IDC 2019
Live Healthy
Design • Create • Explore
June 12-15
Boise, Idaho
idc.acm.org/2019
We are happy to welcome you to the 2019 ACM Interaction Design and Children (IDC) conference held in Boise, Idaho, USA June 12-15. IDC 2019 is the 18th in an annual series that encourages research on the design, development, and use of interactive technologies for children. Ambitious and idea-driven researchers, designers, practitioners, and educators from all over the world gathered at IDC to share and discuss the future of technologies for children.

IDC 2019’s theme is Live Healthy: Design • Create • Explore! There is a need for technology to enable and encourage healthy activities - particularly for children who are growing, developing, and forming habits. The generative and creative processes often present in IDC can lead to exploration, innovation, and positive impacts on children’s lives. In addition, the location of this year’s conference is Boise, which has an abundance of outdoor recreation and often ranks high for facilitating a healthy, active lifestyle.

IDC is a welcoming community of diverse members with varied perspectives, all with the goal of enhancing interaction design for children. This diversity was purposefully represented in the organizing committee by including committee members from 12 countries, and 23 academic and industry organizations. These proceedings also include a representation of that diversity. We thank the amazing organizing committee for their dedication and service in pulling together such a strong technical program.

The technical program represents the strength and breadth of this field of research. This year, 14 associate chairs coordinated three reviewers for each of the 124 paper submissions (82 full and 42 short), and authored meta-reviews for each submission. This resulted in approximately 500 reviews in total. Through this rigorous review process, 26 full papers (32%) and 15 short papers (36%) were selected for presentation at the conference, representing a total acceptance rate of 33%.

In addition to the main technical program, this year’s proceedings features abstracts for a keynote talk, 2 panels, 34 works-in-progress (poster) presentations, 7 demos, 8 doctoral symposium presentations, 4 workshops, and 3 courses.

We are grateful to the IDC community for their intellectual and service contributions to the conference. We are also very grateful to our sponsors whose generous contributions have helped to make this conference a success. Finally, we thank the 18 student volunteers for their work enhancing the attendees’ user experience and helping IDC 2019 be an amazing success.

Jerry Fails
General Chair

Svetlana Yarosh and Narcís Pares Burgues
Technical Program Co-chairs
Organizing Committee

Conference Chair
Jerry Fails (Boise State University, USA)

Technical Program & Publication Chairs
Svetlana Yarosh (University of Minnesota, USA)
Narcís Parés (Universitat Pompeu Fabra, Spain)

Full Papers Chairs
Elisa Rubegni (University of Lincoln, UK)
Greg Walsh (University of Baltimore, USA)

Short Papers (Notes) Chairs
Jason Yip (University of Washington, USA)
Bieke Zaman (KU Leuven, Belgium)

Works-In-Progress Chairs
Matthew Horton (University of Central Lancashire, UK)
Sharon Lynn Chu (University of Florida, USA)

Demo & Art Chairs
Monica Landoni (Università della Svizzera Italiana, USI)
Victor Lee (Utah State University, USA)

Workshop & Courses Chairs
Lisa Anthony (University of Florida, USA)
Asimina Vasalou (University College London, UK)

Research & Design Competition Chairs
Kiley Sobel (The Joan Ganz Cooney Center at Sesame Workshop, USA)
Emeline Brulé (University of Sussex, UK)
Swapna Joshi (Indiana University, USA)

Doctoral Consortium Chairs
Floyd Mueller (RMIT Melbourne, Australia)
Chris Frauenberger (Vienna Tech, Austria)
Tamara Clegg (University of Maryland, USA)
Tejinder Judge (Google, USA)

Panel Chairs
Glenda Revelle (University of Arkansas, USA)
Tilde Bekker (TU Eindhoven, The Netherlands)
Shulé Gilutz (Tel-Aviv University, Israel)

Communication Chairs
Maarten Van Mechelen (Aarhus University, Denmark; TU Delft, The Netherlands)
Sofia Papavlasopoulou (NTNU, Norway)

Student Volunteer Chairs
Dhanush kumar Ratakonda (Boise State University, USA)
Ankita Samariya (Boise State University, USA)

Social Activities Chair
Sole Pera (Boise State University, USA)

Sponsorship Chairs
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Mike Horn (Northwestern University, USA)

