

Gutenbergz launches an interactive children's book Gadgetarium for iPad

Price: \$1.99

Category: Interactive book

Best for kids aged 6 to 15

Promo video: <https://www.youtube.com/watch?v=dcHN7i33t0k>

Today we're very happy to announce the release of [Gadgetarium](#). This immersive story features 23 of the world's greatest gadgets that have influenced our society, and comes with 54 hand-drawn fully interactive pages.

[Gutenbergz](#) founder and CEO Vlad Usov: "To make the story more immersive for readers, we've created a couple of characters - a cute pug and a boy who invites you to start a journey with them. We were mainly focused on the tech, of course, but then our illustrator, a great fan of pugs, decided one was needed. We liked the idea so much that he even has a place on our app icon".

Your kids will be able to run their fingers over 3D models of a radio set, light-bulb and other tech innovations that have revolutionized our life. On each page there is a special features that allows you to discover how they work. Actually, it's an educational story. Some discoveries we use almost daily, for example a thermometer, and some you can only observe in museums, like the 1984 release of the Apple Macintosh. We have given the book the atmosphere of a fairy tale; beautiful illustrations are combined with a dreamlike score and interactive elements with which both children and adults can empathize.

It starts with the wheel and ends with Google Glass. Kids can listen to the story of each gadget and also read a longer, more detailed version of it. When touching a character or any object, children can discover many hidden secrets effects. After this, you can try mixing different gadgets to create something unique that works by magic (or if you are a realist, by technology).

It's an amazing adventure for 6-15 y.o. kids from through the old times and not so old times, right up to the start of 2015. Your actions are needed every single second, so you'll always feel involved in this magic story.

Gadgetarium was successfully funded on Kickstarter in 2013. It took a year to create this app and we consider it a great Christmas gift for all those who are interested in technology.

Main App Features:

- This immersive story features 23 of the world's greatest gadgets that have influenced our society, and comes with 54 hand-drawn fully interactive pages. It starts with the wheel and ends with Google Glass.
- Your actions are needed every single second, so you'll always feel involved in this magic story.
- It's an amazing adventure for 6-15 y.o. kids from through the old times and not so old times. Also, it won't be dull for grown-ups because of the combination of nice artwork and involving audio.
- To make it more immersive, there's a cute pug and a boy who invite you to start the journey with them.
- Kids can listen to the story of each gadget and also read a longer, more detailed version of it. When touching a character or any object, children can discover many hidden secrets effects.
- At the end, everyone can try mixing different gadgets to create something unique which will really work (!).
- Share via Facebook, Twitter.
- Professional voiceover by an experienced English narrator.
- Exclusive, unforgettable music composed specially for this fairy tale.

Gutenbergz is a digital publishing house that provides a cross-platform storytelling experience, merging beautiful design, educational data, and augmented reality with interactivity. The team creates unique “book-apps”, delivering the passion of real book lovers to millions of readers all over the digital world.

The most successful Gutenbergz project was “The adventure of Sherlock Holmes”, released in 2012, which was featured by Apple in 30 countries as a “New and Noteworthy” app and also as the #1 Spooky Story in the AppStore. It was a #1 book app in China, Russia, Greece, Ukraine; it reached the top-10 in USA, Germany, India, Spain, and other countries.

This reimagined, unique and interactive book about the legendary detective has more than 100 positive reviews in the App Store. Appadvice.com wrote about the app: "Includes 100 full interactive pages, each which includes artwork, original music, sounds, and a secret for the reader to discover."

The literary platform.com added: "The artwork is very stylised, with a mature look that ought to suit most adults, but simple enough to appeal to children too." KirkusReviews.com noted: "Something of a cross between Edward Gorey and art nouveau." Among the rest of the positive feedback are comments such as, "iPad book app reinvented", "Feels like a whole new way to read", and many others.

The company was founded in 2011 by Vlad Usov and Dmitry Krivoshey. Another project from these guys is Kwambio, a company that specializes in 3D printing, so very likely in the next app update there will be added a 3D printer as a gadget.