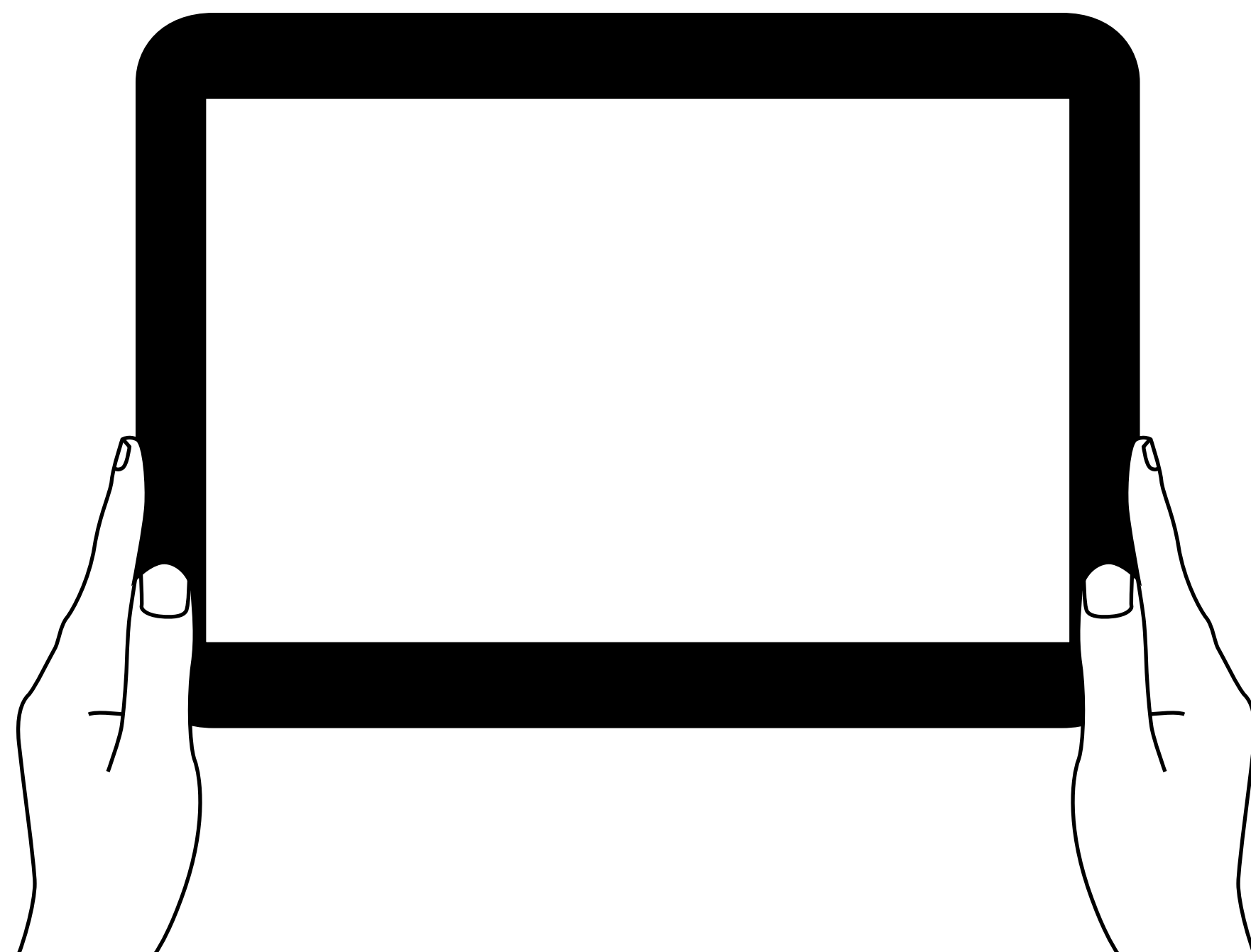
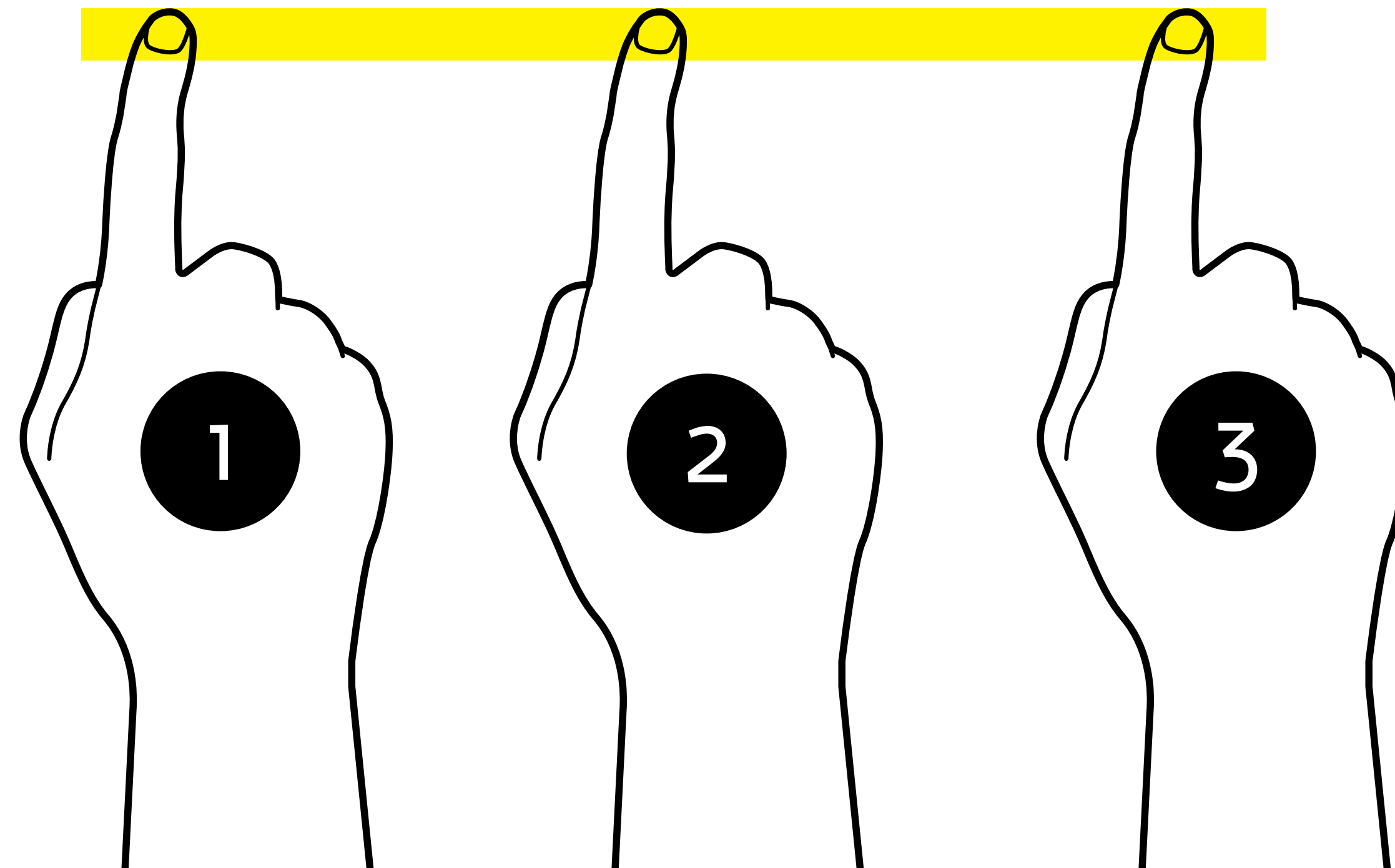


**INŠPIRÁCIE**  
**mobilné aplikácie**  
**a presahy v identite miest/  
štátneho symbolu**



## ukázky mobilných aplikácií



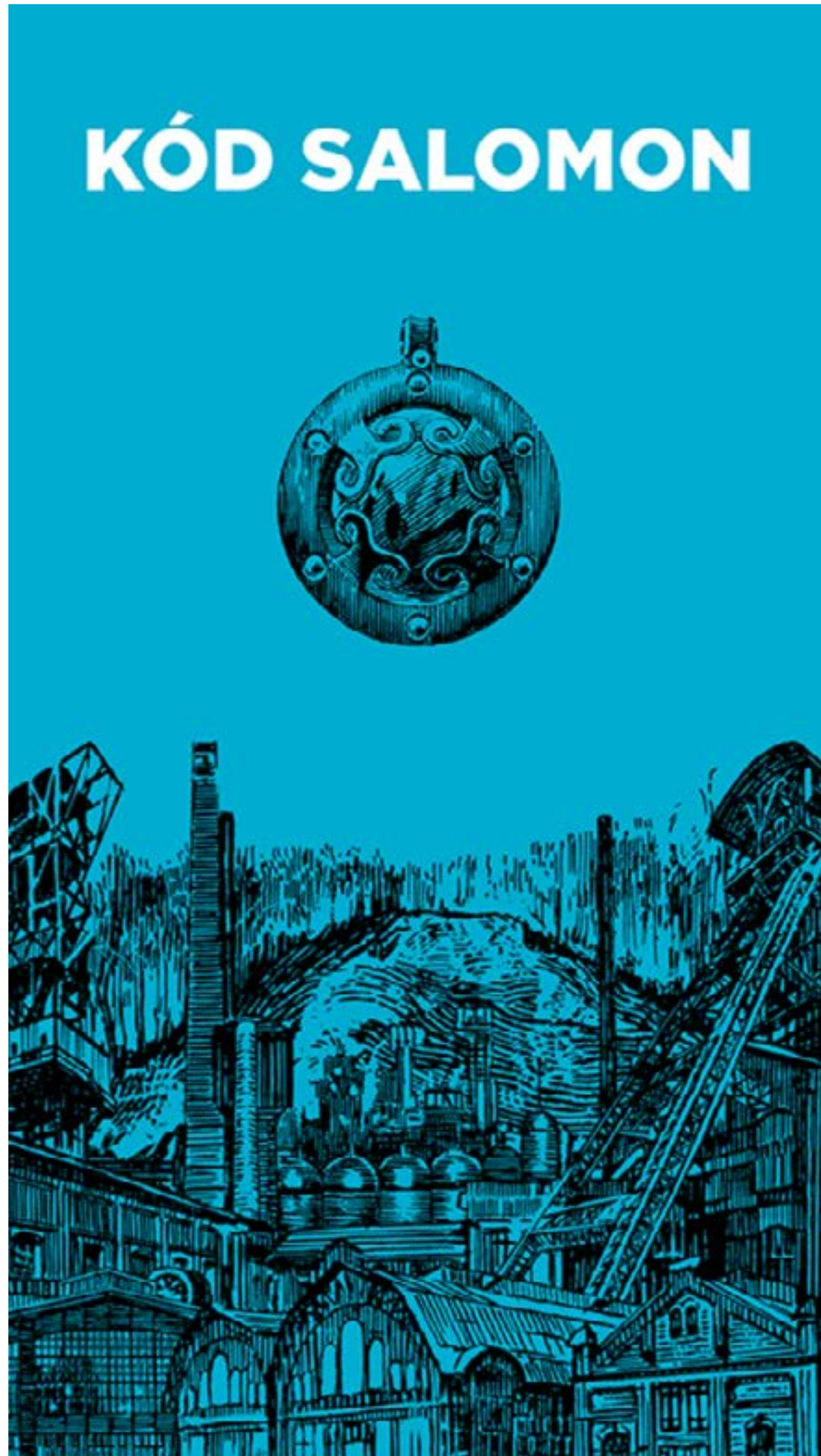
Mobilná aplikácia o poznávaní mesta Ostravy formou hry.

Projekt integruje:

- ikony
- mapy
- krátke animácie
- textové informácie
- profil užívateľa
- odmeňovanie užívateľa
- interakciu užívateľa
- fyzickú aktivitu užívateľa

Má edukatívny charakter.

