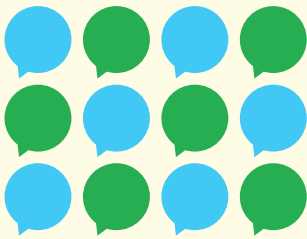


[www.idc2013.org](http://www.idc2013.org)



**June 24-27, 2013**  
New York City

# IDC

## Interaction Design and Children

THE NEWSCHOOL + [sesameworkshop](http://sesameworkshop.com).

# IDC 2013 Conference



Presented by **The New School** and **Sesame Workshop**

In Cooperation with **the Association for Computing Machinery Special Interest Group on Computer Human Interaction (ACM SIGCHI)**

### Conference Co-Chairs

Nitin Sawhney (The New School), Emily Reardon (Sesame Workshop),  
and Juan Pablo Hourcade (University of Iowa)

### About IDC

Interaction Design and Children (IDC) is the premiere international conference for researchers, educators and practitioners to share the latest research findings, innovative methodologies and new technologies in the areas of inclusive child-centered design, learning and interaction. The 12th International Conference on Interaction Design and Children (IDC 2013) is presented by The New School and Sesame Workshop in New York City from June 24-27, 2013 in-cooperation with the ACM, and supported in-part by Google.

IDC 2013 offers a wide-ranging program, supporting and facilitating the exchange of ideas within and between various communities committed to creating better interactive experiences for children. IDC participants often come from a variety of fields, including computer science, communication, child development, engineering, digital media, game design, educational psychology and learning sciences.

While IDC builds on the strong and dedicated community that has developed around this annual conference over the past 12 years, it invites academics and industry professionals, faculty and students, pre-K-12 practitioners working in formal and informal learning environments to participate and contribute. IDC 2013 has a special emphasis on supporting maker culture and global inclusion, particularly for marginalized children worldwide.

Conference website: [www.idc2013.org](http://www.idc2013.org)

Images courtesy of Maybelline McCoy, The New School's Engage Media Lab, and UPF-Forum

## About ACM

ACM is an education and scientific society uniting the world's computing educators, researchers and professionals to inspire dialogue, share resources and address the field's challenges. ACM strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for life-long learning, career development and professional networking.

ACM was established in 1947 with the creation of the first stored program digital computer and today carries out its mission through conferences, publications, educational programs, public awareness activities and special interest groups. It sponsors over 120 conferences annually and its more than 82,000 members come from industry, academia and government institutions around the world. ACM hosts the computing industry's leading Digital Library and Guide to Computing Literature, and serves its global members and the computing profession with journals and magazines, conferences, workshops, electronic forums and Online Books and Courses. The A.M. Turing Award, presented yearly by ACM, is regarded as the "Nobel Prize of Computing."

Learn more at: [www.acm.org](http://www.acm.org)

## About The New School

The New School, a leading progressive university in New York City, was founded in 1919 as a center of intellectual and artistic freedom. Today The New School is still in the vanguard of innovation and experimentation in higher education, with more than 10,000 undergraduate and graduate students in design and the social sciences, the humanities, management, and the performing arts and thousands of adult learners in continuing education courses. Committed to public engagement, The New School welcomes thousands of New Yorkers yearly to its celebrated public programs and maintains a global presence through its online learning programs, research institutes, and international partnerships.

Learn more at: [www.newschool.edu](http://www.newschool.edu)

## About Sesame Workshop

Sesame Workshop is the nonprofit educational organization that revolutionized children's television programming with the landmark Sesame Street. The Workshop produces local Sesame Street programs, seen in over 150 countries, and other acclaimed shows including The Electric Company, to help bridge the literacy gap. Beyond television, the Workshop produces content for multiple media platforms on a wide range of issues including literacy, health and resilience. Initiatives meet specific needs to help young children and families develop critical skills, acquire healthy habits and build emotional strength to prepare them for lifelong learning.

Learn more at: [www.sesameworkshop.org](http://www.sesameworkshop.org)

**Designing for and with children today requires a cooperative approach to creative inquiry, recognizing the ways in which they perceive, learn and adapt in complex physical and digital environments, while devising novel tools, methods and technologies that facilitate inclusive and child-centered design.**

2013 brings with it an accentuation of trends that we have seen for the past few years in the domain of interaction design and children. Most notable are the increasing ubiquity of computing in children's lives, the younger ages at which children begin to interact with computers, and the general expectation of interactivity and immediate access to information with which children are growing up.

Mobile and touchscreen devices, as well as embodied interactions have significantly increased access and lowered barriers for use of interactive computer technologies. Children in high-income regions of the world are growing up with the expectation of quick access to computing anytime, anyplace. The challenge for the IDC community is how to stay abreast of these rapid changes, while identifying and developing appropriate methods and tools to examine emerging research questions and explore novel directions in design, technology and interactive experiences among children.

Children are also increasingly becoming producers of their own digital media content, software tools, and novel tangible and interactive experiences. Everything from programming software and circuits to fabricating digital and physical artifacts, as well as making interactive media experiences and mobile video narratives, the creative Do-It-Yourself (DIY) ethos and maker culture is becoming very much a part of the ways in which children learn, construct, share and make sense of their everyday experiences.

Among children in marginalized, special needs and under-resourced contexts, we are seeing highly innovative demonstrations of and expanded opportunities for creative engagement, DIY design, peer learning and critical empowerment. How should the IDC community expand its focus to better examine and facilitate the range of children's experiences, emerging technologies and research questions that go beyond the everyday context to the extraordinary, marginal and globally engaged?

**IDC 2013 offers a window into many such developments, while building on the legacy of the previous IDC conferences.** This year, the conference has received a record number of international submissions from nearly every continent (except Antarctica), with wide-ranging topics and diverse communities participating. As the largest IDC to date, the conference includes 28 full papers, 60 short papers, 25 demos, 8 Doctoral Consortium participants, and 8 pre-conference workshops. For the first time, IDC 2013 is also hosting several hands-on design activities, open to the general public (including children).

