

Premostimo jaz među generacijama

Meri Tukač
Zlatko Ofak

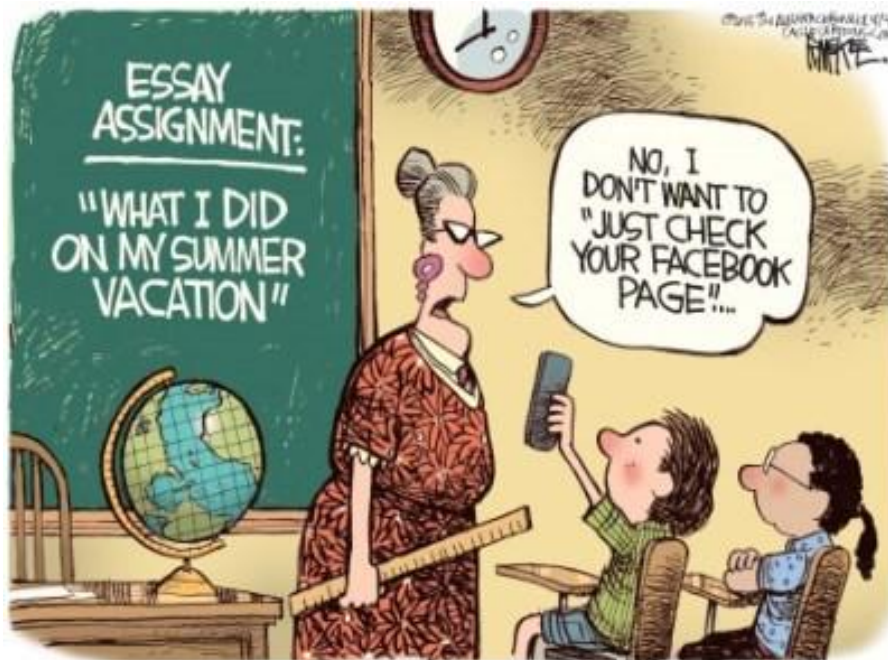


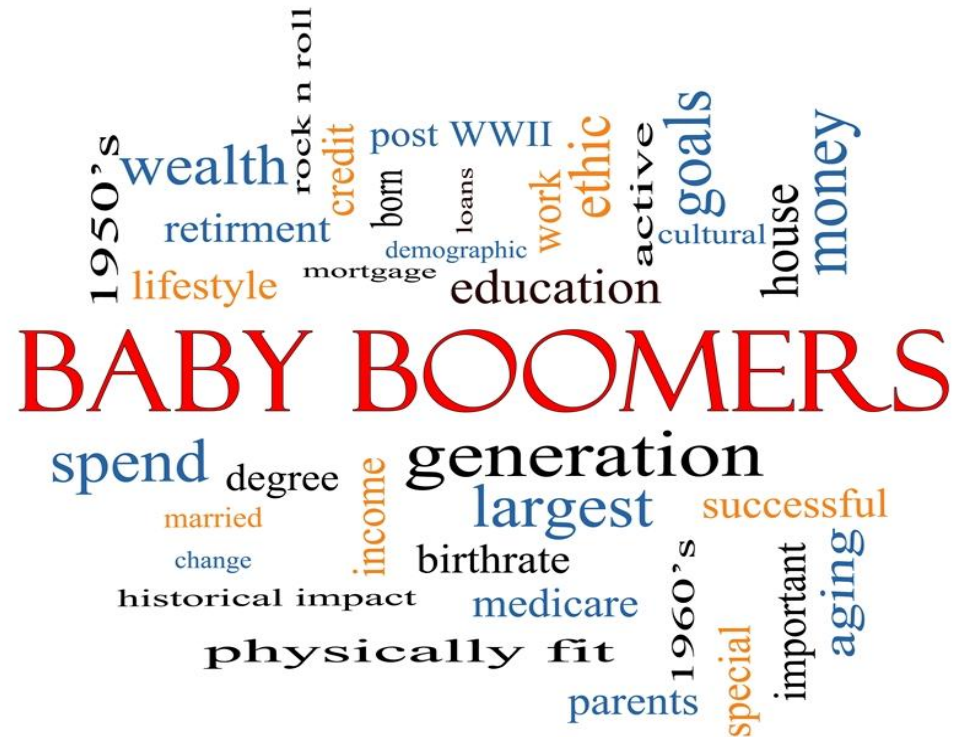
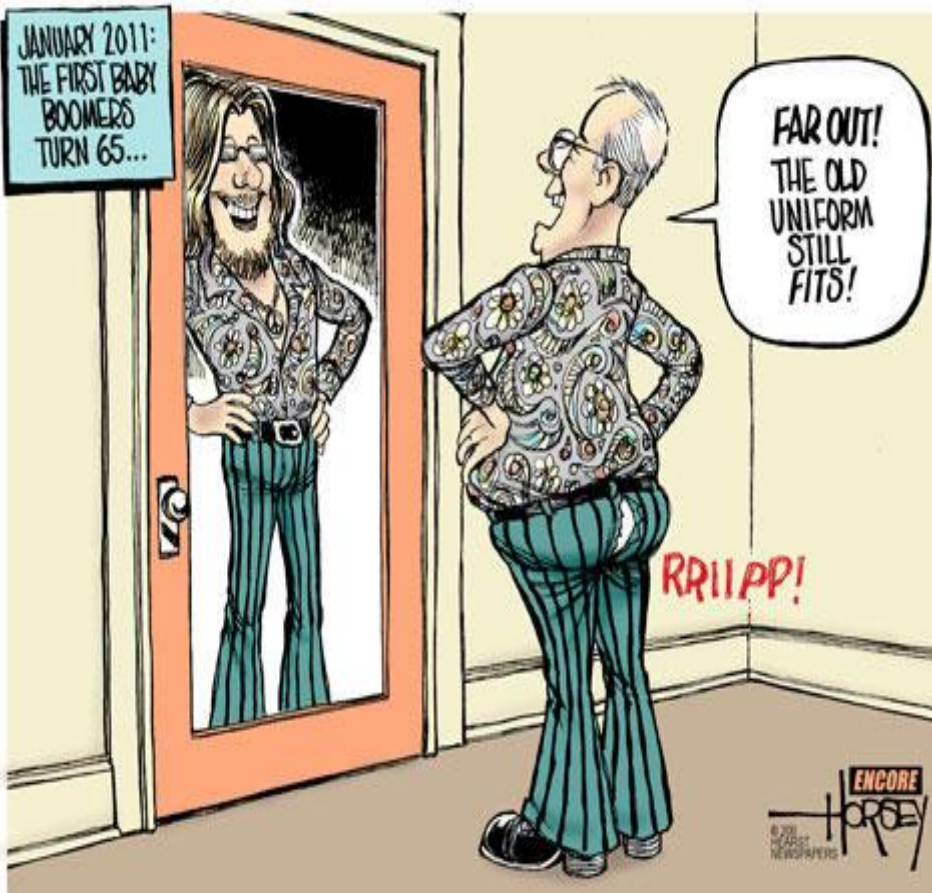
16. studeni 2016.

- IEEE R8 SAC
- INPUT:
 - generacijski jaz
 - 6 mjeseci
 - 10 000 \$
 - tehnologija



- *Baby boomers*: 1946. – 1964.
- Generacija X: 1965. – 1984.
- Generacija Y: 1985. – 2010.

