Price: $150. Ages: 8-up. Platform: . Teaches/Purpose: coding. Entry date: 12/16/2019.

Bubbly Primes

Do you know the factors of 117? (Hint, just ask your smart speaker. You'll learn they are 1, 3, 9, 13 and 39). This simple app asks you to tap rising numeral bubbles to break them into their factors.

Be careful however, because some bubbles are already primes. If you make a bad choice your score goes down. The design isn't fancy but it works. Created by Xaman Kryger in Unity.

Details: Nuhubit Software LLC, . Price: $3.99. Ages: 9-11. Platform: Apple App Store. Teaches/Purpose: math, prime numbers. Rating (1 to 5 stars): 4.3 stars. Entry date: 12/10/2019. [Ellen Wolock]
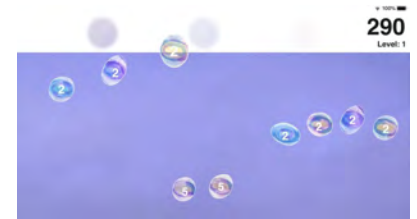
Ease of Use	7	86 %
Educational	10	
Entertaining	8	
Design Features	9	
Good Value	9	

Clicbot

This is a snap together modular robotics kit that was designed in China. The eye and personality was designed Pixar's Carlos Baena, who also worked on Toy Story. The robot comes with 50 pre-defined setups and 1000 possible combinations. The eye includes a color screen, two megapixel camera, face recognition, LEDs, touch sensors, a microphone, USB-C charging. Parts include a hand, suction cup, wheel, distance sensor, joint and phone holder. The curriculum includes a series of videos. The robot can be programmed using Blockly by Google, and it also has editable Python in the background for advanced coders.

Details: Beijing Keyi Technology Co. Ltd. , http://clicbot.keyirobot.com/. Price: $300. Ages: 6-up. Platform: . Teaches/Purpose: robotics, programming, coding. Entry date: 2/11/2020.

Code Jumper

This is a tactile coding kit that makes it possible to use touch and sound to freely experiment with variables.

Content includes a set of "pods" with uniquely designed dials, plugs or buttons that each have a unique tactile signature. There's a carrying kit with 1 hub, 8 play pods, 3 pause pods, 2 loop pods, 1 selection pod and 1 merge pod -- plus a collection of plugs and storage materials. Developed by Microsoft and distributed by American Printing House for the Blind (APH), this educational toy bridges the skills gap and opens up the world of coding to every student. Code Jumper will be distributed in the US by APH, and internationally by HumanWare. Requires a Windows computer.

Details: American Printing House for the Blind, www.aph.org. Price: $1000. Ages: 6-up. Platform: Windows. Teaches/Purpose: logic, coding, problem solving. Entry date: 1/14/2020.

Masterswords

This is a voice driven skill for the Amazon Alexa. Your Uncle's master swords have been stolen. Your mission is to retrieve them by searching the four kingdoms. You'll do battle against a horde of fantastical creatures. Your words are your weapons. Defeat each enemy you encounter by spelling words correctly. Pick up special magical items for your backpack to aid you on your quest. Expand your vocabulary and flaunt your spelling prowess in three difficulty levels. Alexa Skills: Masterswords is currently only available in USA to subscribers.

Details: Touch Press
, www.touchpress.com. Price: $free. Ages: 7-up. Platform: . Teaches/Purpose: language, vocabulary. Entry date: 8/20/2019.

National Geographic Explore VR

Set off as a National Geographic explorer to discover two locations: Antarctica and Machu Picchu, Peru.

In Antartica you and set off on an expedition around icebergs in a kayak, you climb an ice shelf and survive an snowstorm as you search for a lost emperor penguin colony.

In Machu Picchu you view digital reconstructions of the ancient Inca citadel. Witness mummy worship, raise a cup of sacred chicha and encounter alpacas as you match Hiram Bingham's photographs from when he rediscovered the Inca citadel.

Once you're in the world, you use a virtual camera to take photos for the National Geographic magazine. In English, English (US), French (France), German, Japanese, Korean, Spanish (Mexico).