The keynote speaker **David Sengeh** (MIT Media Lab) develops technologies to improve prosthetic limbs for amputees around the world, while empowering high-school students in his native Sierra Leone to create DIY solutions to everyday problems through a youth mentorship program he started. A special closing panel commemorates the influence of Seymour Papert in child-centered learning and technology. Partnerships with **Carnegie Hall**, **New York Hall of Science** (NYSCI), **Google**, and the **Mozilla Hive NYC Learning Network** also make IDC 2013 a highly enriching and memorable experience for all participants.

While the IDC community continues to grow and diversify each year, it remains a welcoming place to exchange emerging ideas on inclusive design, learning and interactive technology for children everywhere.

By **Juan Pablo Hourcade**, **Nitin Sawhney** and **Emily Reardon**

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# Sunday June 23rd

## Hands-on Design Activities

*Sunday's Hands-On Design Activities are optional and are not a part of the Main Conference. The Main Conference begins with the Welcome Reception on Monday evening. Box lunches provided for participants of Hands-on Design Activities.*

*Outcomes from some of the Hands-on Design Activities will be showcased, along with mini-maker activities, at the New York Hall of Science (NYSCI) during the Design, Make, Play evening reception event on Wednesday, June 26th, 7pm - 10pm.*

**12:00 pm–1:00 pm**

### On-Site Registration and Design Activities Check-In

The New School, 66 West 12th Street (Lobby)

– Conference on-site registration opens for all participants (12pm – 5pm)

The New School, 2 West 13th Street (Lobby)

– Check-in and brief orientation on Hands-on Design Activities (12pm – 1pm)

– Box lunches provided for participants of Hands-on Design Activities (12pm – 1pm)

**1:00 pm–5:00 pm**

### 1. An iOS/Acoustic Music Design Lab

Facilitated by **Carnegie Hall's Weill Music Institute**

Organizer: **Christopher Amos** (Carnegie Hall)

The New School's Tishman Auditorium, 66 West 12th Street

This session will explore the intersections between musical concepts addressed in elementary music learning, the development of musical interfaces, and applications in performance and educational contexts. The workshop will include a rehearsal and performance of *In C* (see performance description for Tuesday evening IDC reception) using iOS mobile devices and acoustic instruments, a hands-on exploration of the musical interface, and a design feedback session and discussion that explores possibilities for future development of the project. Workshop participants are invited to participate in a public performance of the work at the conference welcome reception. No prior technical or musical experience is required to participate in the session and performance.

## Hands-on Design Activities

1:00 pm–5:00 pm

### 2. Electronics Playground

Facilitated by **Josh Chan** and **Tarun Pondicherry** (Stanford)  
The New School, 2 West 13th Street

Learn about how things around you work with students from Stanford's Transformative Learning Technologies Lab. No experience required! You'll use LightUp, a brand new learning platform for electronics, to make cool projects that interact with the world around you. Click together a few LightUp blocks into a circuit, and then program it to do what you want with Arduino, a popular programming environment designed for beginners.

1:00 pm–5:00 pm

### 3. MOUSE Corps

Facilitated by **Marc Lesser** and **Meredith Summs** (MOUSE)  
The New School, 2 West 13th Street

MOUSE Corps is an elite team of tinkerers and innovators, working together after school to learn, make and dream with technology. Each year, youth learn human-centered design processes that help them build technology projects that address a social need. This year, we are designing adaptive and assistive technologies with volunteers at United Cerebral Palsy. As part of this showcase, MOUSE corps teens from across NYC will engage participants in mini-lessons that represent aspects of our own program year and design activities.

*Participants will:*

- Experience some of the ways that we learn the importance of Prototyping through a short hands-on rapid prototyping challenge
- Learn about human-centered research activities that we've conducted to build empathy for the users that we design alongside
- Learn the basics of adapting the circuits and switches of low-cost toys as an introduction to basic circuits and adaptive design
- Experience working prototypes from four MOUSE Corps project teams

*This activity is an open participatory forum and offered free of charge to all participants attending IDC.*

10:00 am–3:00 pm

### 4. Narrative Contexts as a Design Element

Facilitated by **Sesame Workshop** and **The New York Hall of Science**  
**Organizers: Peggy Monahan** (NYSCI), **Jessie Hopkins** (Sesame Workshop), **David Glauber** (Sesame Workshop)  
The New York Hall of Science, 47-01 111th St, Queens, NY  
(718) 699-0005, [nysci.org](http://nysci.org)

This day long, hands-on design activity held at the New York Hall of Science, New York's hands-on science and technology center, will explore story, character, and humor as a strategies designers may use to increase engagement and understanding. Hosted by interactive writers from Sesame Workshop and exhibit designers from the New York Hall of Science, this design lab is appropriate for all who are interested in exploring narrative within interactives. Special attention will be paid to informal educational technologies and STEM topics. Workshop participants will design and build iterative prototypes that will be tested with child and family visitors in the exhibit halls.

1:00 pm–5:00 pm

### 5. Papertronics

Facilitated by **Ariel Churi** and **Amy Parness** (Sparkle Lab)  
The New School, 2 West 13th Street

Arts and crafts with LEDs. We will create LED circuits and design our own light up robots. The robots are little lights that can be turned off and on. Learn to use LEDs and conductive materials. Become familiar with electronic components by creating a simple electronic paper toy to take home. Materials: Markers, glue, glitter, conductive tape, pom poms, and exacto knives for older kids.

1:00 pm–5:00 pm

### 6. Play Forum / Play City

Facilitated by **Jeff Kasper** (CUNY), **Laura Scherling** (The New School)  
The New School, 2 West 13th Street

GREENSPACENYC is pleased to introduce the Play Forum – a collaborative project created to explore how we can better integrate play into the everyday. The goal of the project is to begin conversations around how the city is experienced and how it could be. Project organizers will lead a participatory mapping workshop and conclude with a short presentation/ Q&A. The hands-on activity will invite participants to co-create impromptu public art – a colorful map illustrating how New York could be re-imagined to include more artistic interventions and play spaces.

