



Tinkerblcks

code.create.play

explore everything

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HOW TO USE TINKERBLOCKS

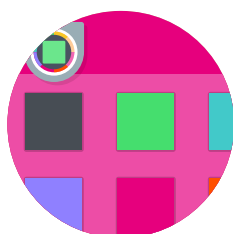
How to use Tinkerblocks – use this quick start and be creative!

Tinkerblocks is easy and usable without the need to read or learn a complex syntax. However, to make the most out of it you might want to have a look at the following information!



PRESS & DRAG

Drag blocks from the list on the left to the right area to make it available in the project.



CONFIGURATION OF BLOCKS

Edit blocks by pressing on the strip on the right and then choose options on the left.



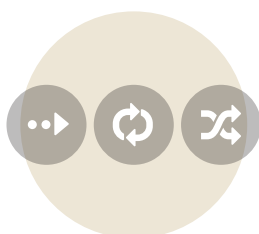
DELETE BLOCKS

To delete blocks drag them from the right back to the left (a trashcan will appear). In the startscreen you'll find the overview of all projects. Swipe the project slot to the left to delete it.



SWITCH FROM EDIT TO PLAY MODE

To preview your project and make it run, tap on the play mode icon.



3 WAYS TO PLAY

Change the kind of play mode on the top right to continuous, repeat, shuffle with a tap on it.

MEET THE
TINKERBLOCKS

Tinkerblocks

Want to know them all?

There are four different categories of Tinkerblocks: Input/Output, Control, Sensors and Effects.
In each of them you'll find different blocks:

 Input/Output

 Control

 Sensors

 Effects



Input/Output

Some blocks let you create content and some blocks render content.



SOUND RECORD

This block records sound.

You can specify the duration of the record.



SOUND PLAY

This block plays sound.

Choose between your own sound files and recorded sounds, you created with the app before.



PICTURE RECORD

Makes fotos with the devices' camera.

Change between front and back view.



PICTURE PLAY

This block shows a picture from the photo library.

Choose between your own picture files and fotos you created with the app.



VIDEO RECORD

This block makes videos with your devices' camera.

Change between front an back view. You can specify the duration of the recording.



VIDEO PLAY

This block displays a picture from your photo library.

Choose between your own video files and videos, you created within the app.



COLOR

This block displays a color.

Choose a color that will be displayed with your project.



TEXT

This block displays a text.

Add individual text that will be displayed within the project.



Control

These blocks give you the power to control the events and routines



RANDOM

Makes a randomly picked decision.

Will play one out of all the blocks that are attached.



BUTTON

Push the Button to go on.

If you want to stop an action – waits for the user to be ready.



COUNTDOWN

Counts down from max. 20.

Set the number to count down from.



TIMER

The timer counts the seconds.

Simple like that! There is nothing to adjust.



Make use of your devices' sensors and build an active project with it



LOCATION DETECTION

You can save your position – and let someone find it.

Set recording time.



TILT DETECTION

Define a certain degree of your device.

Turn your device and save this position into your project.



SHAKE DETECTION

Stops until a shake is detected.

If the device is shaken, the projects continues.



FACE DETECTION

Looking for people.

Once a face is detected the projects continues to the next block.



SMILE DETECTION

This block looks for smiling faces.

Once a face is smiling the block continues to the next one.



MOTION DETECTION

Stops until a motion is detected.

If the device recognizes movement, the projects continues.



BRIGHTNESS DETECTION

Set a brightness to look out for.

Once the brightness is detected, the project will continue.



COLOR/COLOUR DETECTION

Displays a defined color/colour.

Look for a similar color/colour in your surroundings.



SOUND DETECTION

Set the predefined volume you are looking for.

want someone to whisper or to shout out? Just use this block!

Bring some action to your projects and show some predefined symbols, texts or sounds



ICON EFFECT

Displays a selected icon.

Choose between different icons to highlight a part of the project.



TEXT EFFECT

Displays a text.

Choose between different sentences - in positive, negative and medium notations.