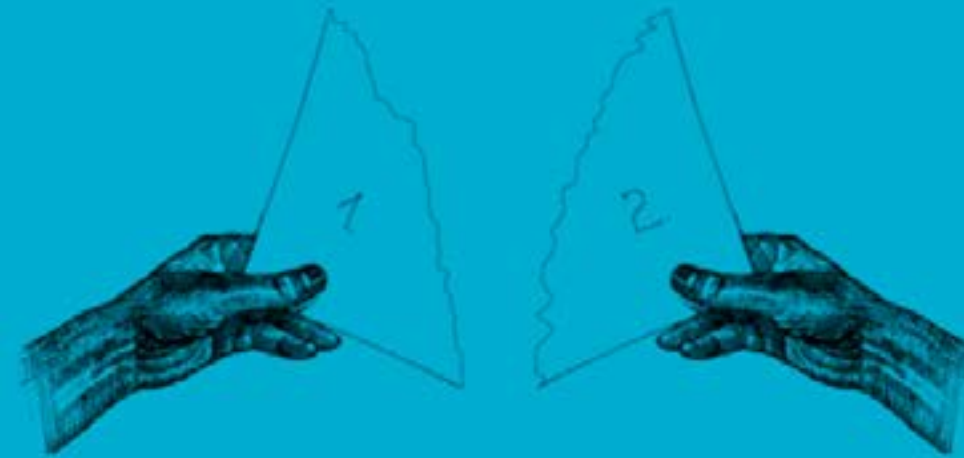




## INSTRUCTIONS

Hi, Philip here. This app took me ages. The recording which my grandfather made gives you all the necessary info to solve the mystery of the Rothschild talisman. I've jotted down all of granddad's notes. Just follow the instructions.

- 1 CODED LETTER**  
Find both parts of the coded letter.




- 2 CODE**  
Collect all the letters of the code.

**START GAME**

## SCENARIOS

- A1 SHORT / 6 TASKS**  
6 stops (Landek Park, City Centre, Ostrava Museum, Ema Heap and 2 others) / 8 - 12 hours
- A2 SHORT / 6 TASKS**  
6 stops (Fire Brigade Museum, City Centre, New Town Hall, Zoo and 2 others) / 8 - 12 hours
- B ENTIRE / 15 TASKS**  
15 stops ( A1 and A2 areas and 5 others) / 2 - 4 days

## Ostrava Museum



**SHOW LOCATION ON MAP** ►

**ADDRESS**

Masarykovo náměstí 1, Ostrava

**DETAIL OF LOCATION**

The museum is situated in the city centre on Masaryk Square. Last admittance to the museum is 30 minutes before closing time, wheelchair access, closed on public holidays unless stated otherwise.

public holidays unless stated otherwise.

**TRANSPORT**

Tram 6, 9, 10, 11, 13 (stop "Výstaviště")  
Tram 1, 2, 4, 8, 12 (stop "Elektra")  
Buss no. 29, 30, 38, 71, 99 (stop "Most Miloše Sýkory")  
Trolleybus 101, 105, 106, 107, 108, 111 (stop "Most Miloše Sýkory")

**PARKING**

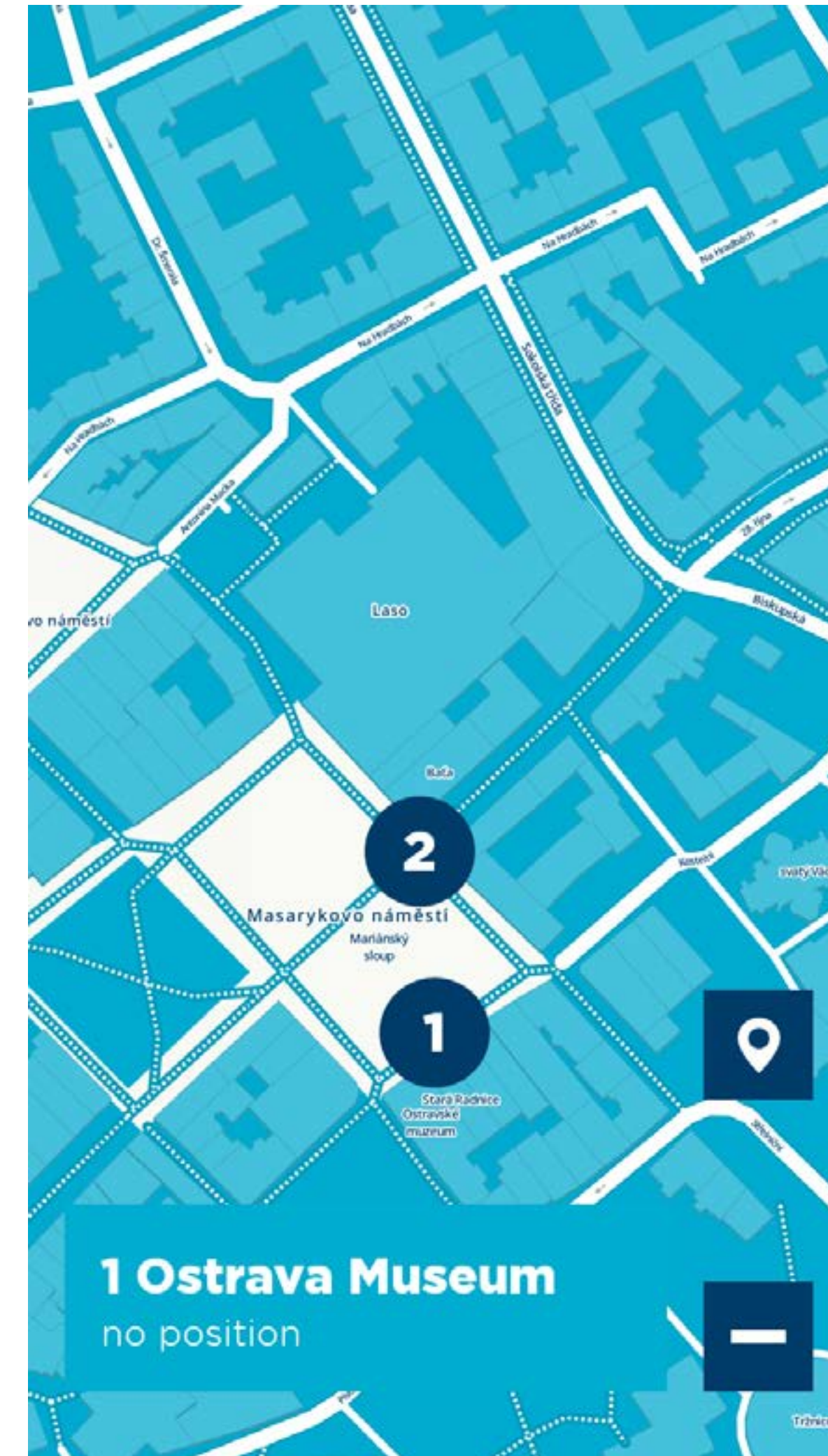
Paid and free parking places (city centre)

**OPENING HOURS**

Off Season

Monday to Friday: 9am to 5pm.  
Saturday: 9am to 1pm.  
Sunday: 1pm to 5pm.

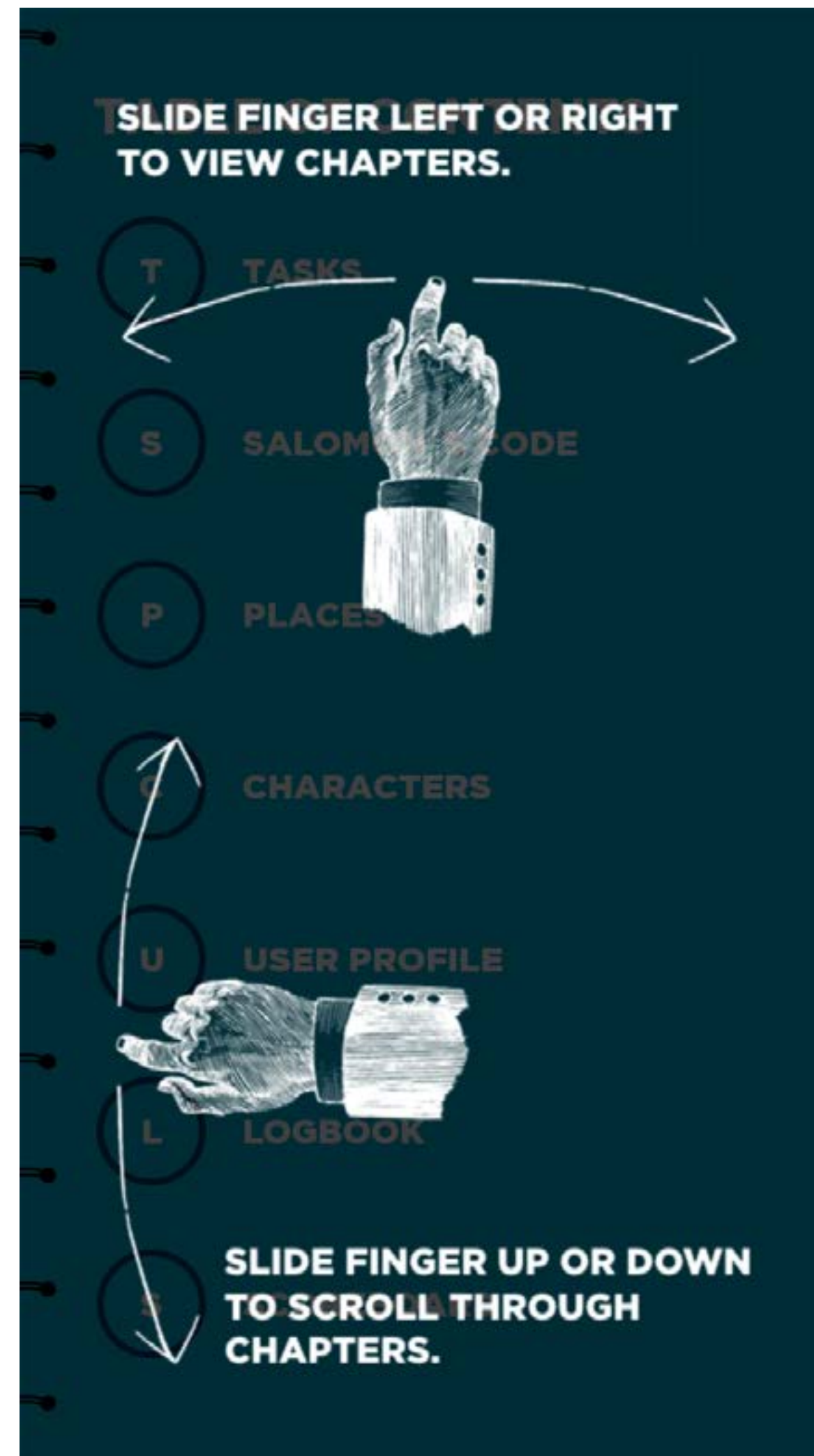
Last admittance to the museum is 30 minutes before closing time.  
Wheelchair access.



**1 Ostrava Museum**  
no position

## TABLE OF CONTENTS

T	TASKS
S	SALOMON'S CODE
P	PLACES
C	CHARACTERS
U	USER PROFILE
L	LOGBOOK
S	SCOREBOARD



## 1 Ostravské muzeum

Vaším úkolem je v tomto případě najít informaci, která je umístěna na budově muzea.



ZOBRAZIT MAPU ►


### 1 Popis úkolu

1. úkol (nutný pro získání části kódu a 10 bodů):  
Za jedním z oken v přízemí muzea je umístěna mosazná tabulka s vyobrazením barona Salomona Meyera Rothschilda. V jeho podobizně je ukryto několik číslic. Napiš je do kódového zámku od nejmenšího čísla po největší.

ZADAT KÓD


### SALOMON'S CODE

The coded sentence reveals the location of the talisman.



**CRACK THE CODE**

The coded sentence describes your destination.





### SALOMON'S CODE

The location of the talisman is hidden in the second part.

This part of the code has yet to be unlocked.

A description of the talisman's whereabouts is hidden in the first part.

This part of the code has yet to be unlocked.



### Oscar Federer

The managing director of the Vitkovice steel works in the years 1932 - 1939. A very competent manager and a significant art collector. Graduating from Business College he worked himself up to the leading post at the largest pre-war engineering and steel enterprise of the country. He emigrated to London prior to World War II, taking and thus saving many of his paintings. He would not risk his life for paintings that he left behind, but would he do so for the talisman?

Mobilná aplikácia, ktorá užívateľa sprevádza po kaštieli Strážky s využitím zvukovej stopy.