*The Monday workshops (half and full-day) are optional and are not a part of the Main Conference. The Main Conference begins with the Welcome Reception on Monday evening. All workshops include lunch and refreshments.*

## 8:00 am–9:00 am Breakfast

Available at both The New School (66 West 12th Street) and Sesame Workshop (1 Lincoln Plaza, enter at 1900 Broadway between 63rd and 64th Streets)

## 9:00 am–5:30 pm Formal Workshops

*\*\*Please note all workshops are by invitation only upon acceptance of a paper submission.\*\**

## Half-Day Workshops

### 9:00 am-12:30 pm

#### Evaluating Accessibility in Fabrication Tools for Children

Organized by **Ben Leduc-Mills** (University of Colorado, Boulder), **Jaymes Dec** (Marymount School of New York), **John Schimmel** (DIYAbility)  
The New School, 66 West 12th Street

Learn more at: [www.diyability.org/idc2013](http://www.diyability.org/idc2013)

### 2:00 pm-5:30 pm

#### Digital Fabrication and Making in Education

Organized by **Paulo Blikstein** (Stanford University), **Dennis Krannich** (University of Bremen)  
The New School, 66 West 12th Street

Learn more at: [sites.google.com/site/digifabnyc2013](http://sites.google.com/site/digifabnyc2013)

## Full-Day Workshops

### Behaviour Change Interventions: Teenagers, Technology and Design

Organized by **Linda Little** (Northumbria University), **Beth Bell** (Northumbria University), **Margaret Anne Defeyter** (Northumbria University), **Janet Read** (University of Central Lancashire), **Daniel Fitton** (University of Central Lancashire), **Matthew Horton** (University of Central Lancashire)  
The New School, 66 West 12th Street

Learn more at: [research.northumbria.ac.uk/IDC2013\\_change](http://research.northumbria.ac.uk/IDC2013_change)

### Bridging Books: Printed Media as a Support for Digital Experiences

Organized by **Ana Lúcia Pinto** (Universidade do Minho), **Cristina Sylla** (Universidade do Minho), **Ana Carina Figueiredo** (Universidade do Minho), **Pedro Branco** (Universidade do Minho), **Nelson Zagalo** (Universidade do Minho), **Eduarda Coquet** (Universidade do Minho), **Jie Qi** (MIT), **Natalie Freed** (Exploratorium Museum)  
Sesame Workshop, 1 Lincoln Plaza

Learn more at: [bridgingbooks.org](http://bridgingbooks.org)

### Designing for and with Children with Special Needs in Multiple Settings

Organized by **Róisín McNaney** (Newcastle University), **Madeline Balaam** (Newcastle University), **Kevin Marshall** (Newcastle University), **Abigail Durant** (Newcastle University), **Janet Read** (University of Central Lancashire), **Judith Good** (University of Sussex), **Judy Robinson** (Heriot-Watt University), **Gregory Abowd** (Georgia Tech)  
The New School, 66 West 12th Street

Learn more at: <http://designspecialneeds.wordpress.com/>

### Enhancing Children's Voices with Media and Technology

Organized by **Juan Rubio** (Global Kids), **Kori Inkpen** (Microsoft Research), **Anna Ly** (Joan Ganz Cooney Center), **Jessica Kaminsky** (Carnegie Mellon University)  
Sesame Workshop, 1 Lincoln Plaza

Learn more at: [kidsvoices.cmucreatelab.org/index.html](http://kidsvoices.cmucreatelab.org/index.html)

## Interactive e-Books for Children

**Organized by Nadia Mana** (Fondazione Bruno Kessler), **Ornella Mich** (Fondazione Bruno Kessler), **Antonella De Angeli** (University of Trento), **Allison Druin** (University of Maryland)  
Sesame Workshop, 1 Lincoln Plaza  
Learn more at: [idc2013-ebooks.fbk.eu](http://idc2013-ebooks.fbk.eu)

## Interactive Technologies that Enhance Children's Creativity

**Organized by Françoise Decortis** (University of Paris VIII), **Elisa Rubegni** (Università della Svizzera italiana), **Anne Bationo Tillon** (University of Paris VIII), **Edith Ackermann** (MIT)  
Sesame Workshop, 1 Lincoln Plaza  
Learn more at: [itecc.paragraphe.info](http://itecc.paragraphe.info)

9:00 am–5:30 pm

## Doctoral Consortium

**Organized by Chris Quintana** (University of Michigan) and **Panos Markopoulos** (Eindhoven University of Technology)  
The New School, 66 West 12th Street

Full-day session includes lunch and afternoon refreshments.

## Evening Reception

5:30 pm–7:30 pm

## Welcome Reception

Vera List Courtyard, 66 West 12th Street

Informal drop-in mixer offering drinks and light snacks.

7:30 pm–9:30 pm

## NYC Youth Media Showcase

**Moderated by Alexandra Kelly** and **Peter Lucas** (The New School)  
The New School's Tishman Auditorium, 66 West 12th Street

A showcase and panel discussion of creative media work produced by high-school students involved with innovative youth media programs in New York City, including the Center for Urban Pedagogy, Engage Media Lab, Global Action Project, Reel Lives, Radio Rookies, and The LAMP. The event is being hosted in partnership with the Mozilla Hive NYC Learning Network.

8:00 am–9:00 am

## Breakfast

Lang Cafe, 65 West 11th Street

9:00-10:30 am

## Welcome Address and Keynote

Tishman Auditorium, 66 West 12th Street

- Welcome address by **Tim Marshall**, Provost, The New School
- Overview of IDC 2013 Conference by Co-Chairs: **Nitin Sawhney** (The New School), **Emily Reardon** (Sesame Workshop) and **Juan Pablo Hourcade** (University of Iowa)
- Opening keynote by **David Monina Sengeh** (MIT Media Lab)

10:30 am–11:00 am

## Refreshments

Lang Cafe, 65 West 11th Street

11:00 am–12:30 pm

## Paper Session: Computer Programming

Tishman Auditorium, 66 West 12th Street

Chair: **Mike Eisenberg**

## Designing ScratchJr: Support for Early Childhood Learning through Computer Programming

**Louise P. Flannery**, **Elizabeth R. Kazakoff**, **Paula Bontá**, **Brian Silverman**, **Marina U. Bers** and **Mitchel Resnick**  
(Tufts University; Playful Invention Company; MIT Media Lab)

