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The author mentions special interest in applying interactive technology to the child computer interaction. Such techniques will evaluate and differentiate the needs of children and adults using the technology. The main goal of the child computer interaction is to ease the level of usage of any interactive mediums used by the children. This field is an learning oriented arena, where the scope to explore the field is always on the grow. The children are expected to study the stimulus, events and things around them.

Child computer interaction (CCI) makes the child to concentrate on his interests than the interactions. The main underlying theories involved here are learning style, multiple intelligent theory and learning pyramid in terms of average retention rate. Multimedia, the main aspect, includes images, videos and other interactive media to attract children.

The paper assess the results of analyzing CCI for a group of 42 boys and 44 girls. The age group considered for all these 86 children is between 4-6.CCIe stands for Child computer embodied interaction with Kinect. CCIt is Child Computer tactile interaction with iPad. CCIm is Child computer multimodal interaction, that involves a mix of both iPad and Kinect.

To study the how the child and computer interaction takes place, handouts focusing on problem solving based on each lesson plan were given to the children. As a result, the most important discretion to be kept in mind is that iPad and Kinect have both sides of the coin. Children had to move their physical structure to express their ideas. This gave abundance feedback. iPad and/or Kinect. The main noticeable factor here is to realize if children use internet to learn things.

Interactive child interface must be deep rooted inculcated from grade 1 to grade 10. This has to reflect in all educational activities. However, the technology is yet to see a dominant place in this field. By putting kindergarten students under the scanner to perform this research, we develop a sense of satisfaction on how responsive, practical and participatory the basic child computer technology needs to be irrespective of the medium used. The main important factor to consider is the children feedback ideas that only improve this child friendly interfaces more successful a time passby.

References

Lee, L.C, & Whei W.J. (2013). Child computer interaction design and its effectiveness. Research and Practice in Technology Enhanced Learning, vol. 8, no. 1, pp. 5-19, 2013.