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Ole Iversen (Aarhus University, Denmark)

Associate Paper Chairs
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Vicky Charisi (JRC Centre for Advanced Studies, Brussels)
Eva Eriksson (Aarhus University, Denmark)
Dan Fitton (University of Central Lancashire, UK)
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| 8:30   | Welcome by Jerry Fails (Chair) and Svetlana Yarosh (Technical Program Co-Chair)  
Experiencing the Body as Play by Florian "Floyd" Mueller (see page 10) |
| 10:00  | Coffee Break                                                        |
| 10:30  | Methods chaired by Svetlana Yarosh  
- Using Gameplay Design Patterns with Children in the Redesign of a Collaborative Co-located Game by Eva Eriksson, Gökçe Elif Baykal, Olof Torgersson, and Staffan Björk  
- Engaging Teenagers in Asynchronous Remote Groups to Design for Stress Management by Arpita Bhattacharya, Calvin Liang, Emily Zeng, Kanishk Shukla, Miguel Rios Wong, Sean Munson, and Julie Kientz  
- Assessing Children’s Perceptions and Acceptance of a Social Robot by Jacqueline Kory-Westlund and Cynthia Breazeal  
- Evaluating Long Term User Experience with Children: Comparing the MemoLine with Interviews (Short) by Matthew Horton, Bieke Zaman, Gavin Sim, and Karin Slegers |
| 11:45  | 2018 Edith Ackermann Awardee Presentation by Mike Horn             |
| 12:00  | Work-in-Progress A 'Madness' Presentations chaired by Sharon Chu (see page 8 for list) |
| 12:30  | Lunch & Work-in Progress A Posters (see page 8 for list)           |
| 2:00   | Fostering Science chaired by Jason Yip  
- Supporting Parent-Child Collaborative Learning through Haptic Feedback Displays by Elham Beheshti, Katya Borgos-Rodriguez, and Anne Marie Piper  
- Supporting Interest in Science Learning with a Social Robot by Joseph Michaelis and Bilge Mutlu  
- Understanding Context in Children’s Use of Smartwatches for Situated Science Learning in Everyday Life by Sharon Chu, Brittany Garcia, and Beth Nam  
- Discussion Prompts to Support Family Engagement in Science: Talking about Astro-engineering in Library-based Making Program (Short) by Heather Toomey Zimmerman, Zachary McKinley, Katharine E. Grills, and Soo Hyeon Kim  
- Exploring Parent Use of Early STEM Media to Inform Design for Children (Short) by Brianna Hightower, Kelly Sheehan, Alexis Lauricella, and Ellen Wartella |
| 3:30   | Coffee Break                                                        |
| 4:00   | Lowering Barriers chaired by Tilde Bekker  
- Query Formulation Assistance for Kids: What is Available, When to Help & What Kids Want by Jerry Fails, Maria Pera, Oghenemaro Anuyah, Casey Kennington, Katherine Wright, and William Bigirimana  
- Youth Learning Machine Learning through Building Models of Athletic Moves by Abigail Zimmermann-Niefield, Makenna Turner, Bridget Murphy, Shaun Kane, and R. Benjamin Shapiro  
- Joint Emotional State of Children and Perceived Collaborative Experience in Coding Activities by Kshitij Sharma, Sofia Papavlasopoulou, and Michael Giannakos  
- Smart Homes Programming: Development and Evaluation of an Educational Programming Application for Young Learners (Short) by Mazyar Seraj, Cornelia S. Große, Serge Autexier, and Rolf Drechsler  
- Exploring Globally Inclusive Online Collaboration for Indian and Finnish School children (Short) by Sumita Sharma, Pekka Kallioniemi, Jaakko Hakulinen, Tuuli Keskinen, and Markku Turunen |
| 5:30   | Boise State University Welcome Reception at 777 West Main Street    |
Thursday (June 13th) — Main Conference

