# i-Theatre: a Novel Educational Instrument for Multimedia Storytelling

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In the modern era of digital technology, the natural need of man to express himself, giving voice to the multishaped universe of stories and symbols that are lying on his soul, and sharing those with the other beings, is not different nor less significant than it was since the dawn of time. In the so called western culture, the fast-flowing development and adoption of new technologies and media has not had a counterpart to the research of a genuine dimension of sense regarding the individual and its relation and awareness of himself, especially regarding his sensorial perceptions, feelings, emotions, sensibility, inner universe; as a matter of fact, the technical development so far has been mostly driven by the rapid times imposed by the market and rarely has found long-breath opportunities to deeply focus on appropriate educational tools to support expression, intuition, artistic creation.

Drawing inspiration from the puppet theatre and the theatre of object, i-Theatre is a novel interactive integrated system for story-creation and multimedia storytelling, dedicated to childhood. It comes as a playful tool for storytelling, but at the same time is meant to provide a possible answer to educators to promote new awareness around media, starting since children are very young and necessarily begin to experiment these modalities. It is provided both as an instrument for educators and a toy for children, in order to foster activities in the only possible way to really educate them: by listening to the children, guiding them to express in their own way and personal rhythm, playing and having fun together. The system is both educational and ecologic, searching for a marriage between nature and digital technology, featuring a tangible interface-to-digital based on several objects which suits the way children naturally experience the world and the fun related to brick-building games.