

10 FOR LITTLE COLLECTORS

Museum

Getting started, step by step

Shells, a home-built rocket and Grandpa's old watch become a museum: every treasure tells its story in your child's own voice, and every visitor gets a ticket with a stamp route. Here is how to open the museum, and how the first tour goes.



Difficulty 1/5 · Very easy



Ready in about 10 minutes



What you need



A computer, laptop or tablet **NEEDED**

With an up-to-date browser (Chrome, Edge, Safari or Firefox) and internet. Nothing to download or install.



Something to scan with **NEEDED**

Best with a USB hand scanner that works as a keyboard; a 2D model also reads QR codes. Or scan with the camera or a spare phone, or type the numbers under the barcode.



A printer **NEEDED**

For the labels, the hall and station signs, the museum map, the tickets and the certificates. Ordinary A4 or Letter paper is enough.



A laminator **EXTRA FUN**

Laminated labels and signs last for years.



A spare phone **EXTRA FUN**

Paired as the scanner, it goes from shelf to shelf with the visitor.



Your email address **NEEDED**

For your free account. There is no password: you log in with a link or a code from the email.



Six to ten treasures **NEEDED**

Things with a story from around the house: a shell, a drawing, something they built, Grandpa's old watch. A windowsill and a bookcase become the halls.

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Setting up

Account, scanner, settings and the starter pack.

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The first game

Step by step, with real screens.

4

Ideas and help

Ideas for playing, tips, and what to do if something doesn't work.

Setting up

Do this once, together with your child. After that, they can carry on by themselves.

1 Make a free account

Go to **beeptown.app** and tap **Try for free**. Enter your email address. You get an email with a link and a 6-digit code: click the link or type the code.

2 Open Museum

Choose Museum among your play worlds. On an iPad, tap **Share** in Safari, then **Add to Home Screen**: the play world then opens like a real app, full screen. Log in there with the code.

3 Connect the scanner

Plug the scanner into a USB port or pair it over Bluetooth. Tap **Settings** → **Test your scanner** shows whether it works. No scanner? Tap **Camera** at the bottom, or **Phone** to make a phone the scanner.

4 Make it yours

Open **Settings** (the sliders, top right) and name the museum: "Sam's Museum"? Then name the halls in **Map**, after their places: the windowsill is Hall 1, the bookcase Hall 2.

5 A label for every treasure

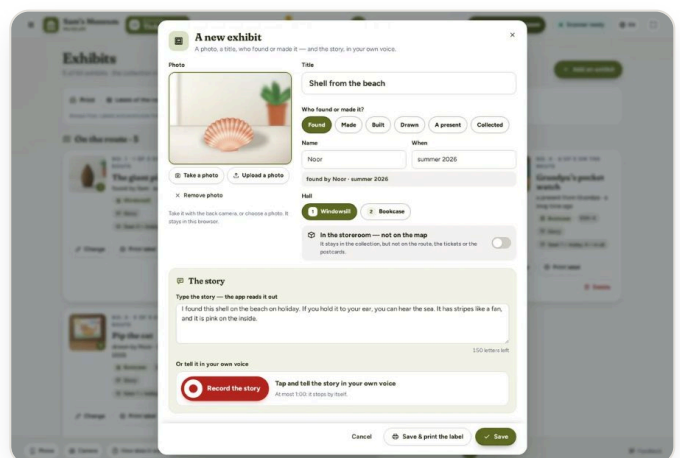
In **Exhibits** (top right), tap **Add an exhibit** for each treasure: a photo, a title, who found or made it, and its story. Type the story and the app reads it out, or tap **Record the story** and let your child tell it.

6 Print the starter pack

In **Settings**: the station signs, a sign for every hall, "Please don't touch", the museum map, ten blank labels and play money, all in one go. Then the labels themselves: **Labels of the route** in **Exhibits**. Print at actual size (100%).

7 Set up the museum

Every treasure on its shelf with its label, a hall sign by each shelf. A table by the door is the ticket desk, another the gift shop. In **Visitors**, make a museum card for each child (and a teddy), or simply sell day tickets.



A new treasure: a photo, a title, who found it, and the story, typed or in their own voice.

The first game

Who does what? One child is the curator: they made the labels with a grown-up, and show the visitors round. Another sells tickets at the ticket desk, a third runs the gift shop; the others, the grandparents and the cuddly toys are the visitors. Every station runs on one device: carry it along.

1 Tickets, please!

At the **Ticket desk**, scan a museum card or tap a day ticket for a child, a grown-up or a cuddly toy. Print it: its stamp route has a circle for every treasure.