8:30 Adolescents & Teens chaired by Elisa Rubegni
- A Review of Design Interventions for Promoting Adolescents’ Physical Activity by Yudan Ma, Annemieke Veldhuis, Tilde Bekker, Jun Hu, and Steven Vos
- Behind the Scenes: Design, Collaboration, and Video Creation with Youth by Sarah McRoberts, Ye Yuan, Kathleen Watson, and Svetlana Yarosh
- Enacting Identities: Participatory Design as a Context for Youth to Reflect, Project, and Apply their Emerging Identities by Merijke Coenraad, Jen Palmer, Diana Franklin, and David Weintrop
- Brokering Data: Co-Designing Technology with Latina Teens to Support Communication with Parents by Ralph Vacca

10:00 Coffee Break

10:30 Panel: Broadening the Discussion of Ethics in the IDC Community by Christopher Frauenberger, Monica Landoni, Jerry Fails, Janet Read, Alissa Antle, Pauline Gourlet (see page 10)

11:45 Research and Design Competition chaired by Kiley Sobel (see page 8 for list of finalists)

12:10 Demo ‘Madness’ Presentations chaired by Monica Landoni (see page 9 for list)

12:30 Lunch & Demos (see page 9 for list)

2:00 Makers & Coders chaired by Mike Horn
- Is My Game Ok Dr. Scratch? Exploring Computational Thinking Development in Game Design via Metrics by Giovanni Troiano, Sam Snodgrass, Erinc Argimak, Gregorio Robles, Gillian Puttick, Eli Tucker-Raymond, Michael Cassidy, Gillian Smith, and Casper Hartevedt
- Tinkering with Music: Designing a Maker Curriculum for An After School Youth Club (Short) by David Bar-El and Marcelo Worsley
- Programs in the Palm of your Hand: How Live Programming Shapes Children’s Interactions with Physical Computing Devices by Lautaro Cabrera, John H. Maloney, and David Weintrop
- Facilitation in an Intergenerational Making Activity: How Facilitative Moves Shift Across Traditional and Digital Fabrication (Short) by Stephanie Jones, Melissa Perez, Sarah Lee, Kira Furuichi, and Marcelo Worsley
- Understanding the Practices and the Products of Creativity: Making and Tinkering Family Program at Informal Learning Environments (Short) by Soo Hyeon Kim and Heather Toomey Zimmerman

3:30 Coffee Break

4:00 VR/AR chaired by Lisa Anthony
- PrototypAR: Prototyping and Simulating Complex Systems with Paper Craft and Augmented Reality by Seokbin Kang, Leyla Norooz, Elizabeth Bonsignore, Virginia Byrne, Tamara Clegg, and Jon Froehlich
- "I'm Drowning in Squirrels!": How Children Embody and Debug Computational Algorithms Through Designing Mixed Reality Games (Short) by Breanne Litts, Apoorva Chauhan, Chase Mortensen, and Kamaehu Matthias
- Designing for Impact: Shifting Children’s Perspectives of Civic and Social Issues Through Making Mobile Games (Short) by Julie Lamarra, Apoorva Chauhan, and Breanne Litts
- MaR-T: Designing a Projection Based Mixed Reality System for Nonsymbolic Math Development of Preschoolers by Ceylan Beşevli, Elif Salman, Tilbe Gökşun, Hakan Urey, and Özgünhan Öźcan
- An Exploration of Using Virtual Reality to Assess the Sensory Abnormalities in Children with Autism Spectrum Disorder (Short) by Ankit Koirala, Zhiwei Yu, Hillary Schilts, Amy Van Hecke, Kathleen Koth, and Zhi Zheng

5:30 Award Reception at JUMP — Slides, Demos, Food, and Awards
Friday (June 14th) — Main Conference

8:30  Youngest chaired by Glenda Revelle
- “Hey Google, Do Unicorns Exist?”: Conversational Agents as a Path to Answers to Children’s Questions by Silvia Lovato, Anne Marie Piper, and Ellen Wartella
- Voice Agents Supporting High-Quality Social Play by Luiza Superti Pantoja, Kyle Diedrich, Liam Crawford, and Juan Pablo Hourcade
- Designing Tangible ABCs: Fröbel’s Sticks and Rings for the 21st Century (Short) by Heidy Maldonado
- Active Listening: Encouraging Sound Awareness Through Tangible Sonic Toys (Short) by Kristin Carlson, Greg Corness, and Prophecy Sun
- No Touch Pig! Investigating Child-Parent Use of a System for Training Executive Function by Kiley Sobel, Kate Yen, Yi Cheng, Yeqi Chen, and Alexis Hiniker