## Automatically Generating Tutorials to Enable Middle School Children to Learn Programming Independently

**Kyle Harms**, **Dennis Cosgrove**, **Shannon Gray**, and **Caitlin Kelleher**  
(Washington University, St. Louis, USA)

## A Curriculum for Teaching Computer Science Through Computational Textiles

**The Kanjun Qiu**, **Leah Buechley**, **Edward Baafi** and **Wendy Dubow**  
(MIT; Modkit; National Center for Women and Information Technology)

## From Surveys to Collaborative Art: Enabling Children to Program with Online Data

Sayamindu Dasgupta (MIT)

12:30 pm–2:00 pm

### Buffet Lunch

Lang Cafe, 65 West 11th Street and Theresa Lang Center, 55 West 13th Street–with Posters/Demos

2:00 pm–3:30 pm

## Paper Session: Communication and Self-Expression

Tishman Auditorium, 66 West 12th Street

Chair: **Tilde Bekker**

## Learning Extended Writing: Designing for Children’s Collaboration

Phil Heslop, Ahmed Kharrufa, Madeline Balaam, David Leat and Patrick Olivier

(Newcastle University, UK)

## Design to Support Interpersonal Communication in the Special Educational Needs Classroom

Abigail Durrant, Jonathan Hook, Roisin McNaney, Keir Williams, Thomas Smith, Mathew Kipling, Tony Stockman and Patrick Olivier

(Newcastle University, UK; Queen Mary University of London, UK)

## Discrepancies in a Virtual Learning Environment: Something “Worth Communicating About” for Young Children with ASC?

Alyssa Alcorn, Helen Pain and Judith Good

(University of Edinburgh, UK; University of Sussex, UK)

## moosikMasheens: Music, Motion and Narrative with Young People who have Complex Needs

David Meckin and Nick Bryan-Kinns

(Queen Mary University of London, UK)

3:30 pm–3:45 pm

### Refreshments

Vera List Courtyard, 66 West 12th Street

3:45 pm–5:30 pm

### Short Papers and Demos Session

Tishman Auditorium, 66 West 12th Street

A selection of short papers (posters/demos) presented in Pecha Kucha style, including a short break.

5:30 pm–7:30 pm

### Poster-Demo Showcase

Theresa Lang Center, 55 West 13th Street

An opportunity to see all short paper posters and working demos in-person.

## Evening Reception

7:30 pm–10:30 pm

### Sesame Workshop Welcome Address and Carnegie Hall Performance

Tishman Auditorium, 66 West 12th Street

Reception hosted by Sesame Street’s **Bert**, with talks by Sesame Workshop President and CEO, H. **Melvin Ming** and SVP of Education and Research, **Rosemarie Truglio**. Followed by *In C*: A live iOS/Acoustic Music Performance, presented by Carnegie Hall’s Weill Music Institute.

This performance builds on recent work of Decoda, a new cutting-edge chamber music collective focused on creative community engagement, in collaboration with Bad Plug, a group of music technologists whose focus is designing interactive installations and performance work. Together, the two teams have developed a new performing version of Terry Riley’s seminal minimalist classic *In C*. The project seamlessly integrates iOS devices with a live ensemble of professional musicians from The Declassified, elementary school students, and audience members, enabling the students and audience to put their own unique stamp on the performance and concert experience.

Dinner and drinks will be served after the performance.

# Wednesday June 26th

**8:00 am–9:00 am**

## **Breakfast**

Lang Cafe, 65 West 11th Street

**9:00 am–10:30 am**

## **Design, Make, Play**

Tishman Auditorium, 66 West 12th Street

### **Ways of the Hand: Making Place, Making Culture**

**Introductory talk by Anne Balsamo, Dean, School of Media Studies**

(The New School)

### **Design, Make, Play: Making Spaces for Playful Learning**

**Presented by the creative team at the New York Hall of Science**

In this presentation, the creative team at the New York Hall of Science will share new strategies for place-based learning with digital extensions. These range from the 8,000 square foot Design Lab, the place for open ended exploration of materials and design strategies to Connected Worlds, an immersive environment that incorporates gesture-based interactions with computer generated worlds and characters. Along the way we will discuss the impact of the Maker movement and World Maker Faire, and our strategies for bridging place based, experiential learning beyond the walls into the classroom, the playground, and the home.

**10:30 am–11:00 am Refreshments**

Vera List Courtyard, 66 West 12th Street

**11:00 am–12:30 pm**

## **Paper Session: Physical Movement and Play**

Tishman Auditorium, 66 West 12th Street

Chair: **Alissa Antle**

### **Rapid Prototyping of Outdoor Games for Children in an Iterative Design Process**

**Iris Soute, Susanne Lagerström and Panos Markopoulos**

(Eindhoven University of Technology, Netherlands)

Wednesday June 26th

### **Design Strategy to Stimulate a Diversity of Motor Skills for an Exergame Addressed to Children**

**Pascal Landry, Narcis Pares, Rosa Rodriguez-Arregui, Oleguer Camerino, Marta Castañer and Enric Ormo**

(Universitat Pompeu Fabra, Spain; Universitat de Lleida, Spain)

### **Leaving Room for Improvisation: Towards a Design Approach for Open-ended Play**

**Linda de Valk, Tilde Bekker and Berry Eggen**

(Eindhoven University of Technology, Netherlands)

### **Exploring Motion-based Touchless Games for Autistic Children's Learning**

**Laura Bartoli, Clara Corradi, Franca Garzotto and Matteo Valoriani**

(Associazione Astrolabio, Italy; Politecnico di Milano, Italy)

**12:30 pm–2:00 pm**

## **Buffet Lunch**

Lang Cafe, 65 West 11th Street and Theresa Lang Center, 55 West 13th Street—with Posters/Demos

**2:00 pm–3:30 pm**

## **Paper Session: Family-Based Interaction**

Tishman Auditorium, 66 West 12th Street

Chair: **Glenda Revelle**

### **In-car Game Design for Children: Child vs. Parent Perspective**

**Guy Hoffman, Ayelet Gal-Oz, Shlomi David and Oren Zuckerman**

(IDC Herzliya, Israel)

### **Translating Roberto to Omar: Computational Literacy, Stickerbooks, and Cultural Forms**

**Michael Horn, Sarah Alsulaiman and Jaime Koh**

(Northwestern University, USA)