2 Into the hall

At the **Hall**, scan the ticket, then each treasure's label: the photo fills the screen, the story plays and a stamp lands. Carrying the tablet round? Tap **Camera**, then the back camera.

3 The whole museum!

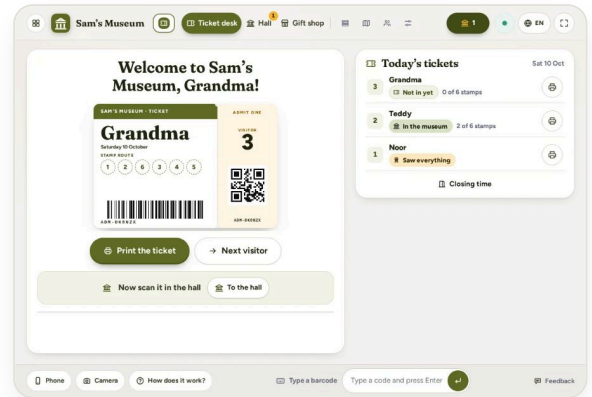
After the last label the screen cheers. Tap **Print the certificate**: a certificate with the visitor's name.

4 The gift shop

At the **Gift shop**, tap or scan postcards of the treasures (your own photos) and souvenirs, and pay with play money or a play card.

5 Closing time

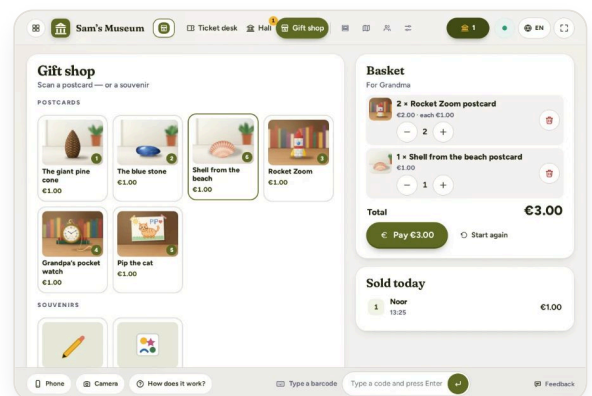
At the ticket desk, **Closing time** shows how many visitors came and which treasure was scanned the most. **Close the museum** ends today's tickets.



The ticket desk: Grandma's ticket and its stamp route.



In the hall: Rocket Zoom tells its story, and a stamp lands.



The gift shop: postcards of their own treasures.

Real screenshots, with example data.



Tap **How does it work?** at the bottom of the screen together: a short tour shows everything, on the real screen.

Ideas for playing



Grandparents' day

Grandma and Grandpa bring something old: a key, a photo, a coin. "What was this?" Their answer becomes its recorded story.



The storeroom

Grandpa needs his watch back? In **Map**, **Storeroom** takes it off the map and the tickets; **Show again** brings it back.



A class museum

At school, every pupil brings a treasure and records its story on the class tablet. Parents come with a grown-up's day ticket.

Something not working?

The scanner does nothing

First tap or click once in the app's window: the scanner types wherever the cursor is. **Settings** → **Test your scanner** shows what arrives, and whether the scanner sends an Enter after each code.

The camera won't start

Allow the browser to use the camera, and close other apps that use it. Hold the code still inside the frame, in good light. Typing always works: the numbers are under every barcode.

The microphone won't record

Allow the browser to use the microphone and close other apps that use it. Or type the story: the app reads it out.

Odd characters or numbers

Set the scanner to the same keyboard layout as your computer. Its manual explains how, usually with a barcode to scan.

No email?

After a few minutes, look in your spam folder. A link and a code work once, for 15 minutes; otherwise ask for a new one.

A story stays silent

An iPad plays sound only after a tap: then tap the big round play button. The stamp lands anyway.

Good to know

Try it free, pay once

With a free account you play with 1 visitor card and 5 exhibits; day tickets, stories and the gift shop always work. Want more? Any three play worlds of your choice cost €27.50 together; this one alone €12.50. You pay once: no subscription, no ads.

Everything stays at home

Photos, stories and voices stay in this browser: we never receive them. The microphone listens only after a tap on **Record the story**. A backup (**Settings** → **Export backup**) takes them to another device.

Playing safely

Hand scanners use laser or LED light: never point one at anyone's eyes. Play together, especially with young children.

Need help?

In the app, **How does it work?** shows everything again. A question, an idea, or something not working? Email **hello@beeptown.app** or use the form on beeptown.app. We read every message ourselves.



Scan to start playing
beeptown.app/museum

Beeptown is a trade name of General Software B.V., De Molen 65, Houten, the Netherlands.