10:00 Coffee Break

10:30 Panel: Paths to Partnering by Allison Druin, Tejinder Judge (Google, USA), Wyndeth Davis (National Park Service, USA), and Claudio Pinhanez (IBM Research, Brazil) (see page 10)

11:45 Announcing IDC 2020

12:00 Work-in-Progress B 'Madness' Presentations chaired by Matthew Horton (see page 9 for list)

12:30 Lunch & Work-in Progress B Posters (see page 9 for list)

2:00 Storytelling chaired by Christopher Frauenberger
- Intergenerational Family Storytelling and Modeling With Large-Scale Data Sets by Daryl Axelrod and Jennifer Kahn
- Co-designing Inclusive Multisensory Story Mapping with Children with Mixed Visual Abilities by Clare Cullen and Oussama Metatla
- Together Together: Combining Shared and Separate Activities in Designing Technology for Family Life by Peter Christensen, Christoffer Øland Skovgaard, and Marianne Graves Petersen
- Detecting Gender Stereotypes in Children Digital StoryTelling (Short) by Elisa Rubegni, Monica Landoni, Antonella de Angeli, and Letizia Jaccheri

3:30 Coffee Break

4:00 Apps chaired by Silvia Lovato
- "Stranger Danger!" Social Media App Features Co-designed with Children to Keep Them Safe Online by Karla Badillo-Urquiola, Diva Smriti, Brenna McNally, Evan Golub, Elizabeth Bonsignore, and Pamela Wisniewski
- Creating a Framework to Support the Critical Consideration of Dark Design Aspects in Free-to-Play Apps by Dan Fitton and Janet Read
- The Added Challenge of Digital Reading: Exploring Young Children’s Page Turning Behaviors (Short) by Ying Xu, Joanna Yau, and Stephanie Reich

5:30 Boise Zoo Reception — Fun, Food, Giraffes, Farm Animals, Cruise, Carousel, Face-painting
### Saturday (June 15th) — Workshops & Courses

At Boise State University Computer Science Building

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<tr>
<th>9:00</th>
<th><strong>Full Day Workshops</strong></th>
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<td></td>
<td>• W1: Pushing the Boundaries of Participatory Design with Children with Special Needs organized by Aurora Constantin, Jessica Korte, Jerry Fails, Judith Good, Cristina Adriana Alexandru, Mihaela Dragomir, Helen Pain, Juan Pablo Hourcade, Eva Eriksson, Annalu Waller OBE, and Franca Garzotto</td>
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<td>• W2: Immersive Media Design and Children organized by Kiley Sobel, Lori Takeuchi, Lisa Castaneda, and Samantha Bindman</td>
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<td>• W3: 3rd KidRec Workshop: What does good look like? organized by Theo Huibers, Jerry Fails, Natalia Kucirkova, Monica Landoni, Emiliana Murgia, and Maria Pera</td>
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<th>9:00</th>
<th><strong>Morning Course</strong></th>
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<td>• C1: Child Development and Interaction Design by Juan Pablo Hourcade, Luiza Superti Pantoja, and Kyle Diederich</td>
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| 10:15 | Coffee Break (available for half an hour) |
| 12:00 | **Lunch** (on 3rd floor of Computer Science Building) |

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<th>1:00</th>
<th><strong>Afternoon Courses (ending by 5:00 pm)</strong></th>
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<td>• C2: Craft- and Project-based Pedagogy for Digital Fabrication and Making by Calkin Suero Montero</td>
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<td>• C3: Quantitative Methods for Child-Computer Interaction by Lisa Anthony</td>
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| 2:30 | Coffee Break (available for half an hour) |

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<th>9:00</th>
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<td>• Supporting Friendship Development for Children with Autism and Their Typically Developing Peers by Aljawharah Alabdullatif</td>
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<td>• Designing to Support Teen Mental Health Using Asynchronous Online Groups by Arpita Bhattacharya</td>
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<td>• Youth Design of Digital Stories to Promote Indigenous Voices by Merijke Coenraad</td>
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<td>• The Development of Face-to-Face Collaboration Technology for Children by Kyle Diederich</td>
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<td>• User Experience challenges for designing Computer-Based Assessments among children by Florence Lehner</td>
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<td>• Can Haptic Feedback Improve STEM Learning for Young Children? Lessons from an Experiment and Teacher Focus Groups by Sarah Pila</td>
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<td>• Children’s Authentication: Understanding and Usage by Dhanush kumar Ratakonda</td>
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<td>• Exploring Embodied Learning for Early Childhood Education by Marion Voillot</td>
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Works-in-Progress A Posters