### **PBS KIDS Mathematics Transmedia Suites in Preschool Homes**

**Betsy McCarthy, Linlin Li, Michelle Tiu** and **Sara Atienza**  
(WestEd, USA)

### **Designing Healthcare Games and Applications for Toddlers**

**Marikken Høiseth, Michail Giannakos, Ole A. Alsos, Jonas Asheim**  
and **Letizia Jaccheri**  
(Norwegian University of Science and Technology, Norway;  
Nice Industridesign, Norway)

### **3:30 pm–4:00 pm Refreshments**

Vera List Courtyard, 66 West 12th Street

### **4:00 pm–5:30 pm**

### **Paper Session: Interface and User Experience**

Tishman Auditorium, 66 West 12th Street  
Chair: **Mikael Skov**

### **Translating preschoolers' game experiences into design guidelines via a laddering study**

**Véronique Celis, Jelle Husson, Vero Vanden Abeele, Leen Loyez, Lieven Van Den  
Audenaeren, Pol Ghesquière, Ann Goeleven, Jan Wouters** and **Luc Geurts**  
(KU Leuven, Belgium; International University College Leuven, Belgium; University  
Hospitals Leuven, Belgium)

### **Examining the Need for Visual Feedback during Gesture Interaction on Mobile Touchscreen Devices for Kids**

**Lisa Anthony, Quincy Brown, Jaye Nias** and **Berthel Tate**  
(University of Maryland, Baltimore County, USA; Bowie State University)

### **Games as Neurofeedback Training for Kids with FASD**

**Regan Mandryk, Shane Dielschneider, Michael Kalyn, Christopher Bertram,  
Michael Gaetz, Andre Doucette, Brett Taylor, Alison Pritchard Orr**  
and **Kathy Keiver**  
(University of Saskatchewan, Canada; University of the Fraser Valley, Canada)

### **Gears of Our Childhood: Constructionist Toolkits, Robotics, and Physical Computing, Past and Future**

**Paulo Blikstein** (Stanford University)

### **Evening Reception**

**5:45 pm–6:00 pm**

### **Buses Take Participants To New York Hall of Science**

**7:00–10:00 pm**

### **Design, Make, Play: A Hands-On Maker Party and Dinner Reception**

New York Hall of Science, 47-01 111th St, Queens, NY  
(718) 699-0005, nysci.org

Join us — and Cookie Monster! — at the New York Hall of Science for a mini-golf party and dinner reception. The festivities will take place at the museum's Rocket Park Mini Golf course as well as in the museum halls, and catering will be provided by smogasbord of NYC food trucks, including Rouge Tomate, Gorilla Cheese, Rickshaw Dumplings, and Sweetery Dessert. Party-goers will be able to play mini-golf, explore the museum, engage with interactive design work developed at IDC's Sunday's Hands on Design Activities, and meet and take photos with a walkaround Cookie Monster.

Children welcome. Food, mini-golf, and museum entrance are included in the event ticket. Round trip bus included in event registration (excluding all on-site registrations). NYSCI is also accessible via NYC Subway.

**10:00 pm–11:00 pm**

### **Buses Return To The New School**

# Thursday June 27th

**8:00 am–9:00 am**

## **Breakfast**

Lang Cafe, 65 West 11th Street

**9:00 am–10:30 am**

## **The Google Experience For Young Users: Moderated Panel And Discussion**

Tishman Auditorium, 66 West 12th Street

Google User Experience Researchers working on various products will share their published research and discuss their experience working with youth populations. The panel aims to kick off a research community discussion and will be moderated by **J.P. Hourcade**, IDC Chair and Associate Professor at the University of Iowa's Department of Computer Science and a member of the Delta Center. Panelists from Google include **Hilary Hutchinson**, **Larkin Brown**, **Jeannie Foulsham**, **John Douglass**, **Shoshana Holtzblatt** and **Melanie Fitzgerald**.

**10:30 am–11:00 am**

## **Refreshments**

Vera List Courtyard, 66 West 12th Street

**11:00 am–12:30 pm**

## **Paper Session: Research Methodology**

Chair: **Panos Markopoulos**

### **Towards an Ecological Inquiry in Child-Computer Interaction**

**Rachel Charlotte Smith**, **Ole Sejer Iversen**, **Thomas Hjermitsev**  
and **Aviaja Borup Lynggaard**

(Aarhus University, Denmark; Aarhus School of Architecture, Denmark)

### **Understanding the Fidelity Effect when Evaluating Games with Children**

**Gavin Sim**, **Brendan Cassidy** and **Janet C Read** (University of Central Lancashire, UK)

### **Brownies or Bags-of-Stuff? Domain Expertise in Cooperative Inquiry with Children**

**Jason Yip**, **Tamara Clegg**, **Elizabeth Bonsignore**, **Helene Gelderblom**,  
**Emily Rhodes** and **Allison Druin**

(University of Maryland, USA)

Thursday June 27th

### **Interaction Design Research With Adolescents: Methodological Challenges and Best Practices**

**Erika Poole** and **Tamara Peyton** (Penn State University, USA)

**12:30 pm–2:00 pm**

## **Buffet Lunch**

Lang Cafe, 65 West 11th Street

**2:00 pm–3:30 pm**

## **Paper Session: Learning and Instruction**

Chair: **Jerry Alan Falls**

### **Toward a Taxonomy of Design Genres: Fostering Mathematical Insight via Perception-Based and Action-Based Experiences**

**Dor Abrahamson** (UC Berkeley, USA)

### **Augmenting Play and Learning in the Primary Classroom**

**Marie Boden**, **Andrew Dekker**, **Stephen Viller** and **Ben Matthews**  
(The University of Queensland, Australia)

### **Playing for Real: Designing Alternate Reality Games for Teenagers in Learning Contexts**

**Elizabeth Bonsignore**, **Derek Hansen**, **Kari Kraus**, **Amanda Visconti**, **June Ahn**  
and **Allison Druin**  
(University of Maryland, USA)

### **Designing for Science Learning and Collaborative Discourse**

**Todd Shimoda**, **Barbara White**, **Marcela Borge** and **John Frederiksen**  
(Pomona College, USA; UC Berkeley, USA; Penn State, USA; University of  
Washington, USA)

**3:30 pm–4:00 pm  
Refreshments**

Vera List Courtyard, 66 West 12th Street

**4:00 pm–5:30 pm  
Closing Panel on Seymour Papert**

Tishman Auditorium, 66 West 12th Street

Panel on the impact of Seymour Papert's research on the past, present, and future of child-computer interaction, hosted by **Paulo Blikstein** with panelists: **Allison Druin, Edith Ackermann, Mike Eisenberg, Mitch Resnick, and Uri Wilensky**. The panel will investigate the current trends, designs, and theoretical advances in the IDC community in light of the groundbreaking work of Papert and his close collaborators.

