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In the writings, the main goal of the paper is to shed some light and bring attention to the immensely important Child Computer Interaction field. The need of the hour is to understand the knowledge this growing field has to offer and in what ways the interaction takes place. The paper presents an in-depth analysis of the three attributes such as childhood needs, developmental abilities and experimental goals. Keeping in mind the current scenario, this analysis evolves as a creation of child abstractions. It also highlights and brings the unresolved issues into picture.

Child computer interaction (CCI) is one of the subset of Human computer interaction (HCI) that depicts how children deal and respond to interactive versions of the system. This can be broadly described in various verticals where a child interacts while storytelling, sociology, art and design, and playing different responsive games. It does not category as a specialization for this sole reason. It takes inputs from various levels such as touch, voice, colors etc. thus broadening the area for research. It also includes psychology, development of abilities, behavioral patterns and learnings of science.

The age group of the children considered for child computer analysis is mainly between 5 years to 12 years also including the toddlers and teenagers on an outline level. Activity Theory, described in the paper, focuses on the interaction between the children and the virtual environment. It studies conceptual changes, patterns of interaction and define qualitative data between the child and the technology. Using representative methods is one of the popular usability framework that bases itself on a well-qualified data of research. It explores theoretical knowledge of the children, mark it up against the practical approach and explore the need of developmental capacity.

Results of the child computer interactions have displayed those children as young as 7 years do not always have the capability and vocabulary to put forth their opinions and hence resort to express their feelings through picking up cards, emotions in games by thinking out aloud. More issues have come to attention when there are multiple methods that combine to be put use to assess their interaction pattern. Through contextual laddering, the results urge to tune the requirement in this field based on old and new methods. The newest additions to Fun Toolkit, a survey based child interaction system has been developed after thorough examinations of the research thus describing how it can be better used with children.

The future scope of CCI is a definitive and progressive one. The technology for children has become a part of their natural habitat unlike that of the previous generations for whom technology has come across as a new routine to live with. The best possible progress in this direction is to evaluate design, improve scope for better interaction and exponential rise. Research methodologies applied as a part of the child’s daily activity at home, school and play to monitor personality development. Such research can also lead to longer life of the product, which in turn leads to a significant impact on the industry. An interaction with fit needs, better design evaluation, and response with co-ordination is what the children should benefit from.

References

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