Wednesday June 12th, 12:00–2:00 pm

- “Anon what what?”: Children’s Understanding of the Language of Privacy by Stacy Black, Rezvan Joshaghani, Dhanush kumar Ratakonda, Hoda Mehrpouyan, and Jerry Fails
- Designing Sensory-Inclusive Virtual Play Spaces for Children by LouAnne Boyd
- Designing Software to Prevent Child Marriage Globally by Jostein Brevik, Letizia Jaccheri, and Juan Torrado
- ‘trove’: a Digitally Enhanced Memory Box for Looked After and Adopted Children by Stuart Gray, Rachel Hahn, Kirsten Cater, Debbie Watson, Chloe Meineck, and Tom Metcalfe
- Co-adapting a Design Thinking Activity to Engage Students with Learning Disabilities: Insights and Lessons Learned by Lynne Harden and Emily Moore
- Designing a Collaborative Virtual Reality Game for Teen-Robot Interactions by Ada S. Kim, Elin Björling, Simran Bhatia, and Dong Li
- Design Implications from Cognitive Event Analysis: A case study of digitally mediated interaction in autistic children by Margaret Laurie, Andrew Manches, and Sue Fletcher-Watson
- Co-Designing an Intelligent Conversational History Tutor with Children by Naja Mack, DeKita Moon Rembert, Robert Cummings, and Juan Gilbert PhD
- A Serious Videogame to Support Emotional Awareness of People with Down Syndrome by Marisela Hernández Lara, Karina Caro, and Ana I. Martínez-García
- Broadening Participation for Remote Communities: Situated Distance Telepresence by Osazuwa Okundaye, Francis Quek, and Sharon Chu
- “My Name Is My Password”: Understanding Children’s Authentication and Practices by Dhanush kumar Ratakonda, Tyler French, and Jerry Fails
- Comic-based Digital Storytelling with Primary School Children by Carolina Beniamina Rutta, Gianluca Schiavo, Massimo Zancanaro, and Elisa Rubegni
- Creative Learning Kits for Physical Microworlds: Supporting the Making of Meaningful Projects Using Low-cost Materials by Mariana Tamashiro, Leo Burd, and Ricarose Roque
- Children’s Assessment of Co-design Skills: Creativity, Empathy and Collaboration by Maarten Van Mechelen, Alice Schut, Mathieu Gielen, and Antonia Clasina Södergren
- “Hey Emotion Companion, Can You Be My Friend?” by Rojin Vishkaie
- ARCat: A Tangible Programming Tool for DFS Algorithm Teaching by Xiaozhou Deng, Danli Wang, and Qiao Jin
- Timeless Homes: Exploring Genealogy and Family Histories through Co-Design with Children by Wenting Cheng, Jiahui Wu, and Elizabeth Bonsignore

Research Design Competition

Thursday June 13th, 11:45–2:00 pm

- Digipack Pro – Revamping Social Interactions and Supporting Physical Activity by Calkin Suero Montero, Eija Karna, and Kwok Ng
- EmotOtent: Reducing School Violence through Embodied Empathy Games by Alissa Antle, Ofir Sadka, Iulian Radu, Boxiao Gong, Victor Cheung, and Uddipana Baishya
- KidLED: A colorful approach to children’s activity awareness by Ankita Samariya, Jerry Fails, Margiawan Fitriani, Tucker Ferguson, and Anud Sharma
18th Interaction Design and Children Conference

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Demos
Thursday June 13th, 12:00–2:00 & 5:30–6:30 pm

