

19/10/2020 GEORGIA BROWN INTERVIEW ANALYSIS

A: EDUCATOR

The educator was very enthusiastic about this program. She was excited by the idea of youth involvement in society, and expressed that interaction between students of all ages is important. She also explained her concerns.

Accessibility/Inclusivity: When I mentioned these objectives that our team would strive for in the design of a digital tool for students aged 6 to 21, she urged me to include a translation feature for students whose first language may not be English. Our interviewee is a teacher at Georgia Brown Elementary, a bilingual school in Paso Robles, California, whose concern for language as a barrier for education is very real.

Parental Guidance: At such a young age, children must be under parental supervision when browsing the Internet. First of all, they will likely need help navigating the relatively complex interface (although it is becoming increasingly easier and intuitive). In addition, children will likely come across images, videos, or other content that is explicit and potentially scarring, and should thus be under constant supervision when on an electronic device.

Parental Confidence: When talking about youth exposure to digital interfaces, the average parent's primary concern is the safety of their child. Some parents will undoubtedly be skeptical and hesitant to allow their child to use an app they are not familiar with. Several features can gain the confidence and trust of parents. First, any interaction between young kids and any other age group should be moderated. Without this moderation, mischievous teenagers will likely expose their younger peers to content which they are not yet mature enough to view. The risks of exposing youth to explicit content is an area that should be explored in further research on the topic of youth involvement and participation. Parents would also find comfort in knowing that an app or project such as ours was government-funded and endorsed. This label implies a certain degree of security and trustworthiness not currently present in the privately funding-dominated app market.

In general, she confirmed that she would certainly encourage students to use an app such as the one we are designing as long as the mentioned features and concerns are addressed.

B: CHILDREN

The interview with the children was quite difficult to conduct, especially given the virtual format. Not only were students hard to hear, but they often talked over each other, and shouted in the background when others were speaking. Thus, much of the data was lost simply due to difficult communication. It should also be noted that these children were aged 4 to 5, just outside our focus age group, but still highly relevant as an “extreme user.”

Most of the answers provided by the children were fairly obvious and self-explanatory of a child’s tendencies. At one point, however, a concerned parent could be heard whispering to their child to ask how these questions would help in our research and development of a digital tool. This demonstrates the obvious concerns of parents as their children grow up in an increasingly digital world that is becoming more and more difficult to censor.

The interview proves that many children are being exposed to relatively advanced digital experiences (games such as Overwatch and Justice League are fairly violent), and a great majority of six-year-olds will likely be fairly familiar with such devices as laptops, tablets, and phones.