

6. (8min) Agency Annotation (type+level) of the System Diagram (Mapping)

- How does the existing system version impact children's agency?
- Reflecting on your overall agency design goal, how do you plan agency for each feature to meet the overall agency goal?
- For each feature from input to output, participants systematically explore the design space by ideating concrete implementation options across four agency types (individual, co-, proxy, collective) and three agency levels (low, medium, high).

Key Functions

F1:
photo & AI

F2:
collection

F3:
family circle

F4:
Friends

F5: Community
goals

Design Level of Agency

L

M

H

Individual Agency	Low / Medium H	Low / Medium H	Low / Medium H	Low / Medium H	Low / Medium H
Co-Agency	Low / Medium M	Low / Medium M	Low / Medium M	Low / Medium H	Low / Medium M
Proxy Agency	Low / Medium M	Low / Medium L	Low / Medium M	Low / Medium M	Low / Medium M
Collective Agency	Low / Medium L	Low / Medium M	Low / Medium L	Low / Medium M	Low / Medium H

Existing system version impacts on agency:

- PokeForest already does several things well for agency. Ella initiates most interactions — she chooses when to walk, what to photograph, whether to share. The "Ask Mum" button puts proxy agency in the child's hands rather than the parent's. And the community groups give children real collective goals, not just adult-defined tasks. However, there are gaps. The AI identification flow is somewhat one-directional — it suggests and Ella accepts or rejects, but she can't teach it or push back with her own observations. The family circle is primarily a broadcast channel (Ella shares, grandma responds) rather than a co-creative space. And the community groups, while aspirational, don't yet give children tools to shape the group's direction — adults likely define the goals.