- Programmable Battery as a Computational Crafting Material for Children by Hideki Mori
- Rewire: A Game About Neuroplasticity by Stephanie Zhang and Emily Ling
- The Sensing Bridge Between Perceptuomotor Experience and Scientific Investigation by Amy Farris
- Harmonious: expressive confidence through explorative construction of chord progressions by Rundong Jiang and Vishesh Gupta
- City Settlers - Participatory Games to Build Sustainable Cities by Vishesh Kumar and Mike Tissenbaum
- Mazi: A Tangible Toy for Collaborative Play between Children with Autism by Antonella Nonnis and Nick Bryan-Kinns
- VisualNote by Kenneth Fernandez, Jiayu He, and Caitlin Go
- Special Demo Table Remembering Mike Eisenberg

Works-in-Progress & Posters
Friday June 14th, 12:00–2:00 pm

- Peppy: A Paper-Based Augmented Reality Application to Help Children Against Dysgraphia by Maira Abid, Muhammad Ahmed Bhimra, Muhammad Meheen, Azan Bin Zahid, and Suleman Shahid
- Designing Social Play to Support Young Hospitalised Children by Valentina Andries and Judy Robertson
- HugBot: A soft robot designed to give human-like hugs by Hooman Hedayati, Srinjita Bhaduri, Tamara Sumner, Daniel Szafir, and Mark Gross
- Thought Disposal: Co-designing a virtual interaction to reduce stress in teens by Elin Björling, Rachael Cicero, Aditya Sankar, and Anand Sekar
- Searching for spellcheckers: What kids want, what kids need by Brody Downs, Tyler French, Katherine Wright, Maria Pera, Casey Kennington, and Jerry Fails
- Mixed Reality for Learning Programming by Joonyoung Kim, Sudeep Agarwal, Kristina Marotta, Siwei Li, Jonathan Leo, and Duen Horng Chau
- Exploring Tangible Interaction and Diegetic Feedback in an AR Math Game for Children by Jingya Li, Erik van der Spek, Jun Hu, and Loe Feijs
- Diverso: Make learning relevant for all students by Livia Macedo and Andrew McCabe
- Exploring the Needs of Fifth Graders Solving Math Word Problems for Personalization by DeKita Moon Rembert, Naja Mack, and Juan Gilbert PhD
- Knowledge Places: Embedding Knowledge in the Space of the Classroom by Anthony Perritano and Tom Moher
- Participatory Design with Teens: A Social Robot Design Challenge by Emma Rose, Elin Björling, and Maya Cakmak
- Investigating the Social and Temporal Aspects of Children’s Physical Activity Games by Ankita Samariya, Jerry Fails, and Derek Hansen
- Towards Better Transitions for Children with Diabetes: User Experiences on a Mobile Health App by Ji Youn Shin and Bree Holtz
- Towards a child-led design process - A pilot study: when pre-schoolers’ play becomes designing by Antonia Clasina Södergren and Maarten Van Mechelen
- Supporting self-evaluation for children with mental disabilities through Augmented Reality by Juan Torrado, Javier Gomez, and Letizia Jaccheri
- From Doodles to Designs: Participatory Pedagogical Agent Design with Elementary Students by Joseph B. Wiggins, Jamieka Wilkinson, Lara Baigorria, Yingwen Huang, Kristy Elizabeth Boyer, Collin Lynch, and Eric Wiebe

18th Interaction Design and Children Conference
Keynote: Experiencing the Body as Play by Florian "Floyd" Mueller

Playing with computers mostly means focusing on the mind, rather than the body. However, children's play teaches us how powerful experiences can be if the human body is involved. In consequence, I propose to see the body as a design opportunity for unique human-computer interactions, this enables us to “experience our bodies as play”. Drawing on phenomenology to unpack what we mean by “body” and “experience”, I argue that designing technology for the human body, whether for young children, teens or adults, is uniquely different than designing for keyboard or touch. As such, I propose to put the human body into the center of the digital play experience. I illustrate this thinking by presenting recent work that puts the human body into the center of the digital play experience, including a flying robot as jogging companion, family games for children in hospital, 3D printed heart rate souvenirs, shared reading apps, illuminated bicycle helmets, on-body robotic arms, wireless pills and singing ice cream.

