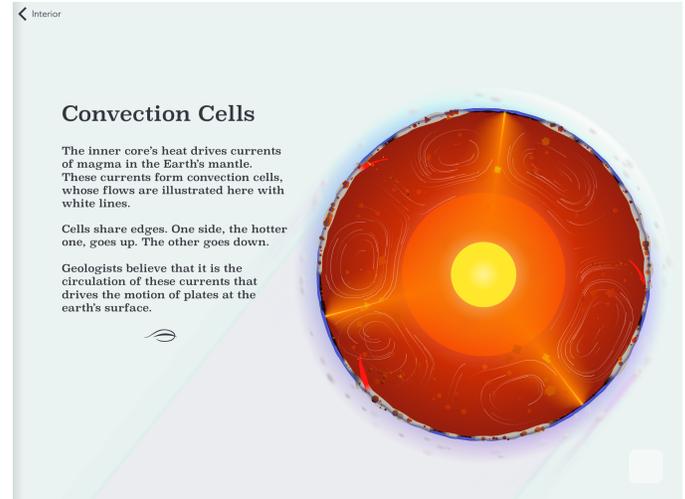
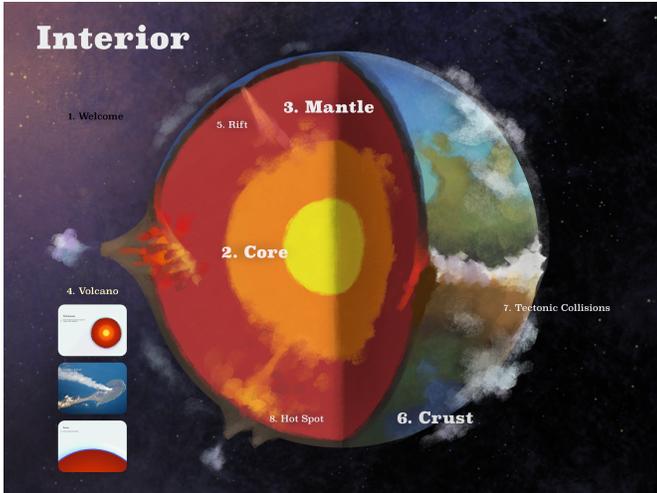


Earth: A Primer

Chaim Gingold (2015)—With Cliff Caruthers (sound), Michelle Lee (illustration), and Laura Kaltman (title).

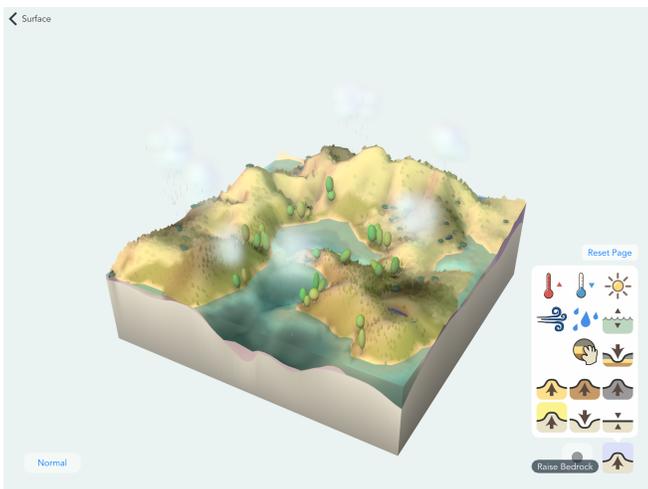
Earth Primer is an interactive science book illustrated with interactive toys.



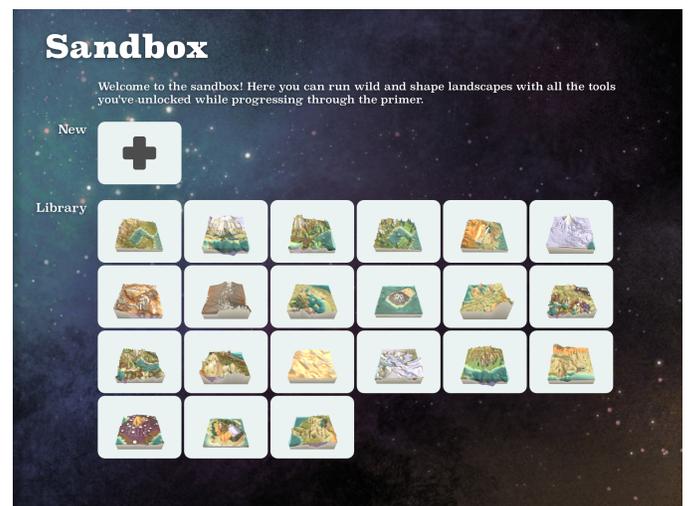
Narrative structure borrows from

- Books: segmentation (chapters, pages), order, and formal genre expectations.
- Games: completing objectives unlocks pages and tools.

Concepts are gradually introduced, creating a fluency gradient in both using the program and geology.



Every aspect of the design is designed to foster delight and wonder: simulation and tool dynamics, interaction design, music, sound, visuals, and animation.



Open-ended simulation play is encouraged by a special sandbox mode, and by allowing the narrative intent of most pages to be subverted by open-ended play.