Evaluating Children's Interactive Products

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Abstract

Over the last decade there has been an increased interest in designing for children within the context of HCI. This activity has lead to a community of researchers and practitioners seeking information on best practice on how to work with children. This course will introduce attendees to some of the pitfalls and difficulties when carrying out evaluations with children but will then balance these with tips and tricks, methods and processes that will ensure that anyone attending this course will leave being able to plan and carry out a reasonable and safe evaluation with children.

Introduction

The course was last run at CHI 2012, in a single slot of 80 minutes. It is a development of an earlier course that was given at CHI2011, CHI 2004, BCS HCI 2004, IDC 2004 and Interact 2003,

The course brings together original research from the organisers [1.2.3] as well as methods and techniques from other researchers working in this field.

Interested participants can get an idea of the material by inspecting the content of our book co-authored with S.MacFarlane and J.Hoysniemi see [4]. A preview can be found at the Google books or Amazon websites.

Objectives of the Course

The course has five learning objectives as outlined in table 1.

Table 1 - Objectives of the course

LO1	To be aware of challenges specific to evaluating children's interactive products
LO1	To be able to plan an effective and safe evaluation study with children
LO2	To be able to locate, select from and use methods for evaluation for children's products
LO3	To understand how children express themselves in evaluation studies and to acquire sensitivity in interpreting these expressions
LO4	To have an initial awareness of the state of the art in related methodological research

Content

The course will include:

• Ethics and safe working with children

• Using the Fun Toolkit and other survey methods

• Planning evaluations in schools

• Gathering data from children

• Understanding what children say and write

The course is designed for individuals who intend to evaluate interactive products <u>with</u> children. The focus is on working directly with children. It is not suitable for individuals looking for information on inspection or logging methods.. It is expected that attendees to the course might be designers, researchers or developers – they do not need to have worked with children before.

References/Related Publications

1. Markopoulos, P., Read, J.C., MacFarlane, S., Hoysnieimi, J., (2008) Child-Computer Interaction: Methodological Research. Special Issue of the Cognition Technology and Work journal, Vol 10 (2), April 2008, Springer.

2. Read, J.C., Markopoulos, P, Druin, A., (2010) Children and their interactions with Mobile technology. International Journal of Mobile Human Computer Interaction (IJMHCI), Volume 2, Issue 2, April-June 2010, Published by IGI Publishing, Hershey-New York, USA www.igi-global.com/ijmhci

3. Vandenabeele, V., Zaman, B., Markopoulos, P., Marshall, P., (2010) Tangibles for Children. Special Issue, Personal and Ubiquitous Computing, Springer, publication due in 2010.

4. Markopoulos, P., Read, J.C., MacFarlane, S., Hoysniemi, J (2008) Evaluating Children's Interactive Products, Morgan-Kaufmann.