**Evening Reception**

**5:30 pm–7:00 pm  
Conference Closing Reception**

The New School, 66 West 12th Street

**7:00 pm–9:00 pm  
Flying Paper Screening**

Tishman Auditorium, 66 West 12th Street

A sneak preview screening of the new documentary film Flying Paper (71 mins in duration) followed by a conversation with Director **Nitin Sawhney** and Editor **Rafael Parra** as well as guest panelists **Edith Ackermann** (MIT) and **Paulo Blikstein** (Stanford), moderated by **Melissa Friedling** (The New School). Flying Paper tells the uplifting story of resilient Palestinian youth in the Gaza Strip on a quest to shatter the Guinness World Record for the most kites ever flown. Since summer 2010, the filmmakers worked with a team of Palestinians whom they trained through the Voices Beyond Walls youth media program to cinematically capture the DIY culture of kite making and flying among children and their spectacular record-breaking event, despite the ongoing blockade in Gaza.

Learn more at: [www.flyingpaper.org](http://www.flyingpaper.org)

# Paper Selection

## Short Papers

Revisiting PointAssist and Studying Effects of Control-Display Gain on Pointing Performance by Four-Year-Olds

**David Ahlström** and **Martin Hitz**

Things to Imagine With: Designing for the Child's Creativity

**Sharon Lynn Chu** and **Francis Quek**

Drawing the Electric: Storytelling with Conductive Ink

**Sam Jacoby** and **Leah Buechley**

Building an Experience Framework for a Digital Peer Support Service for Children Surviving from Cancer

**Pontus Wärnestål** and **Jens Nygren**

Quantified Recess: Design of an Activity For Elementary Students Involving Analyses of Their Own Movement Data

**Victor Lee** and **Joel Drake**

A Wizard-of-Oz Elicitation Study Examining Child-Defined Gestures With a Whole-Body Interface

**Sabrina Connell, Pei-Yi Kuo, Liu Liu** and **Anne Marie Piper**

Designing the LIT KIT, an Interactive, Environmental, Cyber-Physical Artifact Enhancing Children's Picture-book Reading

**George Schafer, Keith Green, Ian Walker, Elise Lewis, Susan Fullerton, Arash Soleimani, Matthew Norris, Katrina Fumagali, Jingjie Zhao, Reisha Allport, Xuefei Zheng, Reinaldo Gift** and **Ajay Padmakumar**

MemoLine: Evaluating Long-term UX with Children

**Jorick Vissers, Lode De Bot** and **Bieke Zaman**

Low-Tech and High-Tech Prototyping for eBook Co-Design With Children

**Luca Colombo** and **Monica Landoni**

Children Initiating and Leading Cooperative Inquiry Sessions

**Jason Yip, Elizabeth Foss, Elizabeth Bonsignore, Mona Leigh Guha, Leyla Norooz, Emily Rhodes, Brenna McNally, Panagis Papadatos, Evan Golub** and **Allison Druin**

Students' Use of Mobile Technology to Collect Data in Guided Inquiry on Field Trips

**Wan-Tzu Lo** and **Chris Quintana**

Beelight: Helping Children Discover Colors

**Yuebo Shen, Yiwu Qiu, Ke Li** and **Yi Liu**

Programming Robots at the Museum

**Caroline Pantofaru, Andreas Paepcke, Sharon Marzouk, Austin Hendrix, Dirk Thomas** and **Sarah Elliott**

TUI, GUI, and HUI: Is a bimodal interface truly worth the sum of its parts?

**Amanda Strawhacker, Amanda Sullivan** and **Marina Bers**

Recruiting and Retaining Young Participants: Strategies from Five Years of Field Research

**Elizabeth Foss, Allison Druin** and **Mona Leigh Guha**

PuppetPlay: Testing an Interactive Puppet Theater to Promote Reading Comprehension in Uganda & El Salvador

**Amy Ahearn, Vincent Kizza** and **José Douglas Martinez**

Exploration of Videochat for Children with Autism

**Sanika Mokashi, Svetlana Yarosh** and **Gregory Abowd**

CASTOR: listening to engaging context-aware stories outdoors

**Fabio Pittarello** and **Luca Bertani**

You are the real experts! – Studying teenagers' motivation in Participatory Design

**Elin Hansen** and **Ole Iversen**

Participatory Design Workshops with Children with Cancer: Lessons Learned  
**Susanne Lindberg**

Designing Creative Activities for Children: The Importance of Collaboration and the Threat of Losing Control  
**Michail Giannakos and Letizia Jaccheri**

Playful Taste Interaction  
**Christiane Moser and Manfred Tscheligi**

TanPro-Kit: a Tangible Programming Tool for Children  
**Danli Wang, Yunfeng Qi, Yang Zhang and Tingting Wang**

The Mobile Learning Exploration System (MoLES) in Semantically Modeled Ambient Learning Spaces  
**Thomas Winkler and Michael Herczeg**

Fun and Fair: Influencing Turn-taking in a Multi-party Game with a Virtual Agent  
**Sean Andrist, Iolanda Leite and Jill Lehman**

The Play Grid  
**Rune Fogh and Asger Johansen**

The DEVICE Project: Development of Educational Programs with a Specific Focus on Design for Children  
**Chiara Ferrarini, Eva Eriksson, Roberto Montanari and Ruth Sims**