Details: Force Field Entertainment, www.forcefieldxr.com. Price: $10. Ages: 9-up. Platform: Oculus Rift. Teaches/Purpose: geography, history, Puru. Rating (1 to 5 stars): 4.6 stars. Entry date: 2/9/2020. [buckleit]

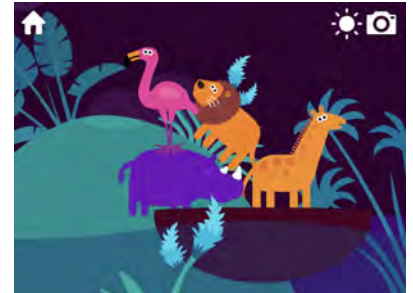|		
Ease of Use	7	92 %
Educational	10	
Entertaining	9	
Design Features	10	
Good Value	10	

Noah's Ark Animalibrium

This is a beautifully illustrated free exploration type of experience with some clumsy control mechanisms. The idea is to load as many animals on a raft and then swipe to move around in a colorful environment. As you explore, you can tap on characters that respond to the touch, but cannot be loaded on raft There are no rules, no points, and you can stop it at any time. It is possible to change the weather or take a photo of the scene. The main menu features greyed out animals that lead to an IAP. This app is multi-touch, meaning kids can play with one or more fingers at the same time. No reading required. The app features the artwork of Giulia Olivares.

Details: Giulia Olivares, www.giuliaolivares.com. Price: $free with IAP. Ages: 3-5. Platform: . Teaches/Purpose: fine motor skills. Rating (1 to 5 stars): 3.9 stars. Entry date: 12/12/2019. [buckleit]

Ease of Use	7	78 %
Educational	7	
Entertaining	8	
Design Features	8	
Good Value	9	

Oculus Quest

This VR headset from Facebook-owned Oculus delivers on it's promise of "all-in-one VR" including hands. It comes in two configurations (64 or 128 GB).

There are two other Oculus headsets -- the most powerful is the Rift S (which requires a PC) and the less expensive, less interactive Go, which is designed more for watching than for immersive experiences. The $400 Quest package is the most exciting because it contains nearly all of the Rift features at a much smaller price. You get the same two hand controls with motion sensors, "insight" tracking that lets you physically walk around the room, built in Wi-Fi and Bluetooth, the ability to broadcast to an app (so that others can see what you are seeing). You also get access to a quickly growing software library that includes Job Simulator, Google Tilt Brush, National Geographic VR, Star Chart and Anne Frank House VR by Force Field. We tried this headset with a variety of testers as young as age six, and all had a successful initial experience -- including those with glasses. Oculus Quest proves that VR hardware has evolved to the point where it is now a safe buy.

Details: Oculus, www.oculus.com. Price: $400. Ages: 6-up. Platform: . Teaches/Purpose: a VR delivery system. Entry date: 12/12/2019.

Paperbark

This is a beautifully illustrated natural science scavenger hunt game, where you control a hungry wombat (who lives under a Paperbark tree) in search of food and eventually, a home. By tapping the screen, you control the wombat as you move through the Australian bush. As the story unfolds and new locations are discovered, you discover some puzzles such as a memory game that requires duplicating a short sequence. This type of puzzle is better suited to elementary-age children than preschoolers. After all the items are collected, the wombat can move into it's home. Strengths include the ability to bookmark your progress, and the nonfiction aspect to the three chapters of content. Testers noted that controlling the wombat feels sluggish. Made with the support of the Victoria State Government.

Details: Paper House, www.paperhousegames.com. Price: $5.99. Ages: 6-up. Platform: iPad, iPhone. Teaches/Purpose: Australian bush, ecology, ecosystems, Australia, memory, logic. Rating (1 to 5 stars): 4.4 stars. Entry date: 2/18/2020. []


A hot dry wind ruffles the wombat's fur and whispers a warning to the birds.

Ease of Use	8	88 %
Educational	9	
Entertaining	9	
Design Features	9	
Good Value	9	

Wanderer, The: Frankenstein's Creature

The classic Victorian gothic novel by Mary Shelley has been reimagined in a digital in a musical, well illustrated world that combines puzzles and an immersive storyline that pulls you into the narrative. There are some dark themes that are handled in a tasteful way. It features a creature born neither good nor evil, traveling through Europe in a search to find its origins and learn about humanity. This journey is emotional and challenging for both the creature and the player as beauty and kindness are often followed by darkness, fear and hate. Depending on the player's actions, the creature evolves differently, which changes the story and the gameplay. The emotional state of the creature is at the center of the game experience: facing a testing situation, its state may vary from anger to madness, through sadness. Note that there are some violent themes.

Details: La Belle Games, www.labellegames.com. Price: $15. Ages: 10-up. Platform: iPad, iPhone, Steam. Teaches/Purpose: logic, art, reading, literature, emotions. Rating (1 to 5 stars): 4.4 stars. Entry date: 2/16/2020. [Ellen Wolock]
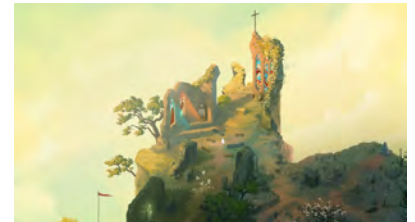
Ease of Use	7	88 %
Educational	9	
Entertaining	9	
Design Features	10	
Good Value	9	