



IDC 2009 WORKSHOPS: WEDNESDAY, June 3th, 2009

9.00-17.00: FULL DAY WORKSHOPS

DIGITAL TECHNOLOGIES AND MARGINALIZED YOUTH: REDUCING THE GAP (Castelnuovo Building - room AM2)

Organizers:

E. K. Ackermann (MIT, USA), F. Decortis (University of Liège, Belgium), J. P. Hourcade (University of Iowa, USA), H. Schelhowe (University of Bremen, Germany)

The digital divide between those who have - or not -access to digital technologies still exists, especially in poor countries. And beyond access, even wealthier countries witness a continuing - if not growing - gap between those who 'know' *how* to use digital technologies at their advantage, and those who don't. And, to complicate matters, in today's fast changing world the viable know-how is not always where one thinks! In nearly all nations "old-timers" (caring parents, educators, schools) are puzzling over what youngsters are doing on-line, with their mobile devices, or on their computers. They wonder which software they use, what content they access, in which environments. It becomes crucial to explore all kinds of *digital divide* that are arising among youth. This workshop is the second of the kind at IDC. Focusing on a target population that spans from children to teen-agers, we will explore the challenges and possibilities of digital technologies for marginalized youngsters. Of particular interest to our reflection are the special conditions and circumstances as well as the design and evaluation of technologies and how they can be implanted and embedded in the youth's environments. The workshop aims at bringing together technologists, empirical researchers, designers, educators, psychologists, sociologists, and decision-makers in any domain involving young people.

CHILDREN AND EMBODIED INTERACTION: SEEKING COMMON GROUND (Valleggio Building - room V2.12)

Organizers

A. Antle (S. Fraser University, Canada), Y. Fernaeus (Swedish Institute of Computer Science, Sweden), P. Marshall (The Open University, UK)

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.

Creative interactive play for disabled children (Valleggio Building - room V2.13)

Organizers

P. Marti, A. Pollini, A. Rullo (University of Siena, Italy), L. Giusti (FBK – IRST, Italy), E. Grönvall (University of Aarhus, Denmark)

The aim of the workshop is to bring together research on robotic and assistive technologies that provide play opportunities for improving communication, interaction and physical skills in children with disabilities, sharing experiences and practices among researchers and practitioners. Key topics of interest for this workshop are: Inclusive robotic games, Playground and playware for disabled children, Interactive environments for disabled children, Smart materials for interactive toys, Technology design for children with multiple impairments, Robots as social mediators, Interaction design for inclusive play

13.30-17.00: HALF-DAY WORKSHOP (Natta Palace – the Noble Hall)

Children and Mobile Technology: Interface Development for Mobile Touch Devices

Organizers

R. T. Ballagas (Nokia Research Center, USA), J. Drell (Nickelodeon Kids and Family Games, USA), A. Druin (University of Maryland, USA), E. Reardon and G. Revelle (Sesame Workshop, USA)

The goal of this Workshop is to bring together designers, educators, industry professionals, and researchers who are interested in designing and building mobile educational applications for children, with a particular focus on mobile touch interface challenges and solutions. The workshop will include brief presentations and demos by participants, and focused discussions around some key issues, such as:

- What are the different types of interface options available for mobile technology and what is their relevance to education?
- Do the advantages of portability outweigh the inherent limitations of small screens?
- What does existing research tell us about mobility, interactivity and learning?

The goal is for this to be a highly participatory and collaborative Workshop, with all participants sharing questions, thoughts and ideas.