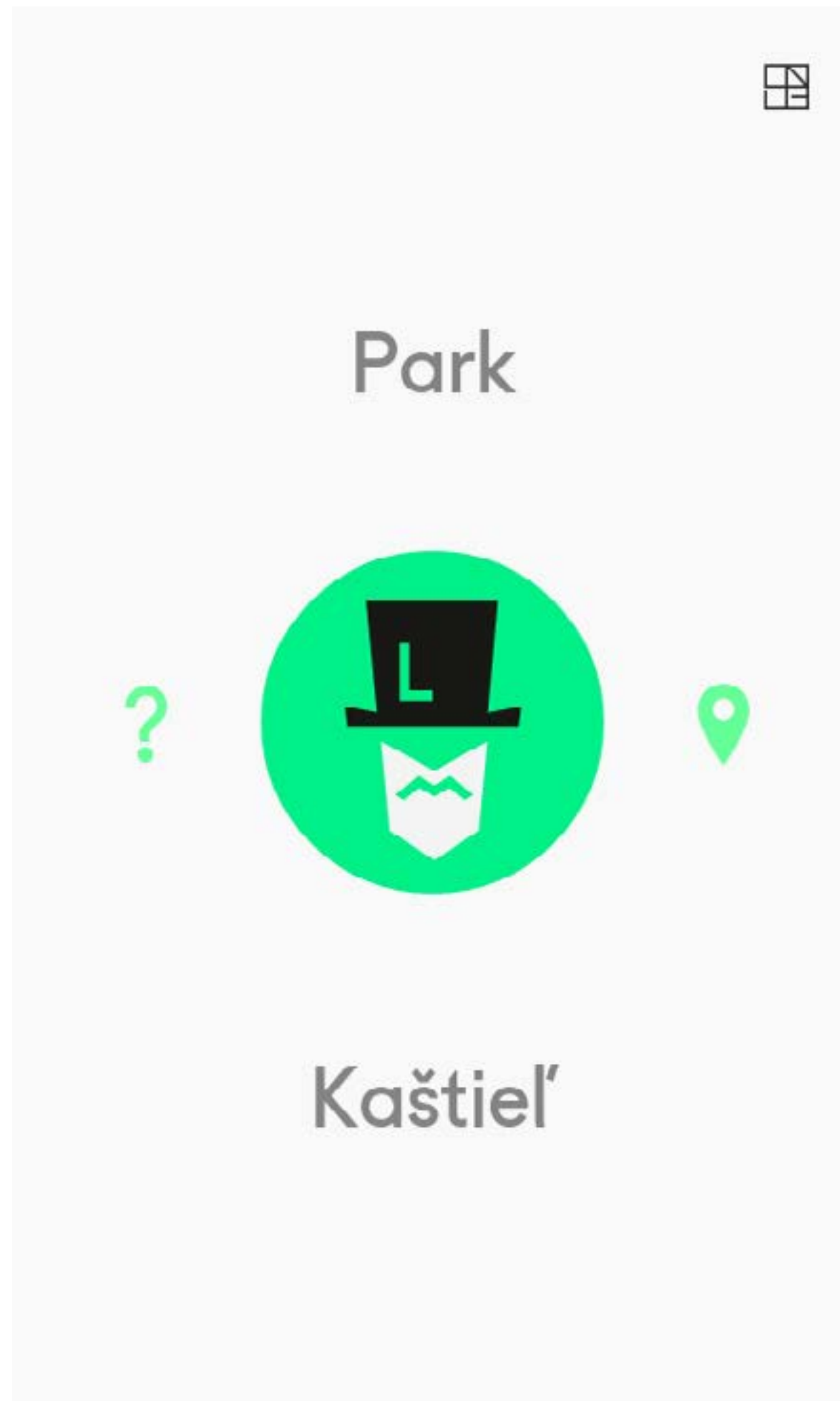
Projekt integruje:

- ikony
- mapy
- zvukové stopy
- informácie jednotlivých
- fyzickú aktivitu užívateľa

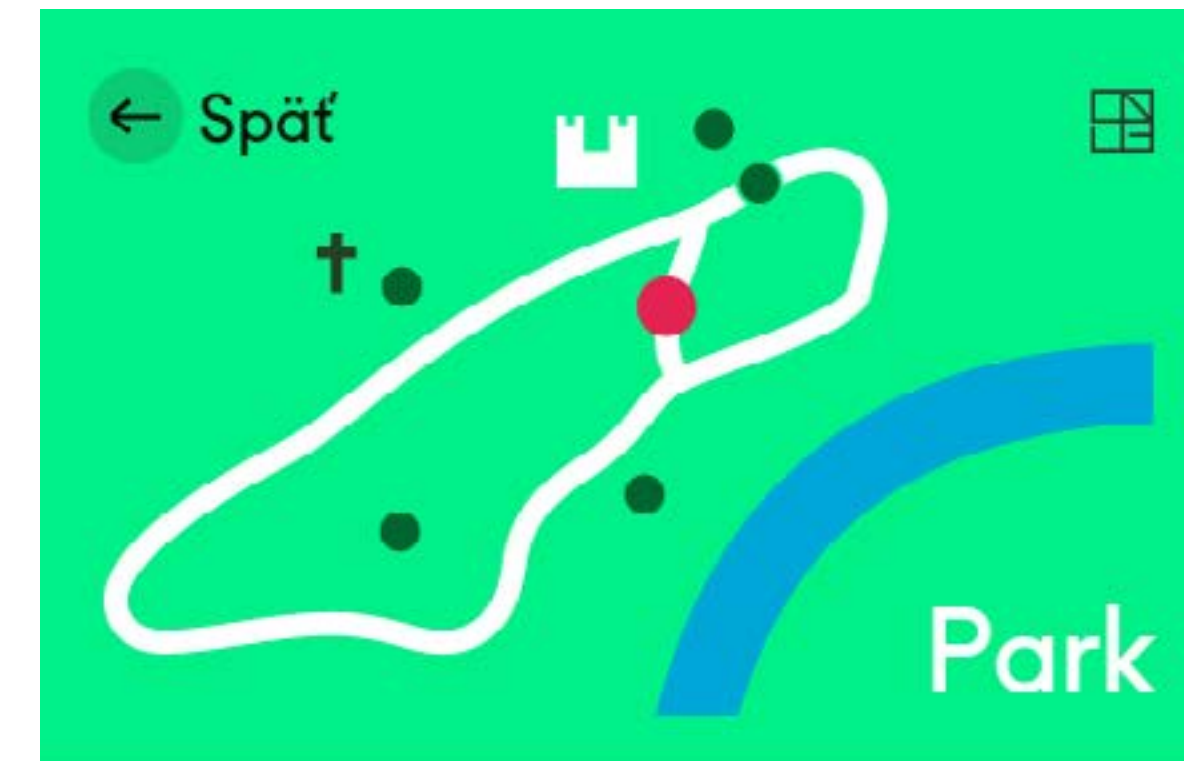
Má edukatívny charakter.







Portréty	1
Izba s balkónom	2
Vežička	3
Napájadlo s vranami	4
Vianoce v knižnici	5
Detská izba	6



Intro	1
Sochy	2
Balkón	3
Stimmung	4



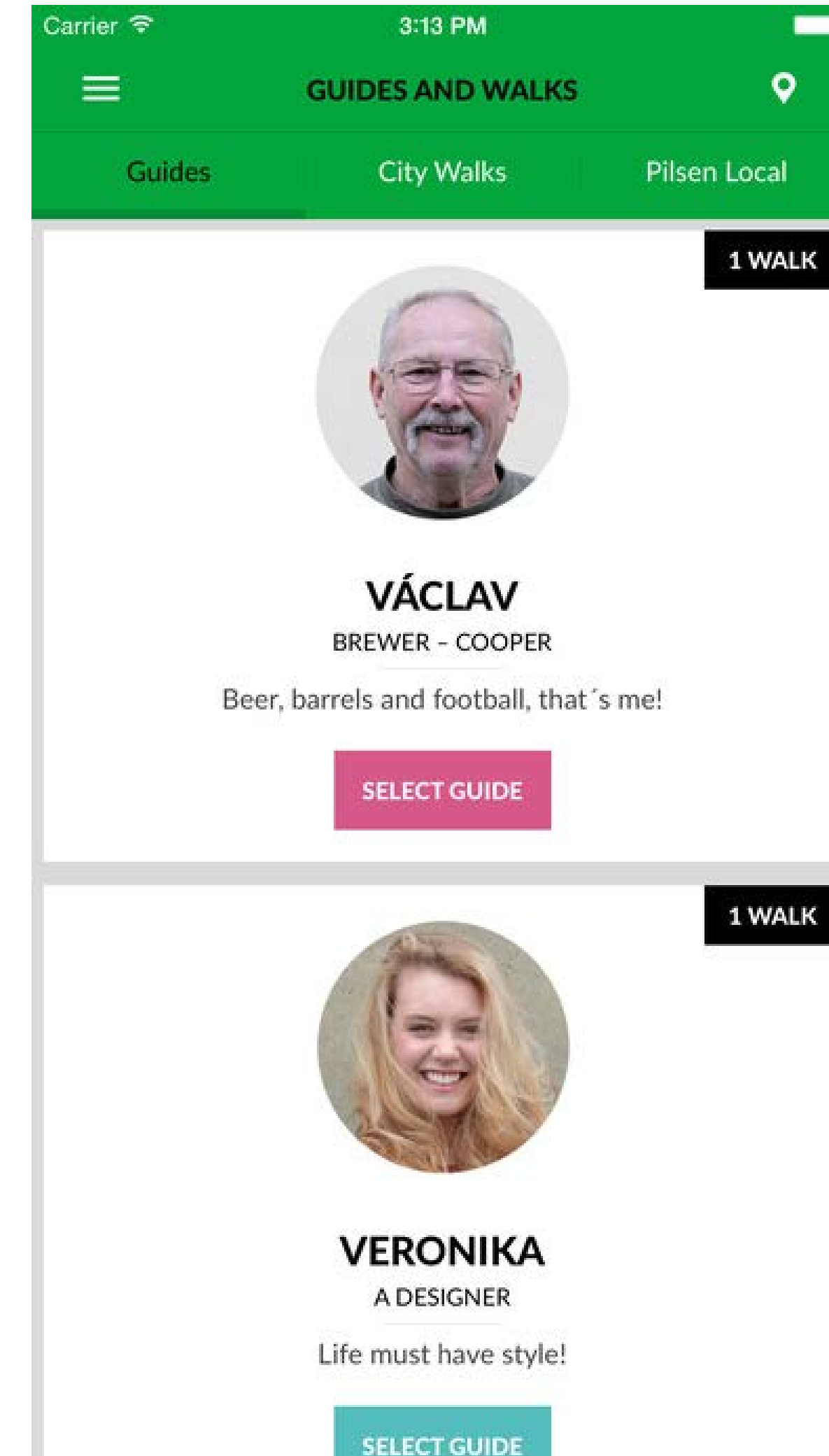
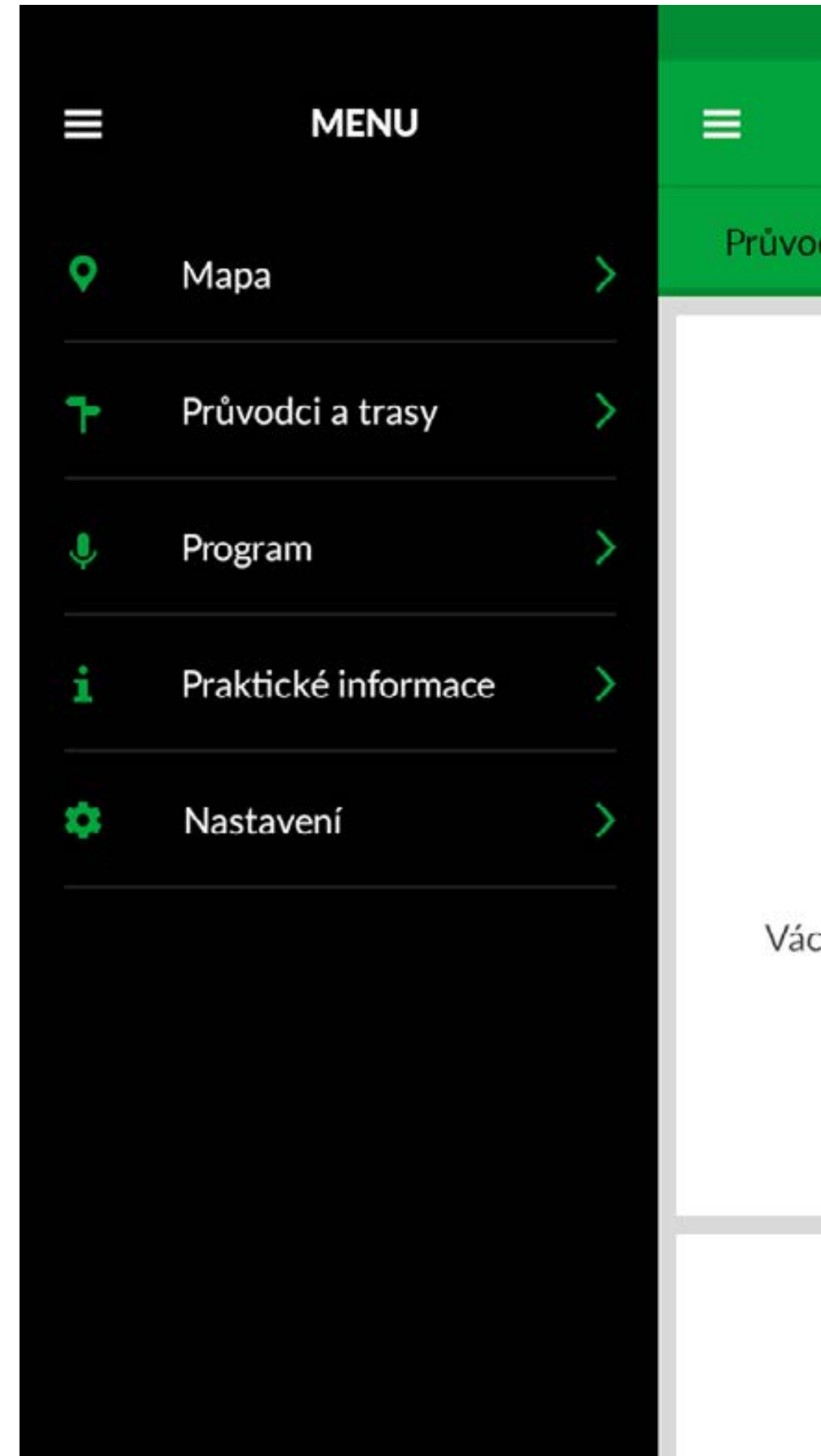
Mobilná aplikácia, ktorá užívateľa sprevádza po meste Plzeň pomocou 9 sprievodcov.