Panel: Broadening the Discussion of Ethics in the Interaction Design and Children Community

- Christopher Frauenberger (TU Wein, Vienna University of Technology, Austria)
- Monica Landoni (Universita della Svizzera italiana, USI, Italy)
- Jerry Alan Fails (Boise State University, USA)
- Janet C. Read (University of Central Lancashire, UK)
- Alissa Antle (Simon Fraser University, Canada)
- Pauline Gourlet (United Nations, USA)

Interaction Design and Children (IDC) as an academic field, and as a community, has a responsibility to engage with the many and diverse ethical challenges that arise from work that concerns the creation of digital technology for and with children -- both in terms of research and industry contexts. This panel builds on a short history of similar events at previous conferences and aims to foster and strengthen the debate about ethical conduct and moral responsibilities in IDC. In this year’s panel, we seek to broaden the discussion by collecting ethical concerns, issues or dilemmas from within the community to be discussed at the conference. To this end, we will issue an open call for input that will be publicized via the usual channels. The organizers then will synthesize the responses and facilitate the discussion and debate at the panel.

Panel: Paths to Partnering

- Moderator: Allison Druin (Pratt Institute, USA)
- Panelist: Tejinder Judge (Google, USA)
- Panelist: Wyndeth Davis (National Park Service, USA)
- Panelist: Claudio Pinhanez (IBM Research, Brazil)

Successful collaboration between any two entities takes a lot of work, and understanding the context and constraints within which each entity is working. In this highly interactive panel, conference attendees will join the conversation and learning experience led by a moderator and panelists who have years of experience collaborating. Hear their — and share your — successes and failures in collaborating with industry and academia.
# Conference Overview

<table>
<thead>
<tr>
<th>Wednesday (June 12th)</th>
<th>Thursday (June 13th)</th>
<th>Friday (June 14th)</th>
<th>Saturday (June 15th)</th>
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</thead>
<tbody>
<tr>
<td><strong>Main Conference at JUMP</strong></td>
<td><strong>Main Conference at JUMP</strong></td>
<td><strong>Main Conference at JUMP</strong></td>
<td><strong>Workshops, Courses, DC at Boise State University</strong></td>
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<tr>
<td>7:00</td>
<td>Walk (Downtown)*</td>
<td>Walk (Greenbelt)*</td>
<td>Walk (Boise State)*</td>
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<tr>
<td>7:30</td>
<td>Registration</td>
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<tr>
<td>8:30</td>
<td>Welcome</td>
<td>Papers: Adolescents &amp; Teens</td>
<td>Papers: Youngest</td>
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<tr>
<td>9:00</td>
<td>Keynote: Experiencing the Body as Play (Floyd Mueller)</td>
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<td>Full Day Workshops (W1/W4, W2, W3)</td>
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<td>9:30</td>
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<td></td>
<td>C1: Child Dev and IDC Doctoral Consortium</td>
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<td>10:00</td>
<td>Coffee Break</td>
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<tr>
<td>10:30</td>
<td>Papers: Methods</td>
<td>Panel: Broadening the Discussion of Ethics in IDC</td>
<td>Panel: Paths to Partnering</td>
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<td>11:00</td>
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<td>11:30</td>
<td>2018 Edith Ackerman Research &amp; Design</td>
<td>Announce IDC 2020</td>
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<td>12:00</td>
<td>WiP A Madness</td>
<td>Demo Madness</td>
<td>WiP B Madness</td>
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<td>12:30</td>
<td>Lunch &amp; Work-in-Progress A Posters</td>
<td>Lunch &amp; Demos</td>
<td>Lunch &amp; Work-in-Progress B Posters</td>
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<td>2:00</td>
<td>Papers: Fostering Science</td>
<td>Papers: Makers &amp; Coders</td>
<td>Papers: Storytelling</td>
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<td>Coffee Break</td>
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<td>4:00</td>
<td>Papers: Lowering Barriers</td>
<td>Papers: VR/AR</td>
<td>Papers: Apps</td>
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<td>5:30</td>
<td>Boise State University Welcome Reception at 777 West Main Street</td>
<td>IDC Awards Reception at JUMP</td>
<td>IDC Boise Zoo Reception</td>
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*Meet for walks in the Hampton Inn & Suites Boise Downtown lobby.*
- JUMP—Main Conference Venue (June 12-14)
- Boise State University Computer Science Entrance
  - 777 West Main Street, next to US Bank Building
- June 12 Evening Event
- Workshops, Courses, and Doctoral Consortium
- Boise Zoo (June 14th, Evening Reception)
- Hampton Inn & Suites Boise Downtown (Conference Hotel)