Human SUGOROKU: Full-body Interaction System for Students to Learn Vegetation Succession  
**Takayuki Adachi, Masafumi Goseki, Keita Muratsu, Hiroshi Mizoguchi, Miki Namatame, Masanori Sugimoto, Fusako Kusunoki, Etsuji Yamaguchi, Shigenori Inagaki and Yoshiaki Takeda**

Invent-abling: Enabling Inventiveness Through Craft  
**Sibel Guler and Michael Rule**

Learning in Critter Corral: Evaluating three kinds of feedback in a preschool math app  
**Kristen Blair**

Designing Early Childhood Math Games: A Research-Driven Approach  
**Ashley Lewis Presser, Philip Vahey and Christine Zanchi**

## Paper Selection

Digital Culture Creative Classrooms (DC3): Teaching 21st century proficiencies in high schools by engaging students in creative digital projects  
**David Tinapple, John Sadauskas and Loren Olso**

Engaging Children in Cars through a Robot Companion  
**Liang Hiah, Tatiana Sidorenkova, Lilia Perez Romero, Yu-Fang Teh, Ferdy van Varik, Jacques Terken and Dalila Szostak**

Using Gamification to Motivate Children to Complete Empirical Studies in Lab Environments  
**Robin Brewer, Lisa Anthony, Quincy Brown, Germaine Irwin, Jaye Nias and Berthel Tate**

A Comparative Evaluation of Touch and Pen Gestures for Adult and Child Users  
**Ahmed Arif and Cristina Sylla**

Engaging Children in Longitudinal Behavioral Studies through Playful Technologies  
**Olga Lyra, Evangelos Karapanos, Rúben Gouveia, Valentina Nisi and Nuno Nunes**

Feel the Burn: Exploring Design Parameters for Effortful Interaction for Educational Games  
**Leilah Lyons, Brenda Lopez Silva, Tom Moher, Priscilla Pazmino Jimenez and Brian Slattery**

Pirate Island: an Immersion-Style Language-Learning RPG  
**Alexander Goldman and Monchu Chen**

Know Your Enemy: Learning From In-Game Opponents  
**David Weintrop and Uri Wilensky**

Embodied Metaphor Elicitation through Augmented- Reality Game Design  
**Iulian Radu**

Little Backpackers – Studying Children's Psychological Needs in an Interactive Exhibition Context  
**Petri Saarinen, Timo Partala and Kaisa Väänänen-Vainio-Mattila**

Children as Webmakers: Designing a Web Editor for Beginners  
**Thomas Park, Rachel Magee, Susan Wiedenbeck and Andrea Forte**

Designing Interactive Activities within Scratch 2.0 for Improving Abilities to Identify Numerical Sequences  
**Luis Armería-Zavala, Sara Hernández Gallardo and Miguel García-Ruiz**

Using Social Media and Learning Analytics to Understand how Children Engage in Scientific Inquiry  
**June Ahn, Michael Gubbels, Jason Yip, Elizabeth Bonsignore and Tamara Clegg**

The Digital Economy: A Case Study of Designing for Classrooms  
**Meg Cramer and Gillian R. Hayes**

Towards the Design of Technology for Measuring and Capturing Children's Attention on E-learning Tasks  
**Nadia Mana and Ornella Mich**

The Education Arcade: Crafting, Remixing, and Playing with Controllers for Scratch Games  
**Richard Davis, Yasmin Kafai, Veena Vasudevan and Eunkyong Lee**

Once Upon a Time in the Bronx: Working with Youth to Address Violence Through Performance and Play  
**Melanie Crean**

Comic Creation, Comic Relief: kids expression of self and others  
**Shelley Goldman and Molly Bullock**

Enacting Orbits: Refining the Design of a Full-Body Learning Simulation  
**Michael Tscholl, Robb Lindgren and Emily Johnson**

Acquiring educational access for neurodiverse learners through multisensory design principles  
**Angela M. Puccini, Marisa Puccini and Angela Chang**

Cloudcommuting: Games, Interaction, and Learning  
**Dimitris Papanikolaou**

## Paper Selection

Go Go Games: Therapeutic Video Games for Children with Autism Spectrum Disorders  
**Alexis Hiniker, Joy Wong Daniels and Heidi Williamson**

Evaluation of Interactive Puppet Theater Based on Inclusive Design Methods A Case Study of Students at Elementary School For The Deaf  
**Ryohei Egusa, Takayuki Adachi, Masafumi Goseki, Fusako Kusunoki, Miki Namatame, Hiroshi Mizoguchi, Shigenori Inagaki and Kumiko Wada**

Pre-Pilot Findings on Developing a Literacy Tablet  
**Angela Chang, David Nunez, Tom Roberts, David Sengeh and Cynthia Breazeal**

Rethinking Transparency: Constructing Meaning in a Physical and Digital Design for Algebra  
**Kiera Chase and Dor Abrahamson**

On the Aesthetics of Children's Computational Modeling for Learning Science  
**Amy Farris and Pratim Sengupta**

Meta-Modeling Knowledge: Comparing Model Construction and Model Interaction in Bifocal Modeling  
**Tamar Fuhrmann, Shima Salehi and Paulo Blikstein**

Papert's Prison Fab Lab: Implications for the maker movement and education design  
**Gary Stager**

LightUp: An augmented, rapid prototyping learning platform for electronics  
**Joshua Chan, Tarun Pondicherry and Paulo Blikstein**

## Demos

Graph Hopping: Learning Through Physical Interaction Quantification  
**Timothy Charoenyong**

Bilingual Storybook App Designed for Deaf Children Based on Research Principles  
**Melissa Malzkuhn and Melissa Herzog**

SINQ: Designing Social Media to Foster Everyday Scientific Inquiry for Children  
**June Ahn, Jason Yip and Michael Gubbels**

Cloud Rhymer: Prototype Demo and Intervention Proposal  
**David Robert, Peter Schmitt** and **Alex Olwal**

An Educational Application for Botanical Study in Science Classes at Elementary Schools  
**Tomoko Kajiyama**

Interaction Design and Physical Computing in the Era of Miniature Embedded Computers  
**Aman Sipitakiat** and **Paulo Blikstein**

Blockkits: Innovating Building Blocks  
**Paweena Prachanronarong**

A software infrastructure for managing the lifecycle of context-aware stories  
**Fabio Pittarello** and **Luca Bertani**