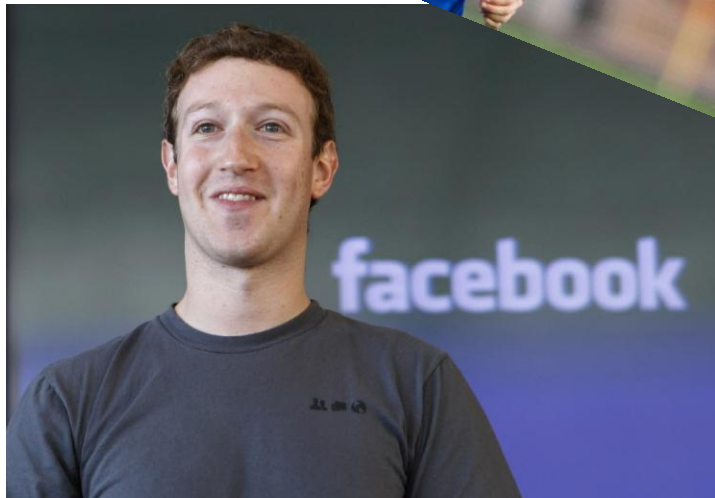










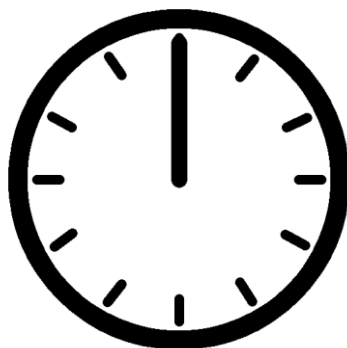


NEFORMALNO
PROFESIONALNO I/ILI PRIVATNO
NEOVISNO

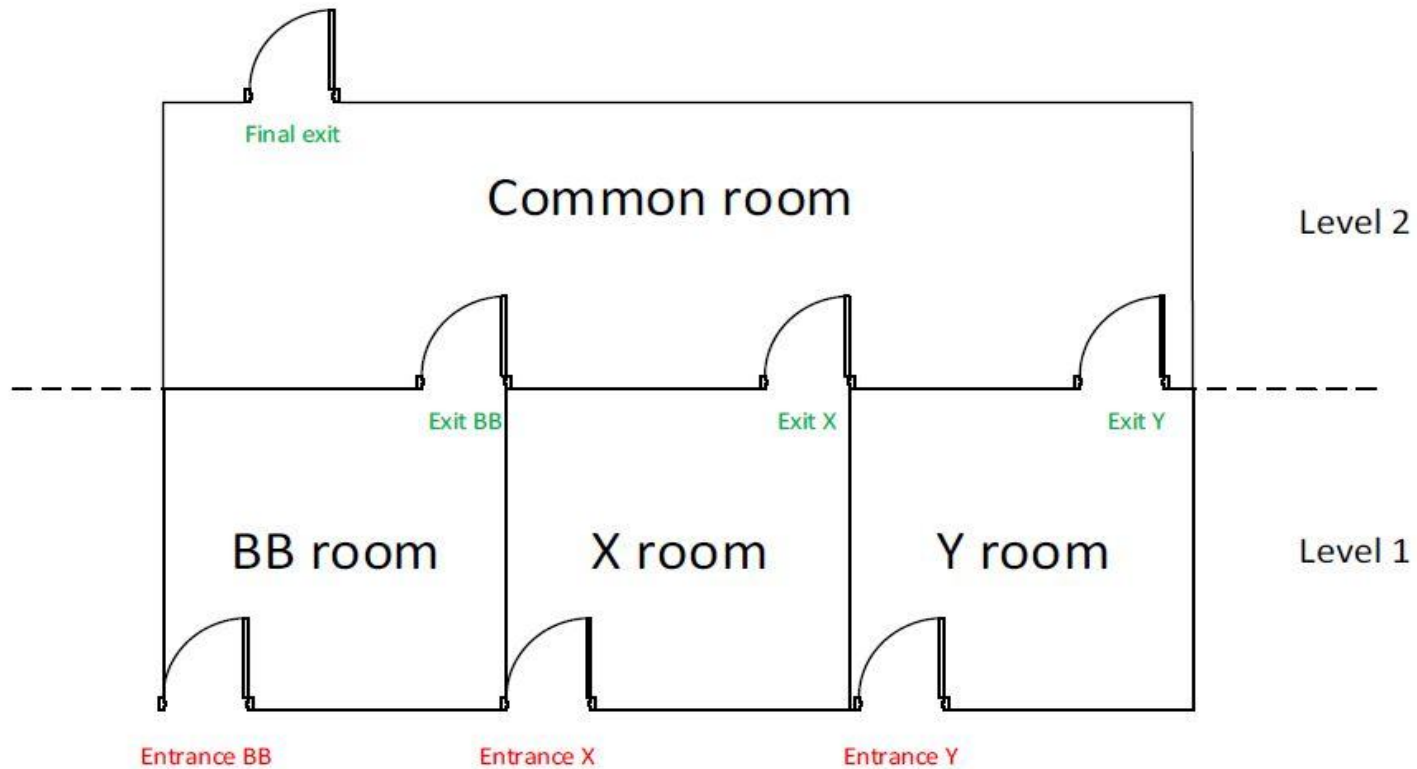
Escape room igra!