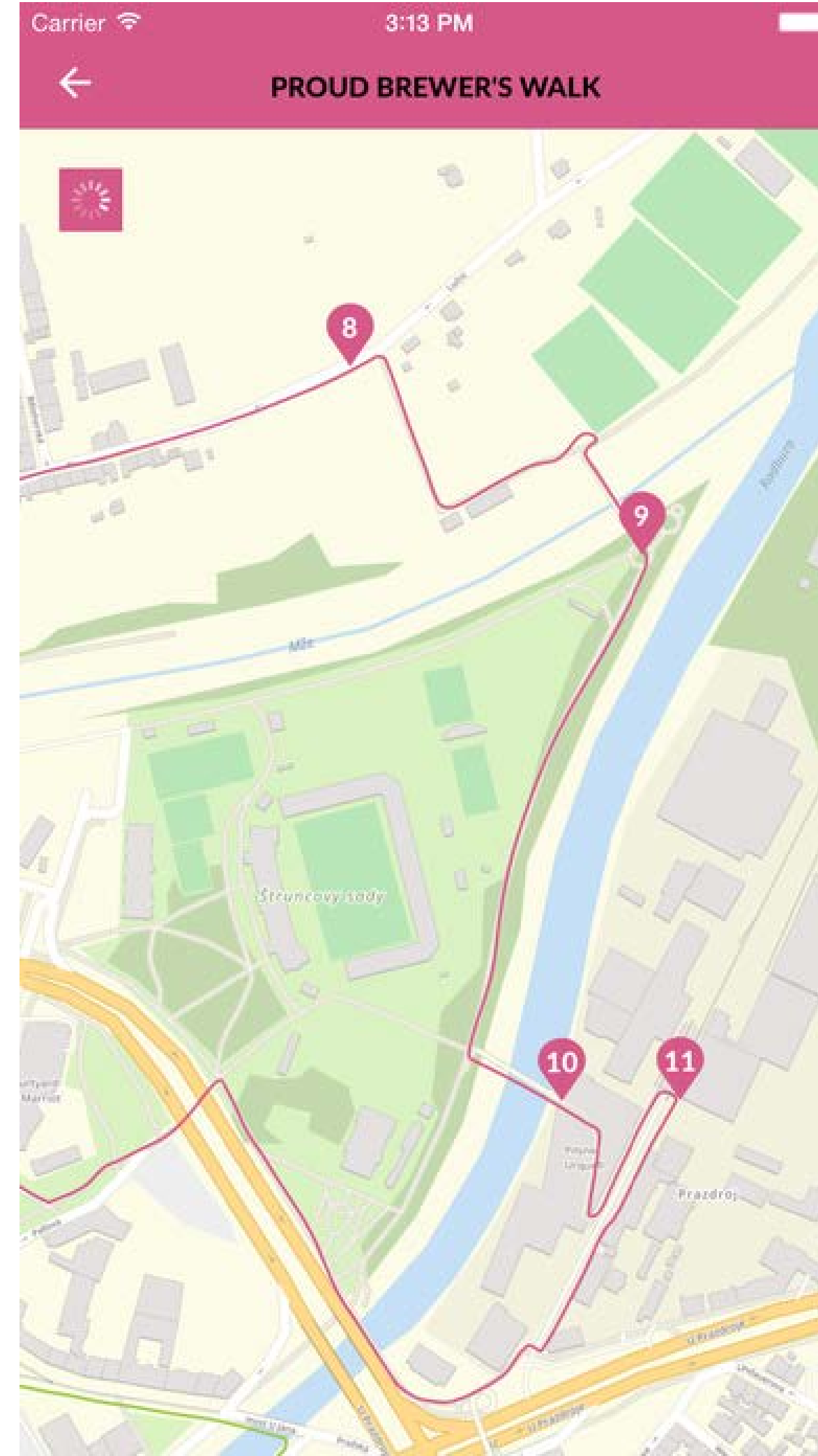
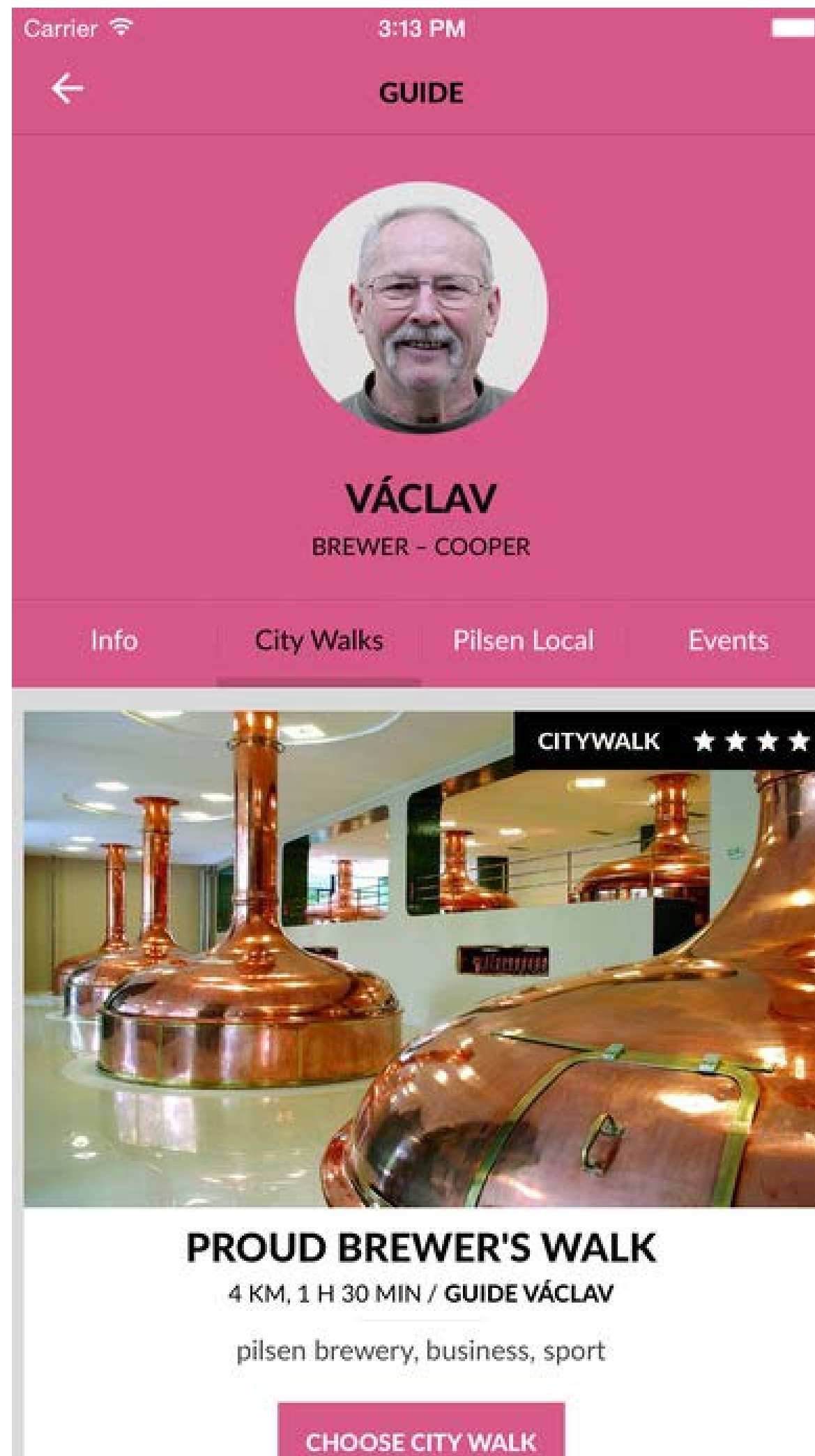
Projekt integruje:

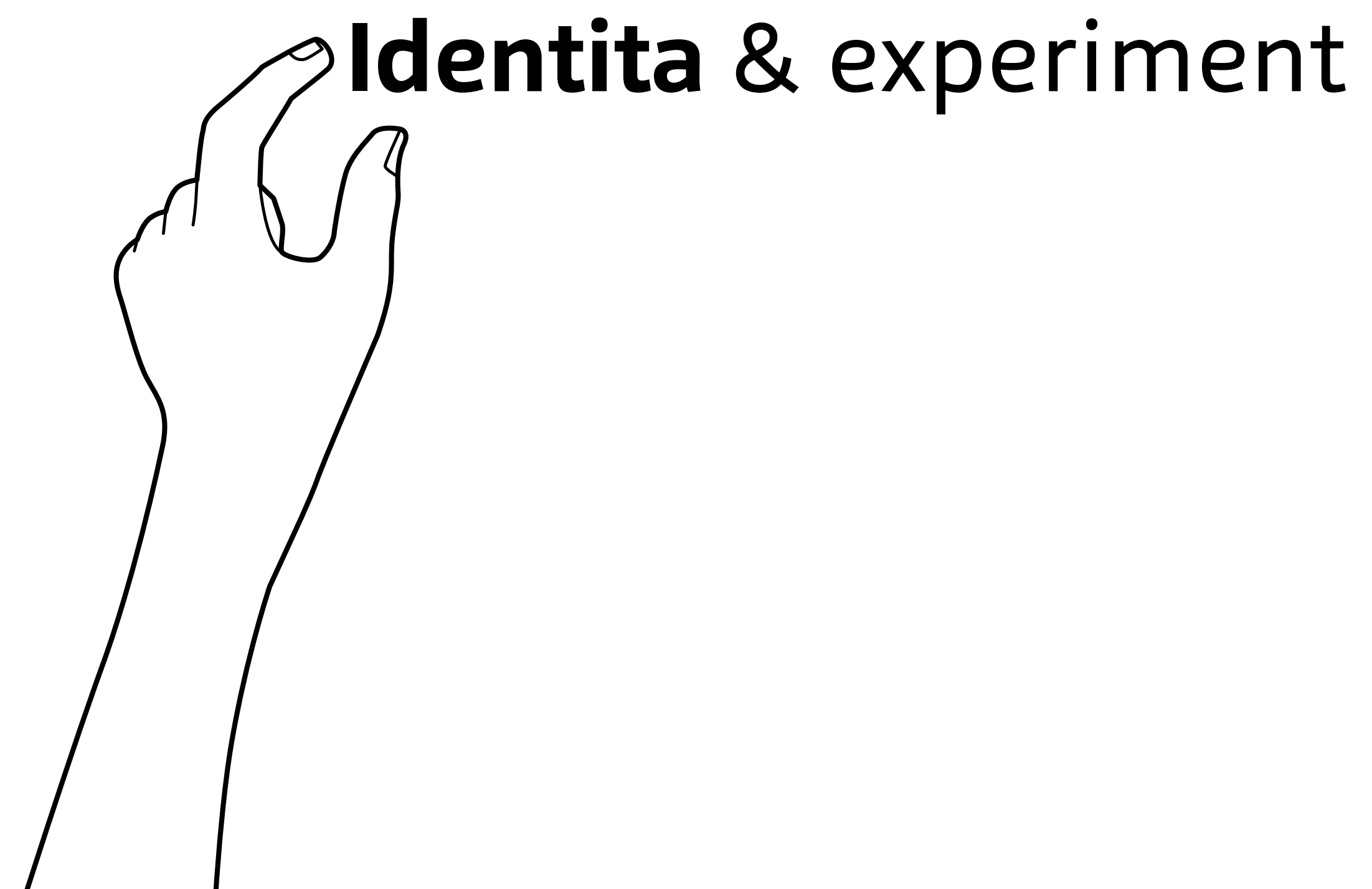
- ikony
- mapy
- video
- trexťovú informáciu
- fyzickú aktivitu užívateľa

Má edukatívny charakter.