SOUND EFFECT

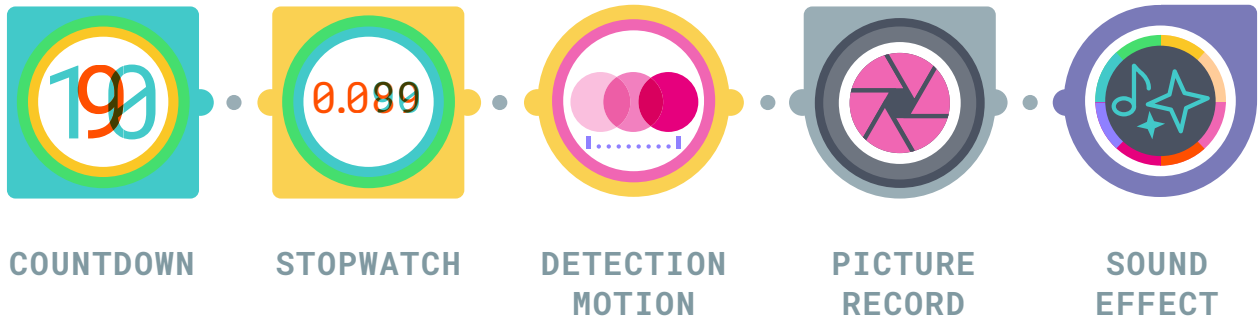
Plays a sound.

Choose between different sound effects and notes.

MY 1ST
TINKERBLOCKS
PROJECTS

My alarm system

Try it out yourself! Something moves in front of the camera, a picture is taken and a selected warning sound comes up:



Edit mode:

COUNTDOWN
(Control)



The countdown starts.

STOPWATCH
(Control)



After 20 seconds the stopwatch counts up.

DETECTION MOTION
(Sensors)



Movement in front of the camera is detected.

PICTURE RECORD
(Input)



When there is movement a picture is taken.

SOUND EFFECT
(Effects)



A dog barks.

My sound recorder

With this project you are able to record sound and instantly listen to it:



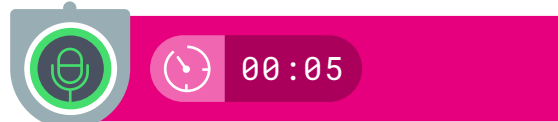
Edit mode:

BUTTON
(Control)



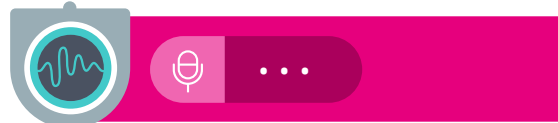
Switch the sound recorder on.

SOUND RECORD
(Media)



Then record some sound.

SOUND PLAY
(Media)



Play the recorded sound.

My color dice

You cannot decide which color to choose?
Use the random block to do it for you.



Edit mode:

MOTION SHAKE
(Sensors)



Shake the device.

RANDOM
(Control)



Now random decides.

COLOR PLAY
(Effects)

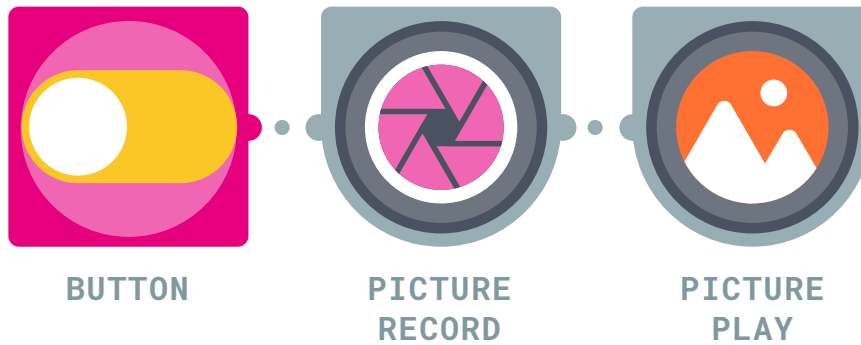


As a result you receive one of the colors.



Smile

Make your own foto booth (only faster):



Edit mode:

BUTTON
(Control)



Switch the foto booth on.