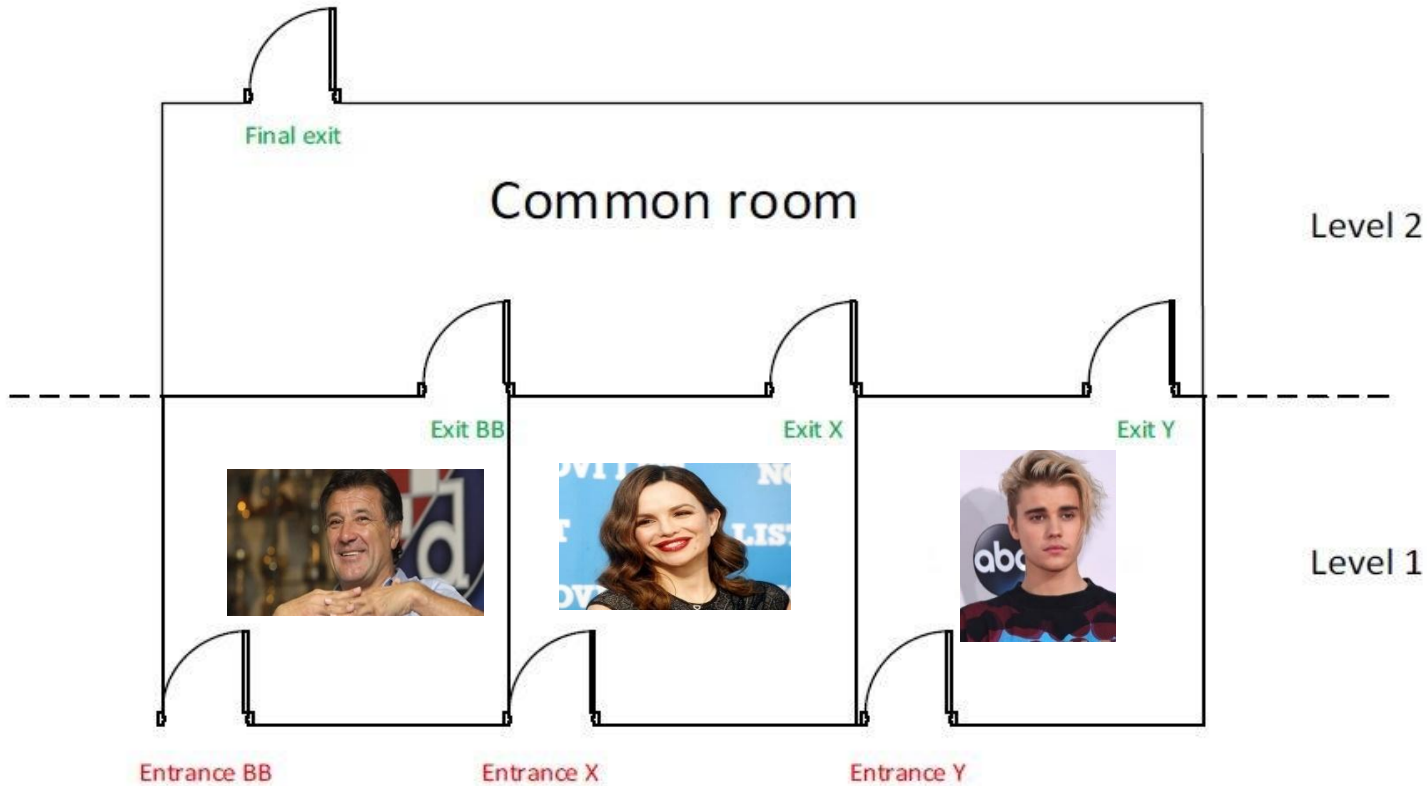


POŠTOVANJE
ZBLIŽAVANJE
UČENJE

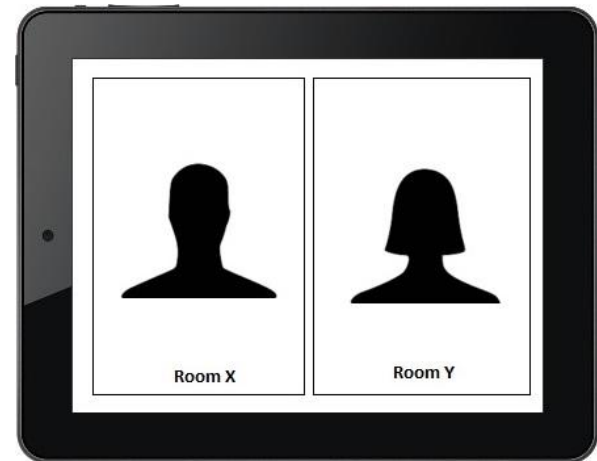


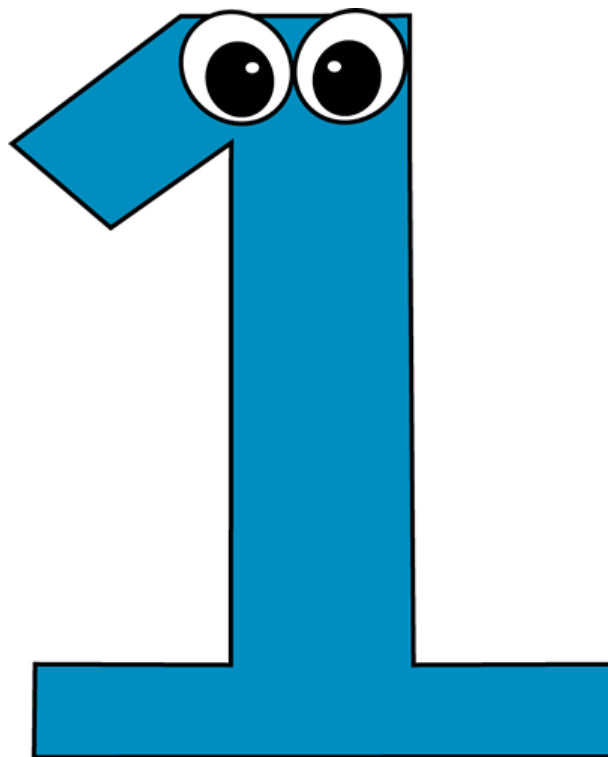






- U svakoj sobi se nalazi:
 - Tablet s instaliranim Skype-om
 - Stalak za tablet
 - Papiri i olovke
 - Video kamera tako da moderator može nadzirati i upravljati igrom
- Moderator ima laptop s instaliranim Team viewerom









