

INTERVIEWING THE STAKEHOLDERS

This form is designed to collect important information from the younger set of our stakeholders, as well as those who will chaperone and supervise them throughout their early childhood. A series of interview questions shall be prefaced with a brief summary of our objectives as a design team so as to familiarize the interviewees with our design challenge and to develop a sense of perspective that may improve the quality of answers.

A: FOR THE GUARDIANS/EDUCATORS

The GXC International Innovation Challenge is a program based in Munich in which bachelor students from around the world take on a design problem that exists in areas of society. We as the participants are tasked with coming up with a solution that attempts to solve the problem, and ultimately make a meaningful contribution to our communities.

Our team is working with the Munich City District Youth Organization to design a digital tool to engage with kids aged 6 to 21, empowering them through a structured knowledge transfer, and encouraging them to participate in their communities. The tool should be accessible, easy-to-use, and promote a spirit of inclusivity. As a youth educator, you are our gateway to fostering thoughtful, careful, and exciting interaction between youth.

- 01 What are some tricks you personally use to make sure the youngsters follow rules?
- 02 What tools do you use to motivate them to complete a particular task?
- 03 What sorts of concerns do you have about a digital tool that engages with children? For example, when letting them use the Internet, what sorts of precautions do you take? Think Facebook, Instagram, and Twitter.
- 04 How can we ensure that you and your students feel comfortable using such a tool?
- 05 Do you see either a mobile app or an Internet webpage to be more or less problematic than the other? Do you have any suggestions for another platform we might deploy?
- 06 Do you think a child would find an app or a website to be more difficult to use/navigate? How so?
- 07 What would you like to see in such a tool? For example, chat box/forums for intergenerational interactions (with moderators), or usernames as an added element of anonymity, a privacy policy and data protection measures.
- 08 Would you be interested in a tool like this, and would you encourage your students to participate?
- 09 What do you think is the best way to communicate with kids who may not have learned how to read yet?
- 10 Do parents want to see their children participate in the community at such a young age? Is there a minimum age you see as eligible to hold mature conversations?
- 11 What degree of participation can we expect from parents?

B: FOR THE CHILDREN

Does everyone know what it means to vote? Me and my classmates believe that voting and being active in your community is really important. If you want to see cleaner roads, or better playgrounds, who's going to take action if not you? We want to hear your voice, and so do our leaders.

My friends and I are working on a website or app that will connect you with your classmates, and with students who are older than you so that you can take action together, and talk about your ideas, and the ideas of your friends even younger than you.

- 01 Does this sound exciting to everyone?
- 02 Does anyone have a favorite video game? Smartphone application? Website?
What is it about ____ that you like?
- 03 Does anyone have a favorite book?
- 04 What do you like most about school?
- 05 What are your hobbies?

Now we're going to take a vote on some things, is that okay with everyone?

- 06 Who likes to read?
- 07 Who has used the Internet before? What for?
- 08 Who thinks older kids are scary?