PICTURE RECORD
(Media)



Then make a picture of your smile - maybe together with your friends and family.

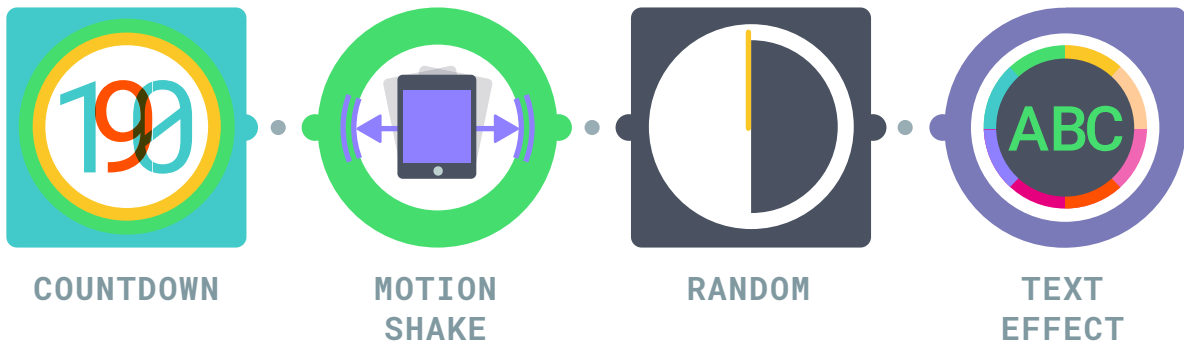
PICTURE PLAY
(Media)



Show the recorded picture.

My magic eight

You cannot decide which color to choose?
Let the random block select it for you.



Edit mode:

COUNTDOWN
(Control)



The countdown starts.

MOTION SHAKE
(Sensors)



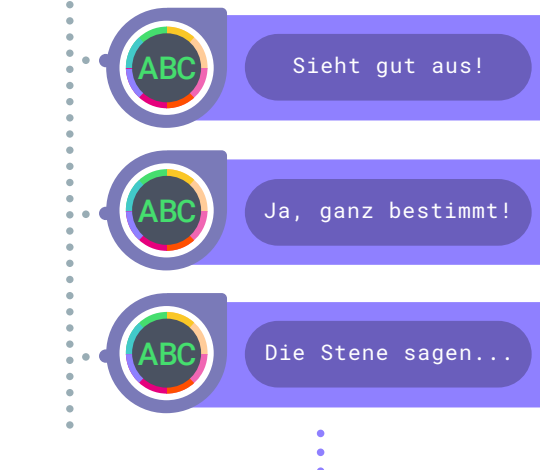
Shake the device.

RANDOM
(Control)



Now random decides.

TEXT EFFECT
(Effects)



As a result you receive one of the phrases.

IDEAS FOR OWN PROJECTS

Start your own projects! Split your ideas into small tasks!

Get creative and start your very own projects. At first, describe what you want to do and then split the project into very small tasks, so it will be easier to start. You should also remember, that there might be several ways to find a solution. Look at the games we took to give you a quick idea how projects could look like...

Find my teddy bear!



Spin the bottle!



Make a selfie – if I smile!



If someone screams – record a video!





**URBN
POCKETS**

explore everything

URBN POCKETS DESIGNS APPS THAT ENGAGE, MOTIVATE AND ENCOURAGE KIDS AND GROWN UPS TO TRY OUT, LEARN AND HAVE FUN WHILE PLAYING!

The essence of every idea we have is to provide the possibility to „Explore Everything“! We are a team of media professionals with the goal to support progression by developing amazing apps! With all the possibilities of modern devices, today's children have the chance to learn in a completely new and interactive way.

PLEASE USE THIS ADDRESS FOR GENERAL QUESTIONS:

reception@urbn-pockets.com

DO YOU HAVE IDEAS FOR AN APP?

ideen@urbn-pockets.com

YOU MAY HAVE ENCOUNTERED A BUG?

bugs@urbn-pockets.com

OR SEND US A LETTER TO THE ADDRESS ON THE RIGHT!

Thank you!

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