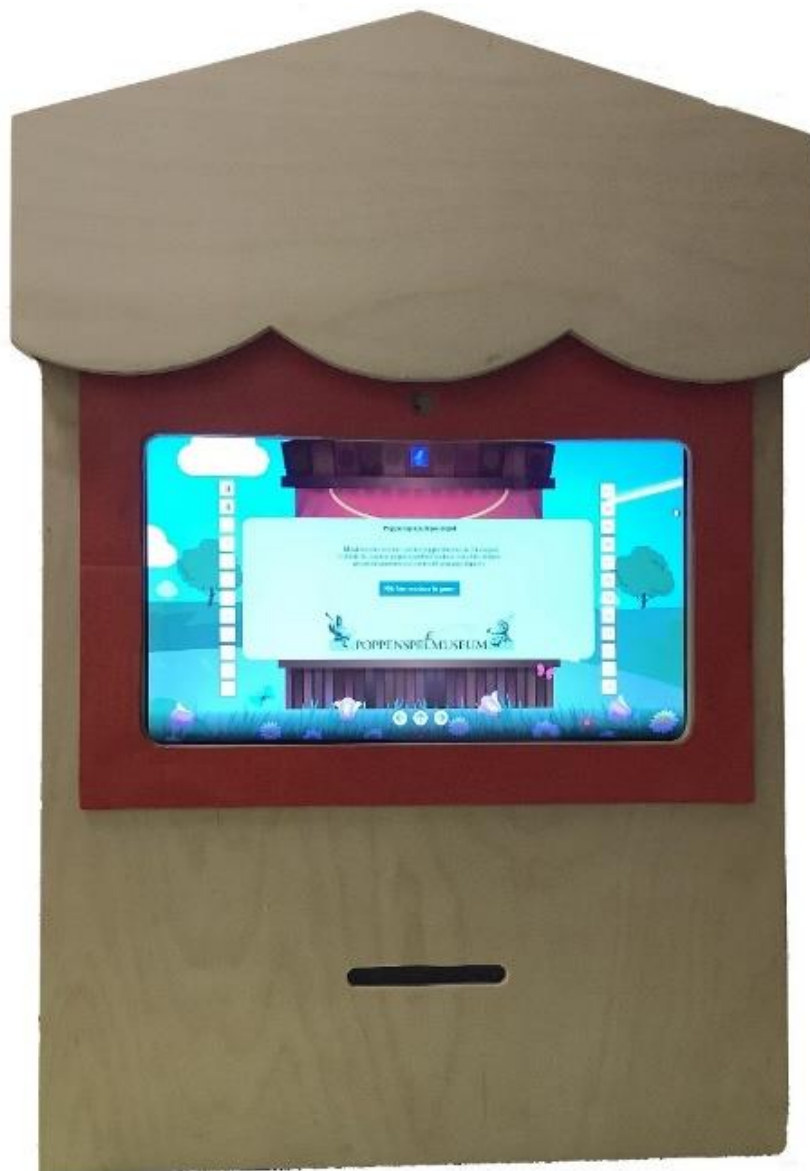


# DOEPAK

Du **P**<sub>A</sub>K Doe **P**<sub>A</sub>K POPPENSPE(E)LMUSEUMKRUIELKRANTKRABEL Doe **P**<sub>A</sub>K Du **P**<sub>A</sub>K  
Newsletter and Scriblings No. 298d

## Puppetry Museum computer quiz A puppetry treasure hunt with 24 questions



Doepak is een educatieve uitgave over het (volks)poppentheater voor jong en oud. In deze kruimelkrant en -krabbel lees je wat er allemaal te doen is in het Poppenspe(e)lmuseum. Doepak est une publication éducative en langue néerlandaise qui donne beaucoup d'informations sur les coulisses du théâtre de marionnettes populaire. Doepak ist eine Zeitung für Jung und Alt über das (Volks)Puppentheater. Doepak is a cheerful, educational and colourful Dutch-language newsletter packed with background information about folk and mainstream puppet theatre. Doepak presents some unusual theatre forms, far beyond the confines of our own fantasy!

## Puppetry Museum computer quiz

### A puppetry treasure hunt with 24 questions: two versions of a quiz

This Dutch-language *Poppenspe(e)lmuseumvragenspel* is a jolly, educational, farcical and light-hearted quiz on folk and mainstream puppet theatre and various puppetry techniques. Several sound clips (suitable for Windows and Android), text and images allow you to make a playful journey through the wondrous world of puppet theatre. By means of 24 look and search assignments, you will be introduced to the many options and forms of international puppetry figures, and objects theatre, as well as to visual theatre and associated arts. At the Puppetry Museum itself, the quiz is also made available offline. For the online version, please refer to <https://dutchpuppetrymuseumcollection.com/onderwijs>.



### Puppetry in and around a traditional puppet theatre: names, figures and concepts

The treasure game addresses a variety of words - including names, figures and concepts relating to puppet theatre, ranging from *monkey*, *constable*, *hand puppet*, *mask*, *puppets on the shelf* ('marionnettes à la planchette' in French), *shadow*, *rod puppet* and *marotte*, to *commedia dell'arte*, *trumpeter*, *Don Quixote*, *Faust*, *Pinocchio*, and *Prince William II of the Netherlands*.

Each assignment is accompanied by a quaint picture equipped for a traditional puppet theatre performance: a theatre window with a raised curtain. The suggestion is clear: 'let the show begin'. Please click on the numbered boxes situated on the left and right of the *puppetry stage*. They refer to the questions.

### The online game: click on the screen using your finger or mouse

Click with your finger or a computer mouse on any of the numbered boxes - as well as the correct answer. A green check mark will appear and a bell will ring if the question was answered correctly. If the answer is wrong, a red cross will appear and the blow of a bat hit by the traditional Dutch Jan Klaassen can be heard. Of course you are always free to correct the mistake by changing the answer.



### Reading pen and document with stickers

By means of 'De Voorlezer' (the Reader) - a talking pen, the Puppetry Museum provides additional auditive support to the quiz with sounds, music, excerpts of performances, and recorded text. By touching the numbered stickers with the reading pen on the document, the Dutch-language offline version offers the option of listening to recorded multiple-choice questions with possibly correct answers. Applause.

Idea and concept: Otto van der Mieden. Technical support: Thomas de Graaf. Hyperlinks: click on the pictures and green text.

