

SYNOPSIS

- **Name:** Oscar spying
- **Short description:** During one night, a team of robbers violates one of the most famous art museums in the town. Oscar- a digital art character, witnesses everything and is willing to help the investigation squad (the students). They receive an anonymous clue, which says that in one hour the stolen art will be sold and untraceable. In the set time, they have to solve a set of puzzles in the field of art and technology with the help of Oscar. If they failed to do so, they will lose their jobs.
- **Content:** During a misty, rainy night, a team of robbers violates one of the most famous art museums in the town. Oscar- the digital art character being a part of the exhibition witnesses everything. In the morning, a police team of young and vigilant officers starts an investigation. They have to identify the villains. They receive an anonymous clue, which says that in one hour the stolen art will be sold and untraceable. Surprisingly Oscar is able to help them. He gives them clues to solve a set of puzzles in the field of art and technology in the set time, which will lead them to their goal. In the process, Oscar is applying the mirror principle inscribed in his software but is unable to communicate verbally, only by movement. This will be their essential guide. If they fail to solve the puzzles, they will lose their jobs.
- **STEAM:** Science, technology and art
- **Theme:** Robbery
- **Character(s) associated:** Oscar- the creation of Catherine Ikam
- **Background(s) associated:**