Next Generation Preschool Math Demo: Tablet Games for Preschool  
**Christine Zanchi, Ashley Lewis Presser** and **Phil Vahey**

Interactive Reflexive and Embodied Exploration of sound qualities with BeSound  
**Giovanna Varni, Gualtiero Volpe, Roberto Sagoleo, Maurizio Mancini** and **Giacomo Lepri**

Owl Pellets and Head-mounted Displays: A Demonstration of Visual Interaction for Children who Communicate in a Sign Language  
**Michael Jones, Jeannette Lawler, Eric Hintz, Nathan Bench** and **Fred Mangrubang**

HygieneHelper: Promoting Awareness and Teaching Life Skills to Youth with Autism Spectrum Disorder  
**Gillian Hayes** and **Stephen Hosaflook**

RoyoBlocks: An Exploration in Tangible Literacy Learning  
**Michael Pope** and **Jonathan Kleiman**

AR-Based Chemistry Learning with Mobile Molecules  
**Arlene Ducao, Catherine Milne, Ilias Koen** and **Ruth Schwartz**

Cyberchase 3D Builder: A New Way to Look at Geometry  
**Ellen Doherty, Michael Templeton, Marj Kleinman, Betsy McCarthy** and **Michelle Tiu**

## Paper Selection

Toys of the Apocalypse: A Construction Set for the Impending Apocalypse  
**Nathan Rudolph**

Plus Minus: Passive Education of Basic Circuitry Through DIY Product Design  
**Jun Sik Kim**

Dr. Wagon: A 'stretchable' toolkit for tangible computer programming  
**Kunal Chawla, Megan Chiou, Alfredo Sandes** and **Paulo Blikstein**

Youtopia: A Collaborative, Tangible, Multi-touch, Sustainability Learning Activity  
**Alissa Antle, Alyssa Wise, Amanda Hall, Saba Nowroozi, Perry Tan, Jillian Warren, Rachael Eckersley** and **Michelle Fan**

Bridging book: a Not-so-electronic Children's Picturebook  
**Ana Carina Figueiredo, Ana Lúcia Pinto, Pedro Branco, Nelson Zagalo** and **Eduarda Coquet**

Using Demibooks Composer to Create Remedial Learning Apps for the Profoundly Deaf  
**Karen Hart** and **Rafiq Ahmed**

Exploring Early Designs for Teaching Anatomy and Physiology to Children Using Wearable E-Textiles  
**Leyla Norooz** and **Jon Froehlich**

VidCoach: A Mobile Video Modeling System for Youth with Special Needs  
**Rachel Rose Ulgado, Katherine Nguyen, Van Erick Custodio, Aaron Waterhouse, Rachel Weiner** and **Gillian Hayes**

BunnyBolt: A Mobile Fitness App for Youth  
**Christine Keung, Alexa Lee, Shirley Lu** and **Megan O'Keefe**

BeatTable: A Tangible Approach to Rhythms and Ratios  
**Engin Bumbacher, Amit Deutsch, Nancy Otero** and **Paulo Blikstein**

## Workshop Summaries

Interactive e-Books for Children  
**Nadia Mana, Ornella Mich, Antonella de Angeli** and **Allison Druin**

Interactive Technologies That Enhance Children's Creativity  
**Françoise Decortis, Elisa Rubegni, Anne Bationo Tillon** and **Edith Ackermann**

Enhancing Children's Voices with Media and Technology  
**Juan Rubio, Kori Inkpen, Anna Ly** and **Jessica Kaminsky**

Designing for and with Children with Special Needs in Multiple Settings  
**Roisin McNaney, Madeline Balaam, Kevin Marshall, Abigail Durrant, Janet Read, Judith Good, Judy Robertson** and **Gregory Abowd**

Bridging books: The Printed Book as Support for Digital Experiences  
**Ana Lucia Pinto, Cristina Sylla, Ana Carina Figueiredo, Pedro Branco, Nelson Zagalo, Natalie Freed, Jie Qi** and **Eduarda Coquet**

Behaviour Change Interventions: Teenagers, Technology and Design  
**Linda Little, Beth Bell, Margaret Defeyter, Janet C Read, Dan Fitton** and **Matthew Horton**

The Makers' Movement and FabLabs in Education: Experiences, Technologies, and Research  
**Paulo Blikstein** and **Dennis Krannich**

Evaluating Accessibility in Fabrication Tools for Children  
**Ben Leduc-Mills, Jaymes Dec** and **John Schimmelp**

## Workshop Best Position Papers

Do Animations in Enhanced eBooks for Children Favour the Reading Comprehension Process? A Pilot Study  
**Nicol Dalla Longa** and **Ornella Mich**

## Paper Selection

Designing for the Needs of Children in Hospital Settings  
**Judy Robertson** and **Madeline Balaam**

Interaction Design, Books, and Cultural Forms  
**Michael S. Horn**

Scatter! A Mobile Non-Parallel Multiplayer Exertion Game  
**Alex Abreu, Gye Won Gho** and **Daragh Byrne**

Making "Making" Accessible  
**Amy Hurst** and **Shaun Kane**

## Doctoral Consortium

Measuring learning and fun in video games for young children: A proposed method  
**Allan Fowler**

The LIT ROOM: Advancing Literacy in Children Through a Networked Suite of Architectural Robotic Artifacts  
**George Schafer, Keith Green, Elise Lewis, Susan Fullerton** and **Ian Walker**

Two-Way Play: Early Learners' Experiences with Bi-Directional Television  
**Meagan Rothschild**

Designing a Tangible Interface for Collaborative Storytelling to Access 'Embodiment' and Meaning Making  
**Cristina Sylla**

Infant Emotional Engagement in Video Mediated Interactions  
**Elisabeth McClure**

Deliberate Discrepancies as a Design Strategy for Motivating Social Communication in Virtual Environments for Young Children with Autism  
**Alyssa M. Alcorn**

Scripting and Orchestration of Collaborative Inquiry in Smart Classrooms  
**Mike Tissenbaum**

An Embodied Approach to Collective Scientific Inquiry  
**Rebecca Cober**

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