IDC 2021 Design Challenge
“(Re)imagining a world after COVID-19”

Our daily life has been changed drastically after the outbreak of COVID-19. We cannot meet, learn or play in the same way as before. We now need to build new, inclusive and creative ways to deal with the challenges we are facing. The ACM Interaction Design & Children 2021 Conference invites children all over the world to participate in a Design Challenge to (re)imagine the post-pandemic world and submit their vision of how technology can help to make the world one they would like to live in.

There are plenty of questions we would like to ask children to think about when dreaming of the world after this pandemic has ended. Some examples are:

• How will we find and maintain friendships all over the world overcoming time-zone differences?
• How will we communicate no matter what different languages we speak?
• How will we spend time and share memories with our loved ones?

We would like to see your vision of how technology could help to make all the above and even more to happen. What would this technology look like? How would it work? How would this technology tackle one or more of local yet global problems? There are no wrong answers, only plenty of creativity. Design it, draw it, build it and tell us about it!

For more information and to enter the Challenge visit https://idc.acm.org/2021/design-challenge/

IDC 2021 Design Challenge schedule:
•  1 March 2021  Phase 1: Submission of initial ideas (design concept) in the form of a document or presentation.
•  24 May 2021  Phase 2: Submission of design sketches or working prototypes, in the form of a 1-minute video