zove BIBERA -



→selfie






zove BIBERA -  → selfie
zapisuje **ŠIFRU** na papir






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pronalazi Morsesea → e-mail SEVERINI





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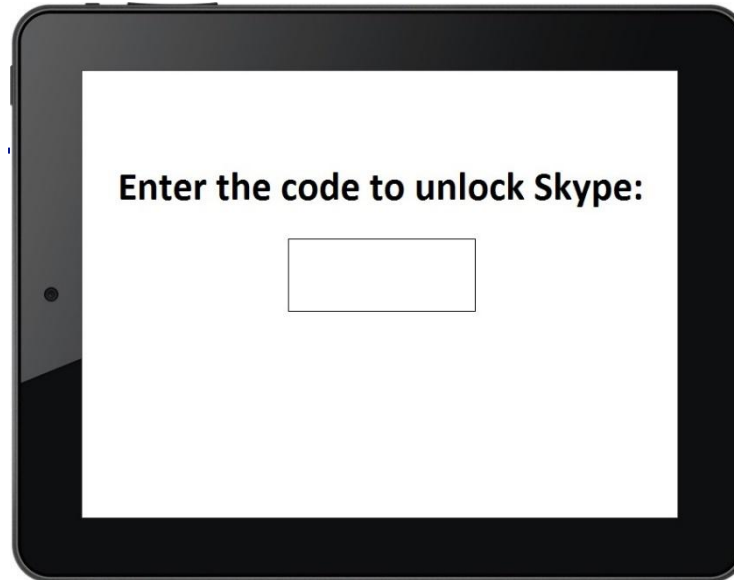
pronalazi Morseja → e-mail SEVERINI → printa Zdravkov mail – šalje faks BIBERU