# **Identita & experiment**

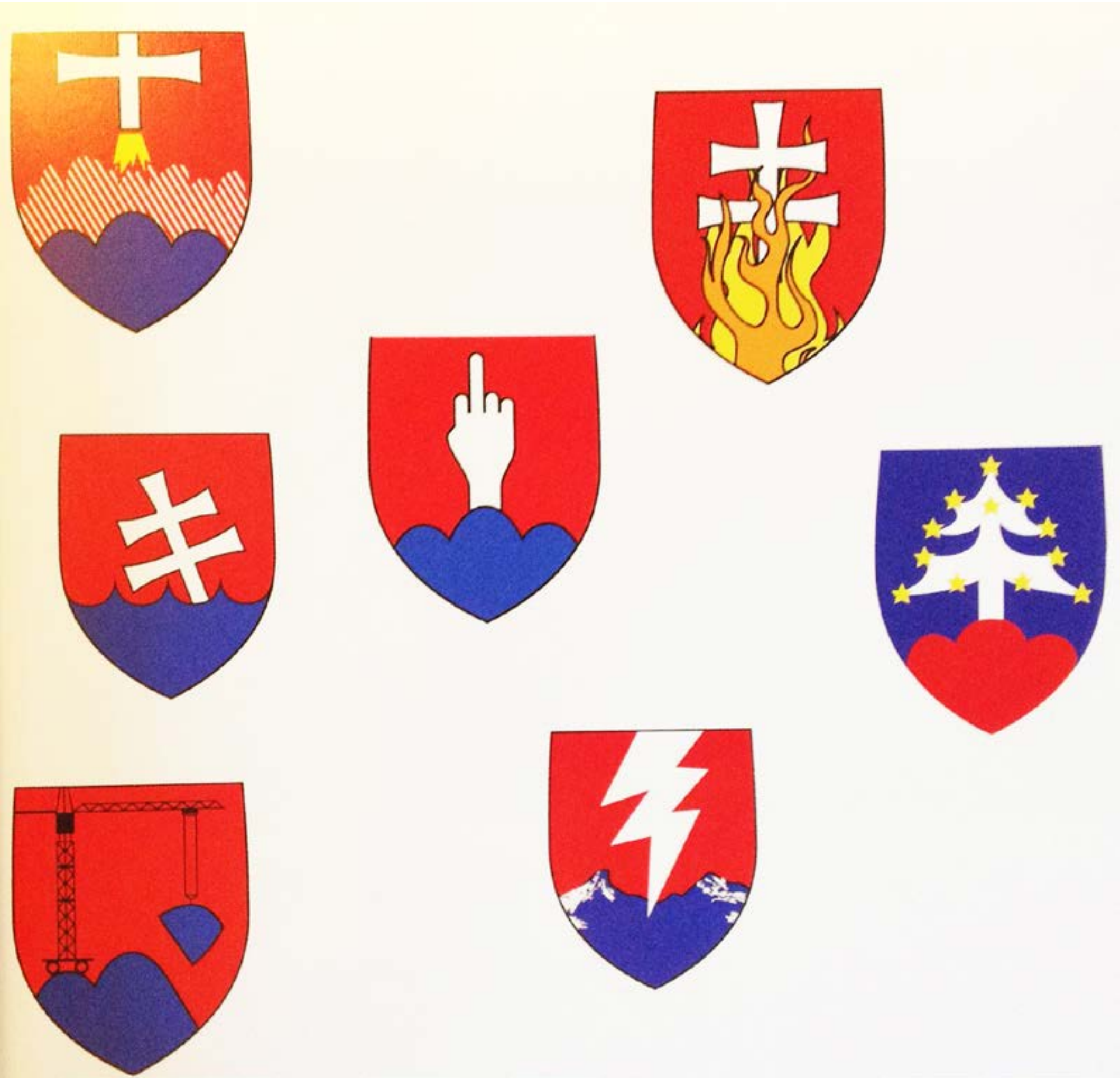
Identita & experiment



Identita & experiment

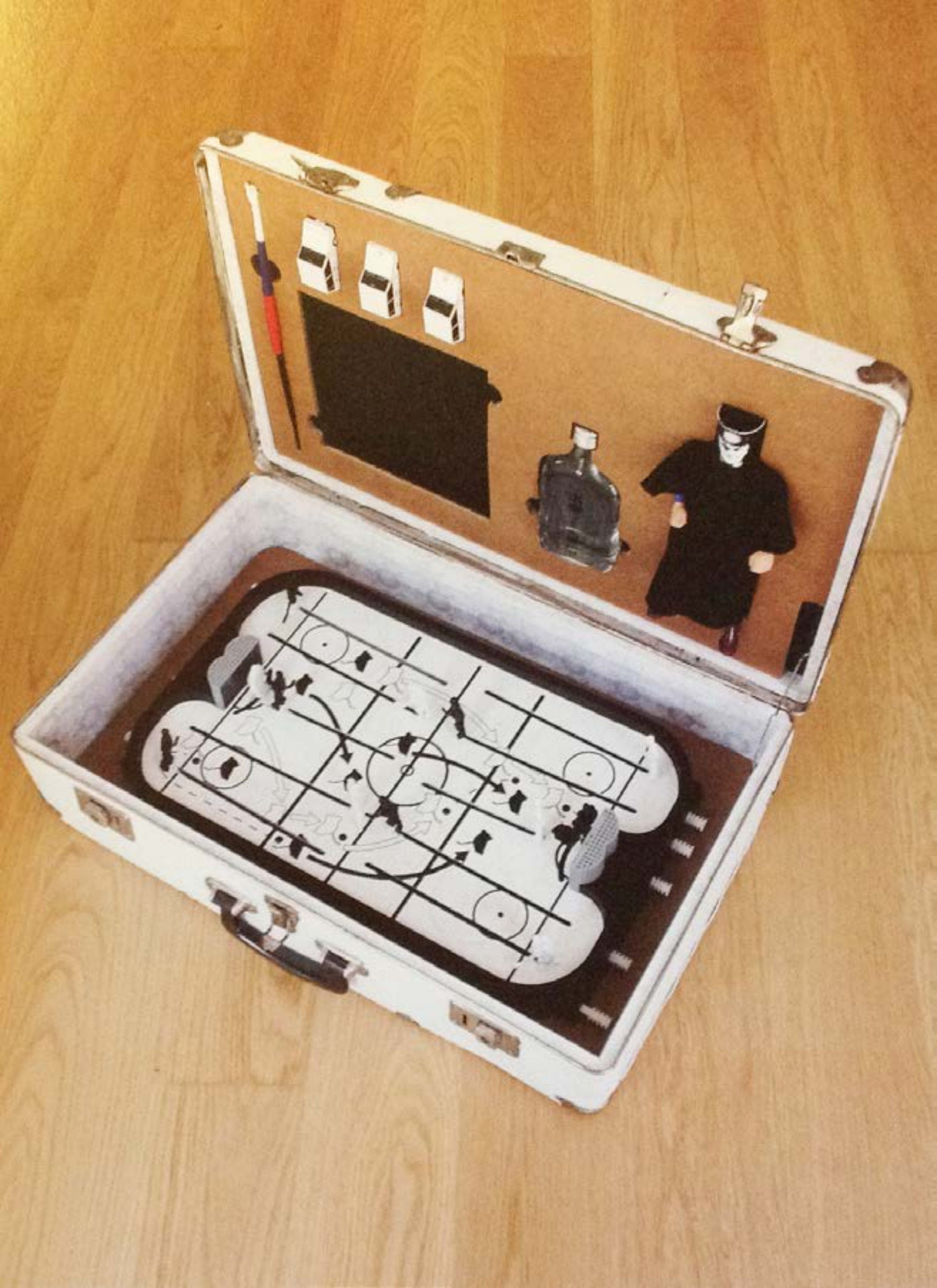


Identita & experiment

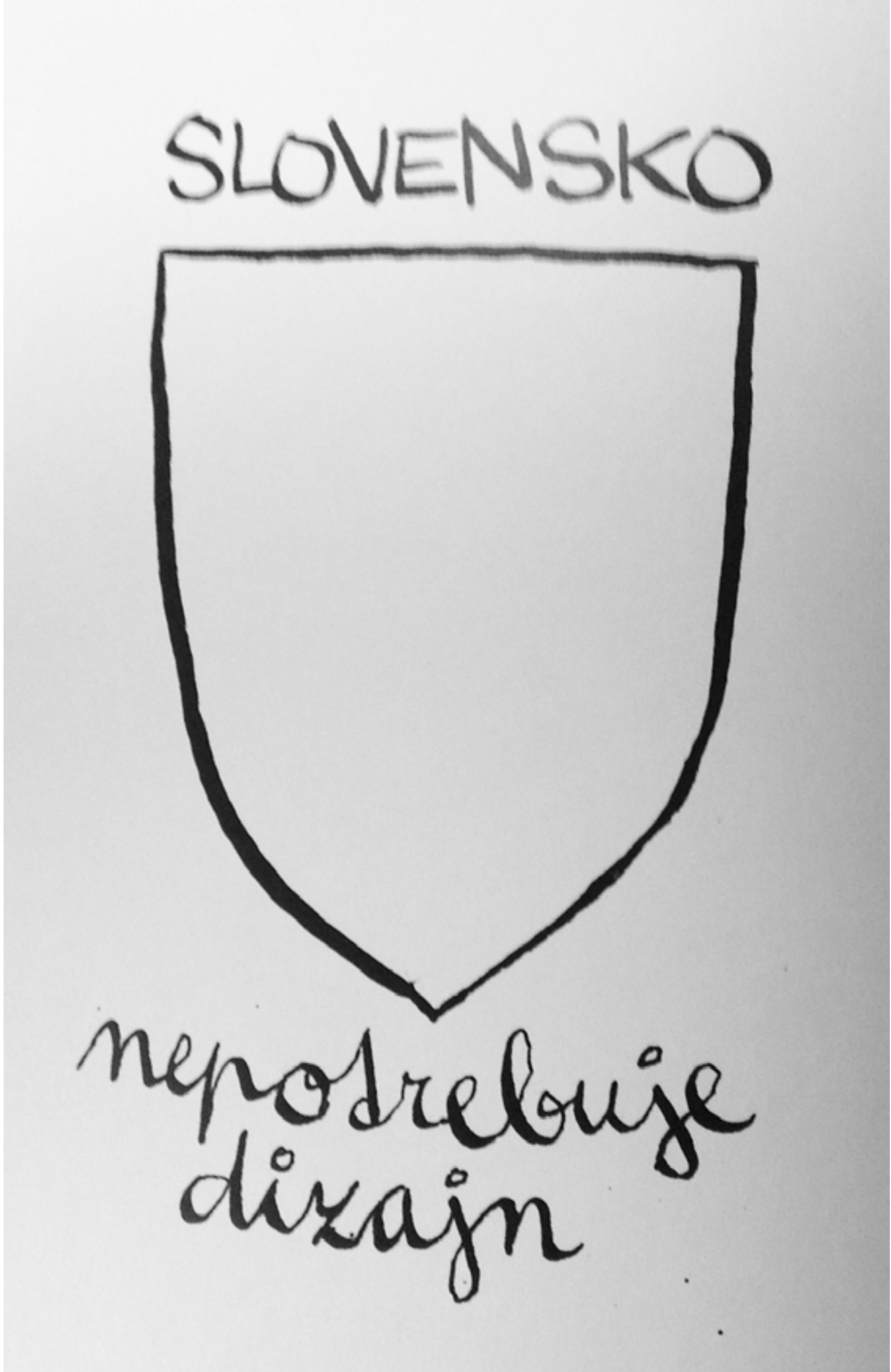


