An embodied perspective on cognition seeks to describe and explain how the body plays a foundational role in how human beings experience, interact with and understand the world we live in. This workshop seeks to bring together a community of researchers who are creating interactive technologies for children based on an embodied perspective on cognition. The workshop will critically explore different approaches to incorporating an embodied perspective in children’s interaction design and HCI research through the development of a shared set of understandings and identification of differences, similarities and synergies between our research approaches. The main outcome for the workshop will be a shared research agenda for children and embodied interaction.

You are invited to submit a four page position paper in the ACM SIGCHI conference publications format. Contributions may be outlines of theoretical position, descriptions of interpretive analysis, evaluations, techniques, methods, or prototypes that rely on embodied interaction and are targeted to children. Authors are to include a working definition of what you mean when you say “embodied interaction” and give two questions you would most like addressed in the workshop. The submissions will be refereed by the organizing committee. A selection of the best papers from the workshop will be published in the ACM IDC’09 proceedings available through the ACM digital library. All papers will be made available on the workshop website.
Participants will be welcomed from a range of disciplines including computing, learning sciences, HCI, interaction and experience design, digital arts and media, robotics, neuroscience, and cognitive psychology.

Please send your submission to the primary workshop organizer, Alissa N. Antle, aantle@sfu.ca by April 8 2009. One author of each accepted paper needs to register for the workshop. Successful workshop applicants will be notified by April 20 2009. Camera ready versions of author’s papers are required by May 4 2009.

Workshop Organizers
Alissa N. Antle is an assistant professor of Interactive Arts and Technology at Simon Fraser University, where her research interests are embodied forms of interaction including tangibles and interactive environments. Her recent work explores the application of embodied schemata and conceptual metaphors in interaction design for interactive environments and designing to support epistemic action in tangible user interfaces. Alissa is the author of a forthcoming ACM *interactions* article entitled, “Embodied child computer interaction: Why embodiment matters”.

Ylva Fernaeus is a researcher at the Swedish Institute for Computer Science, where her current research interests are casual, mobile and physical interaction. She is involved with the European project Living with Robots and Interactive Companions (LIREC), exploring novel robot technologies.

Paul Marshall is a research fellow on the ShareIT project in the Department of Computing at the Open University, where he works in the Pervasive Interaction Lab. His current research focuses on the use of shareable interfaces, such as tangibles and multi-touch surfaces, for learning, working and playing.