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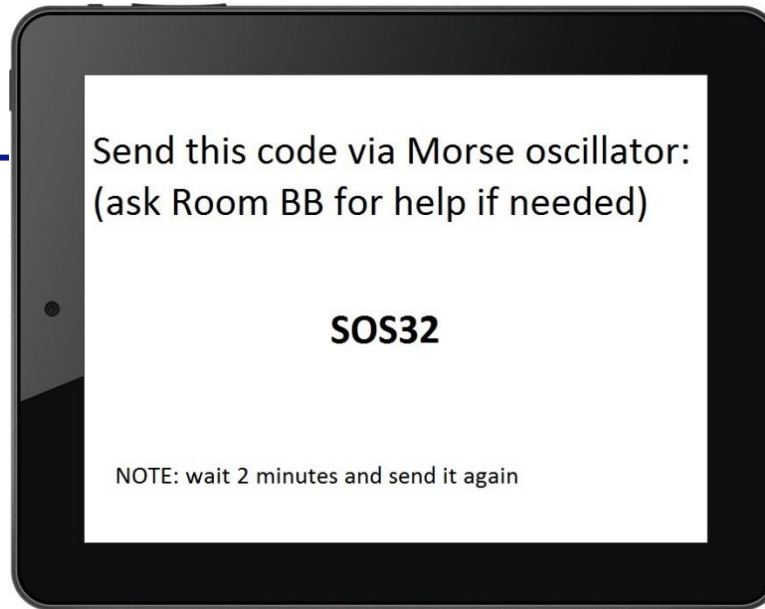




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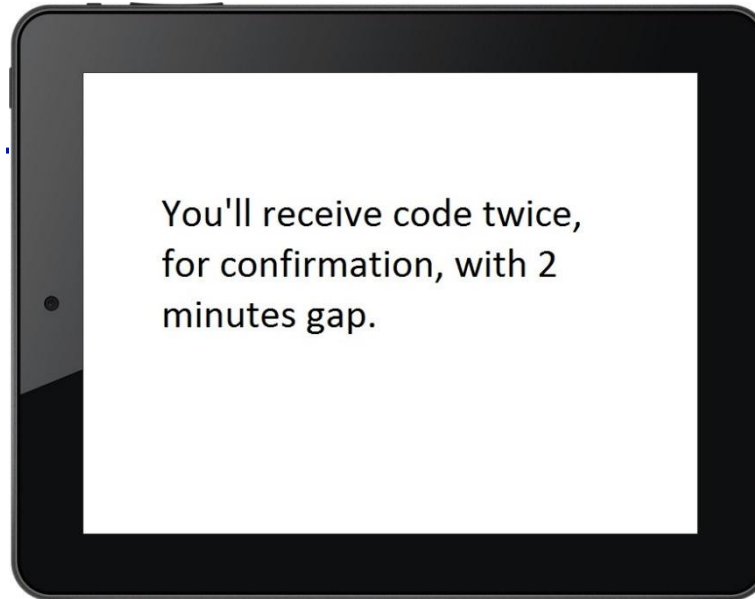
ma kod na tablet (Norris) → Morseom
e kod SEVERINI



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lje kod SEVERINI



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BLOKIRAN TABLET!

prima kod na tablet (Norris) → Morseom šalje kod SEVERINI

Chuckova poruka – unosi Biberov kod →
OTKLJUČAN TABLET!

instalira  → šalje logaritamske
tablice BIBERU



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šalje **ŠIFRU** BIBERU

log(**ŠIFRA**) ; prve 4 znamenke → **NOVA ŠIFRA**



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prima kod na tablet (Norris) → Morseom
šalje kod SEVERINI

šalje **ŠIFRU** BIBERU

otključava sebe pa i svoje

log(**ŠIFRA**) ; prve 4 znamenke → **NOVA ŠIFRA**



- U zajedničkoj prostoriji sada su sve tri generacije
- CILJ: dobiti svjetleću žaruljicu
- Moguće je korištenje i svih tehnologija korištenih u prvoj razini igre



- Nagrada, SYP Regensburg 2016.
- Omogućena realizacija projekta