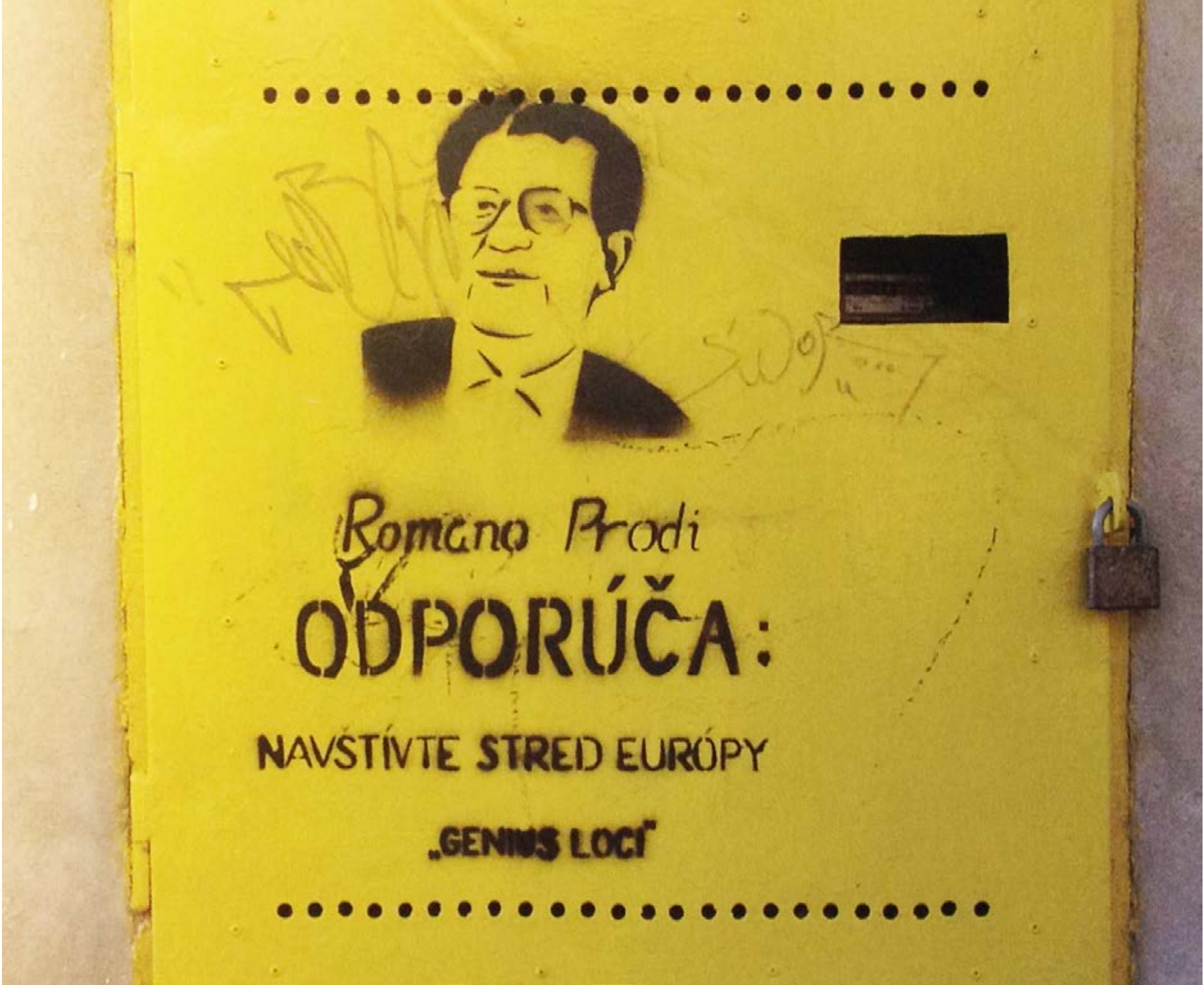


**Identita & experiment**

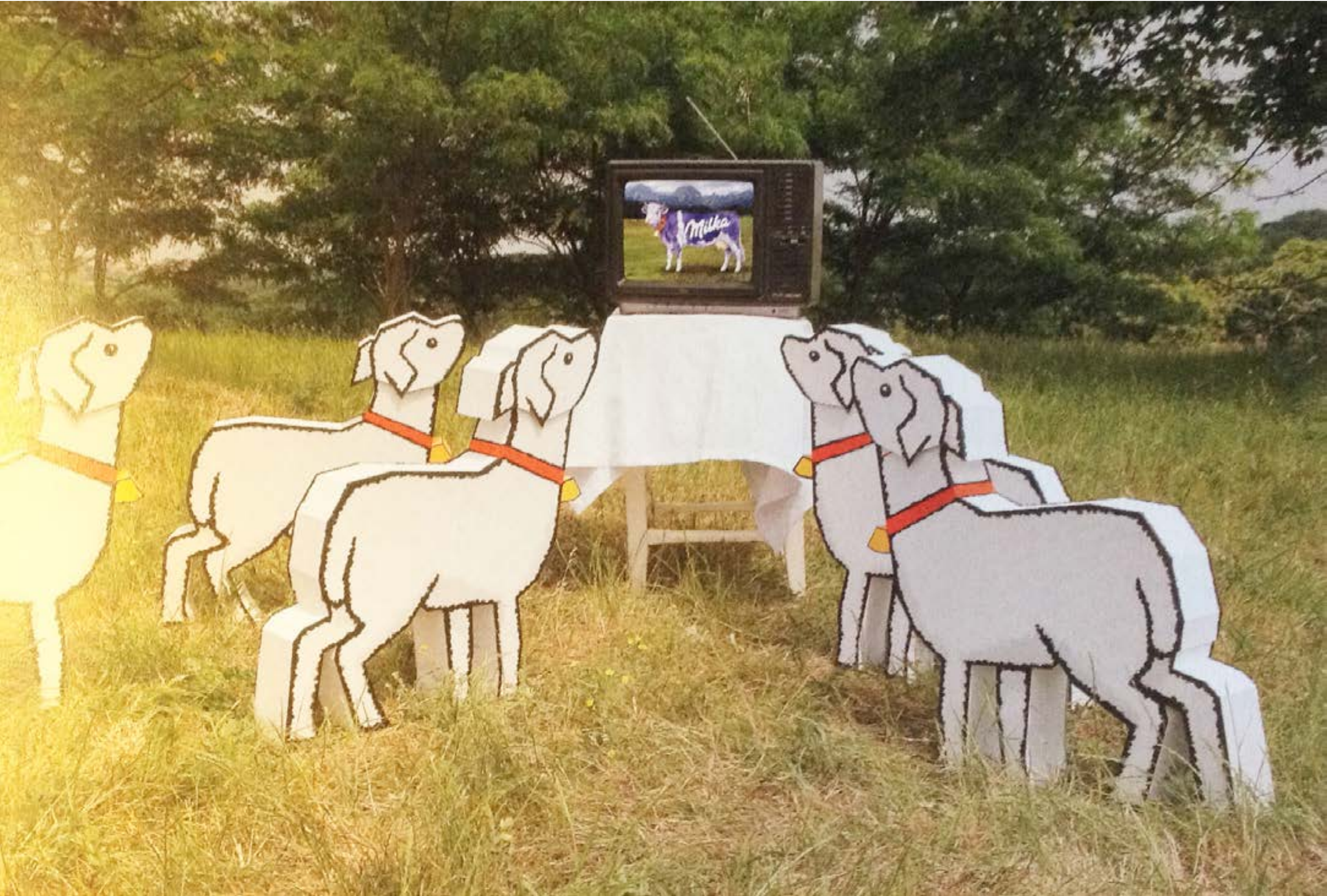


Identita & experiment





Identita & experiment



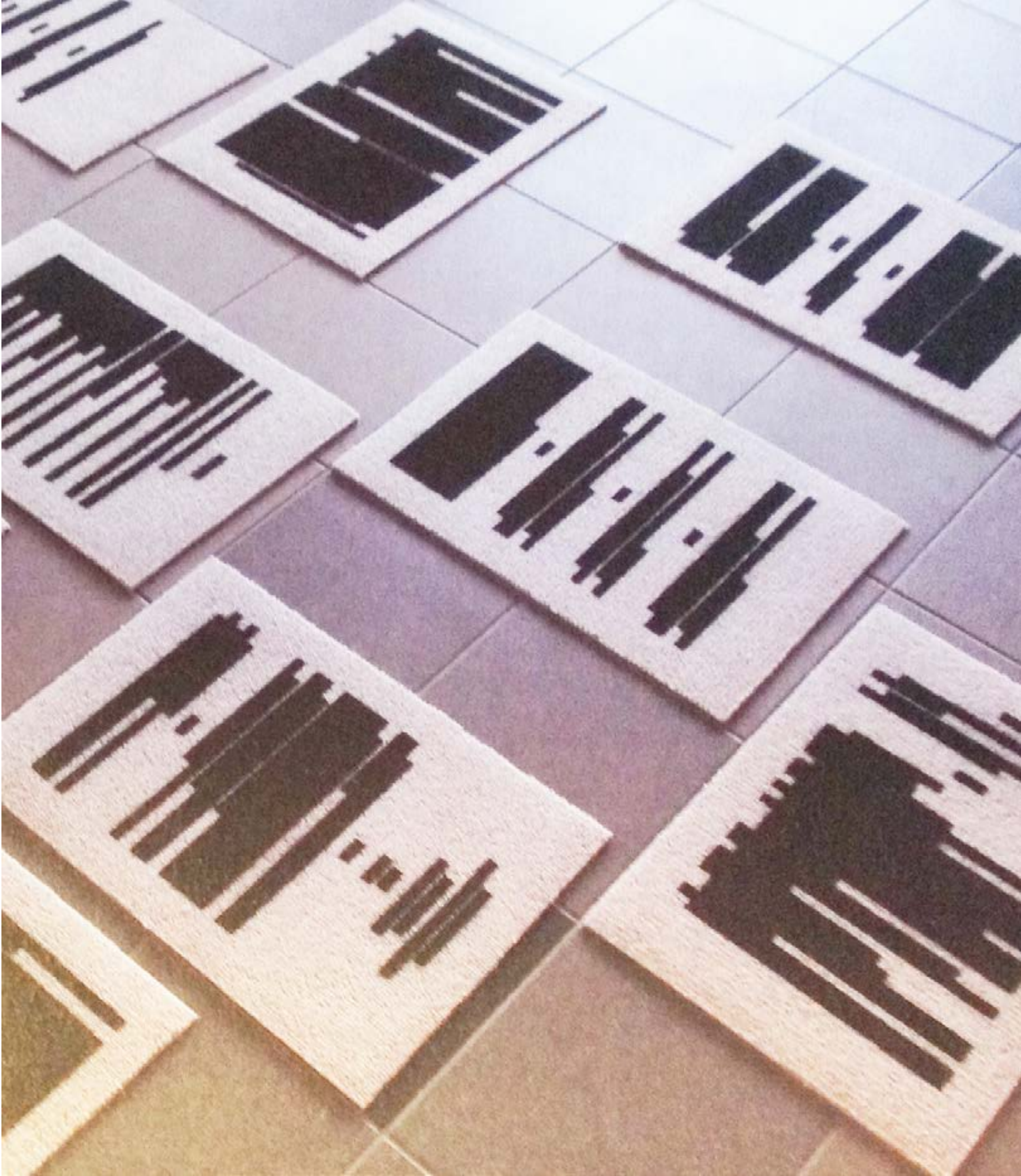
Identita & experiment



