

3 Conclusion

Media contains positive characteristics which enable to taste new experience being called as 'expansion of sense.' Then, it is media experience type content which arose as result of combination of experience and play from such positive aspect, and there is also media experience exhibit as a type which includes the advantages of play using body. This is because of the reality that there are number of aspects which interactive media can satisfy under consideration of youth education's nature where stimulation of senses and experience are crucial [4].

The result of this study, play type interaction smart big board's bug catch game maximized the amusement elements of experience type game by designing intuitive interface after construction of 10 simple movements. Moreover, it is designed to let children enjoy through stimulation of their curiosity by development of interaction and actualization of avatar creation including mapping user's own face.

This research is expected to be an important guideline for development of experience type game, especially bug catch game, targeting children.

Acknowledgments. This work was supported by the Industrial Strategic technology development program(10041940, The Development of Smart Big Board for Interaction Playing) funded By the Ministry of Trade, industry & Energy(MI, Korea).

References

1. Andersen, L., Harro, M., Sardinha, L., Froberg, K., Ekelund, U., Brage, S., Anderssen, S.: Physical activity and clustered cardiovascular risk in children: a cross-sectional study: the European Youth Heart Study. *The Lancet*, 368:pp.299-304 (2006)
2. Cho, O. H., Lee, S. T.: A Study about Honey Bee Dance Serious Game for Kids Using Hand Gesture, *International Journal of Multimedia and Ubiquitous Engineering* Vol.9, No.6, pp.397-404 (2014)
3. O'hara, K., Harper, R., Mentis, H., Sellen, A., Taylor, A.: On the naturalness of touchless: putting the "interaction" back into NUI, *ACM Trans. On Computer Human Interaction*.pp.1-27 (2011)
4. Ballester, J., Pheatt, C.: Using the Xbox Kinect Sensor for Positional Data Acquisition, *American Journal of Physics* Vol.81, Issue.1, pp.1-13 (2011)
5. Chang, Y. J., Kim, H.: Characteristics of Multi-User Interface for Children Focus on hand-on exhibition with interactive media installations, *Korea Digital Design Council*, Vol.13, No.2, p.337 (2013)