## Identita & experiment



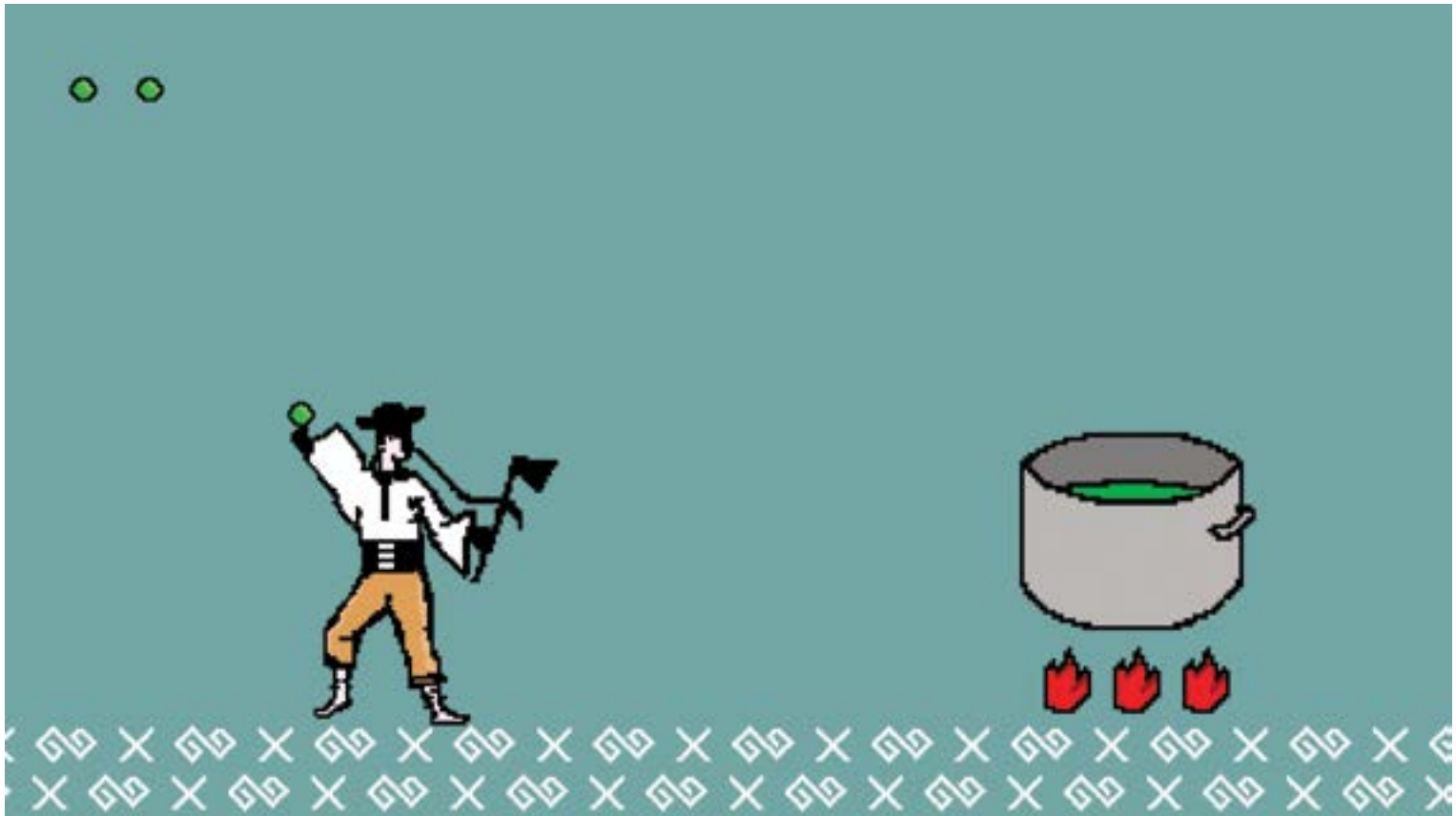
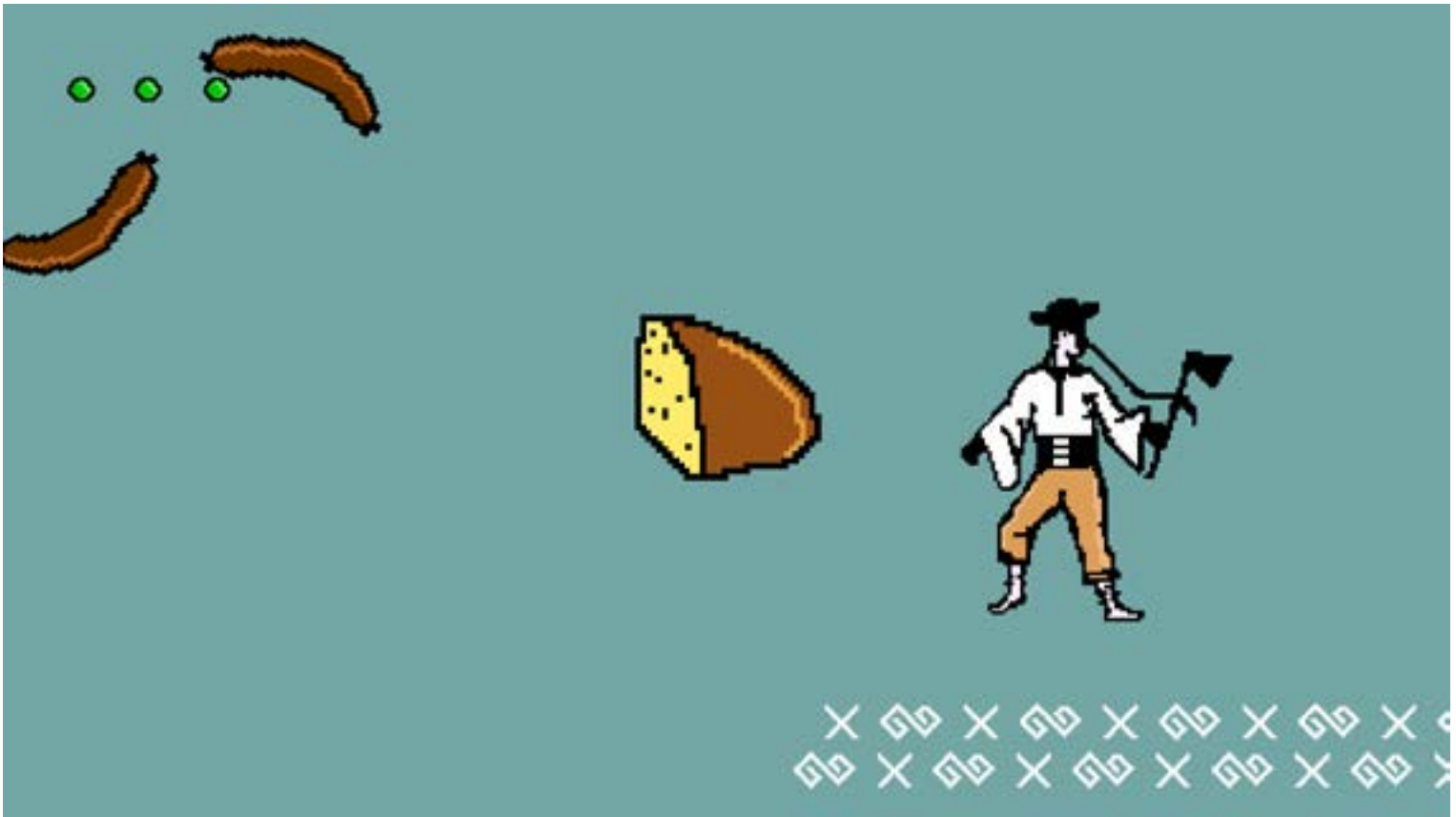
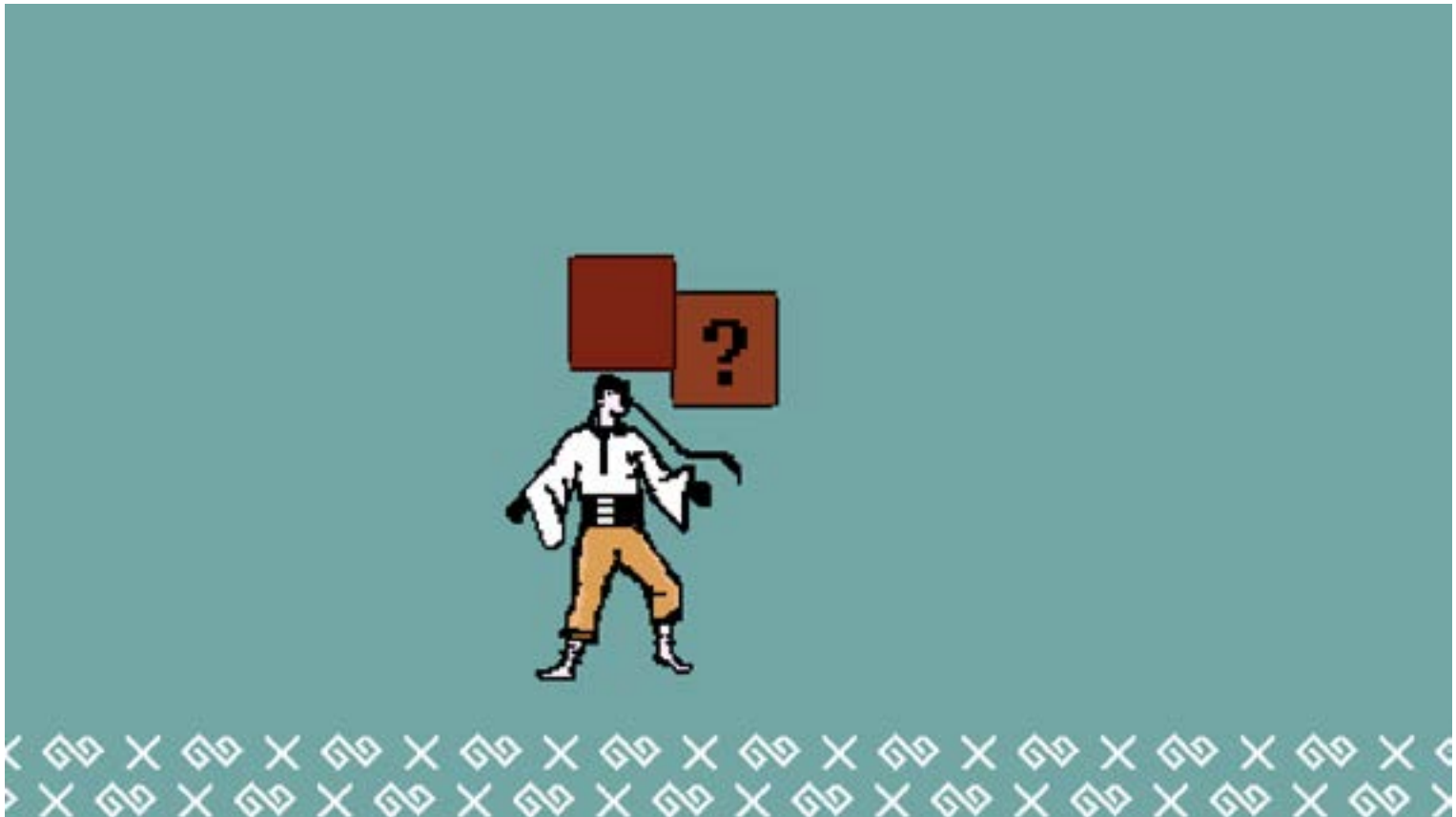
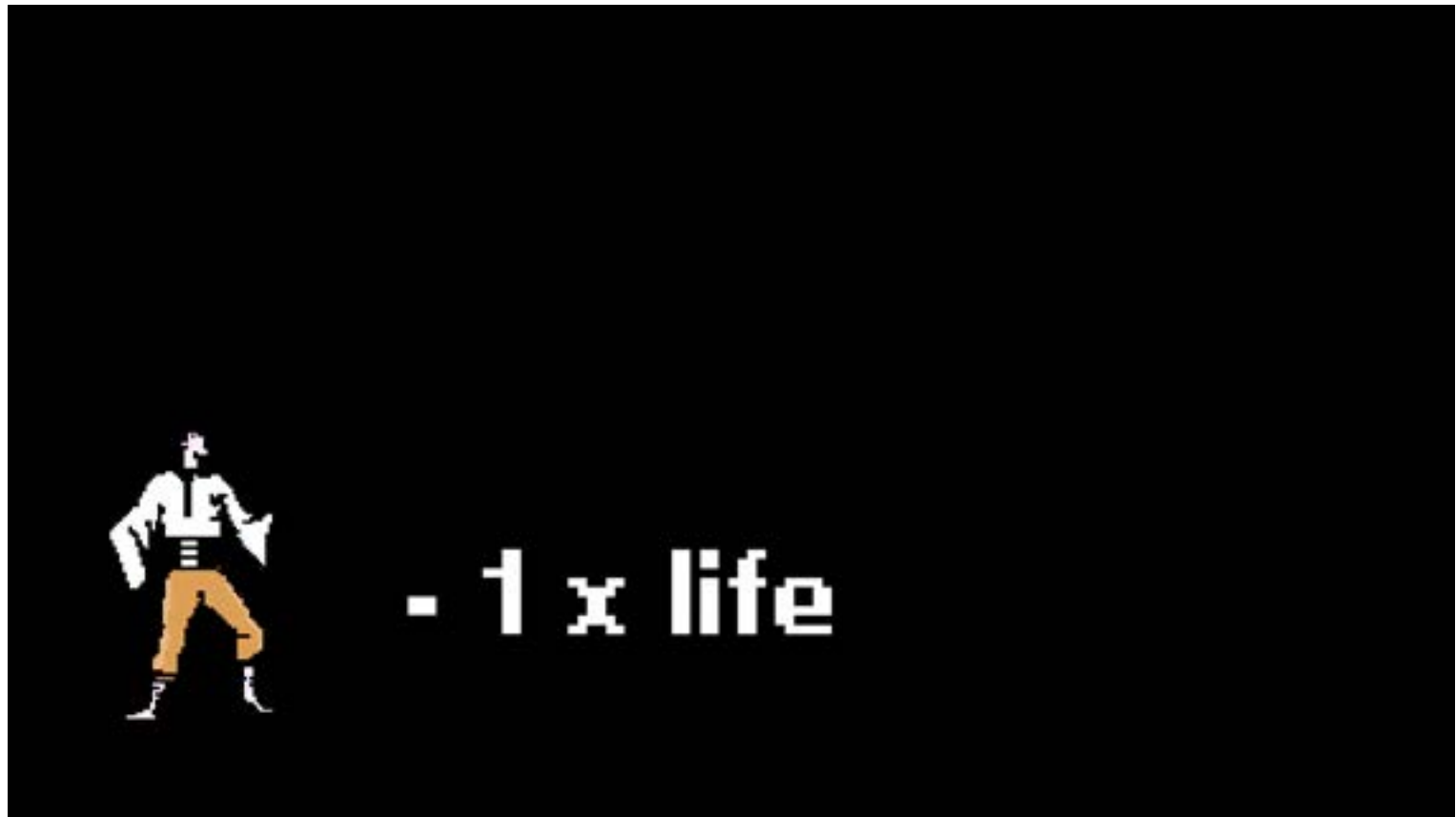
**Identita & experiment**







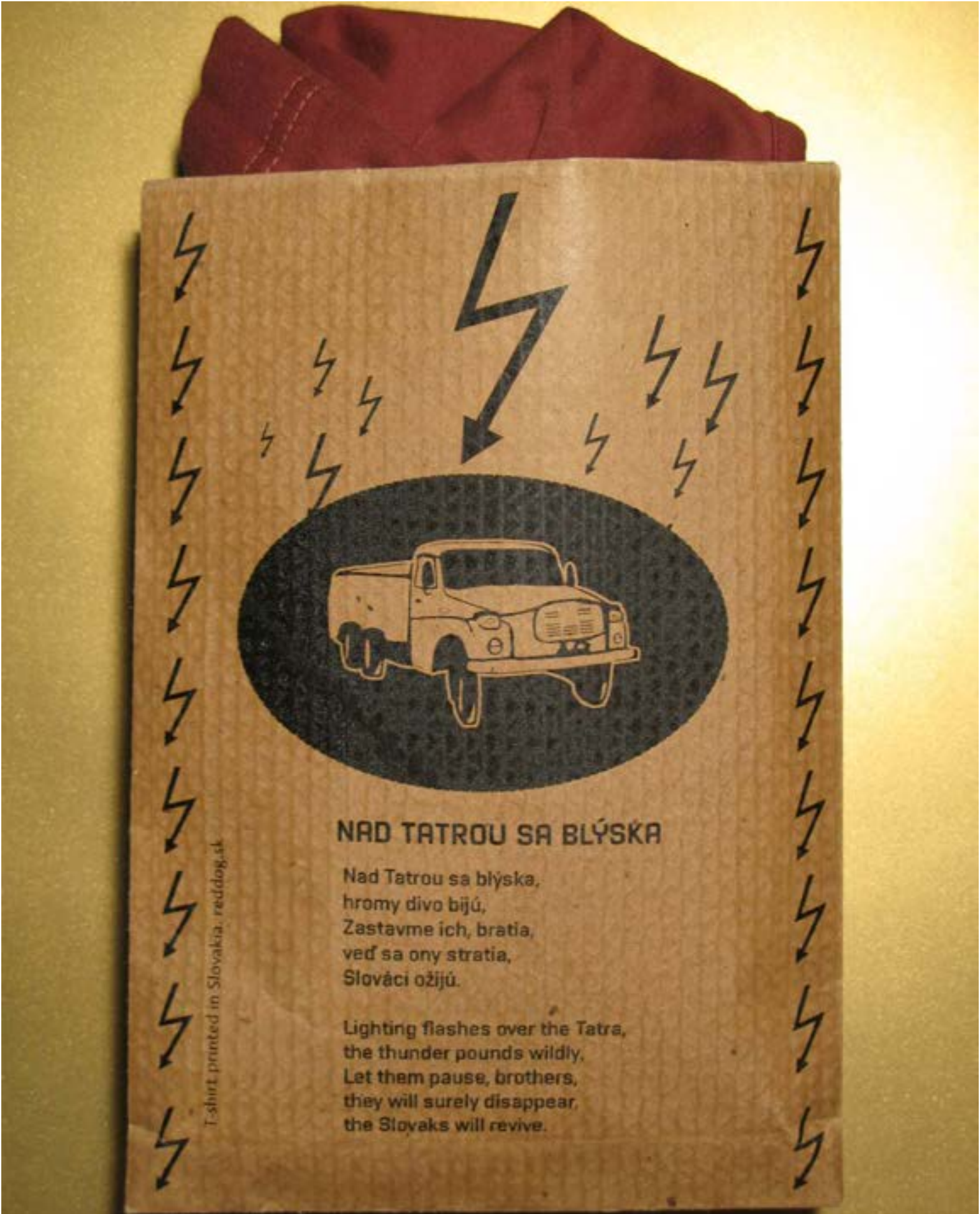
Identita & experiment



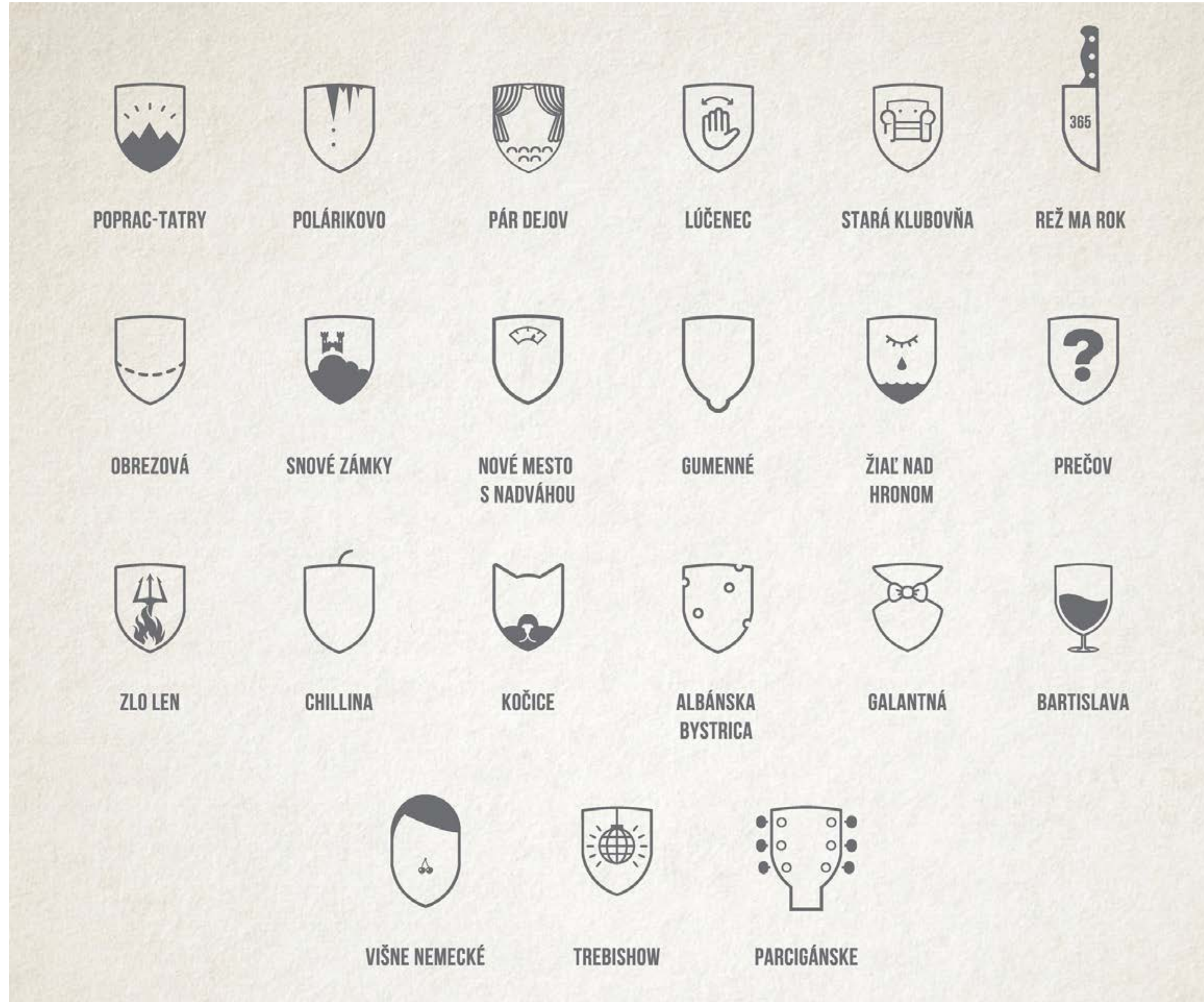
Identita & experiment



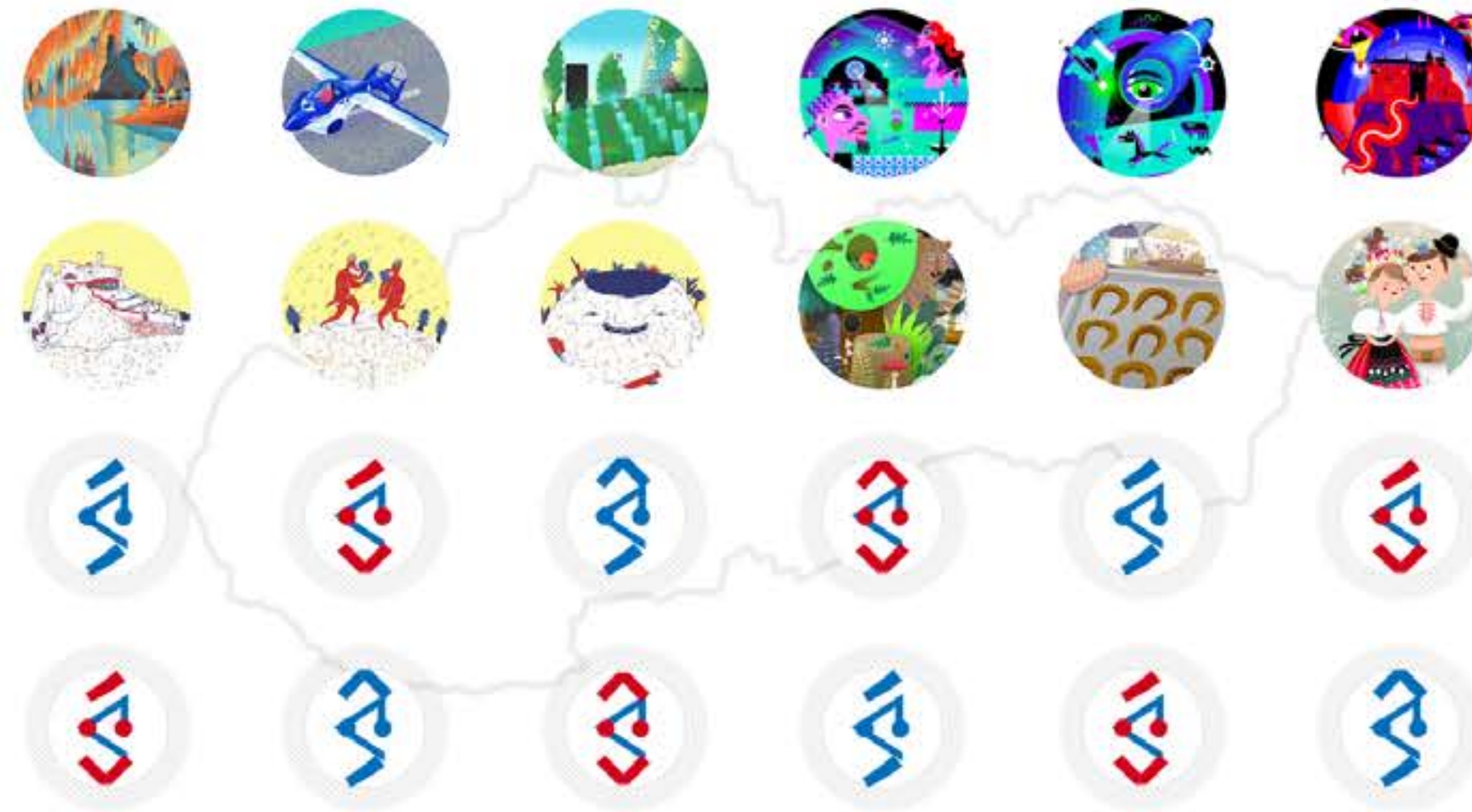
Identita & experiment



## Identita & experiment



## DID YOU KNOW? THIS IS SLOVAKIA



Počas júla sa každý týždeň môžete tešiť na 6 nových pikošiek o Slovensku.