A special characteristic of technology is its connectivity, that is, its capacity for the interconnection of platforms, systems, applications... but what about its potential to foster connectedness? In other words, in which ways can technology contribute for people being or feeling socially, emotionally, or professionally linked with others or with another?
This year, the Interaction Design and Children 2022 conference invites children to participate in a Research and Design Challenge under the theme “Connectedness”. We invite children all over the world to imagine and submit their ideas of how technology can foster connectedness among people who live near and/or far from each other, who are of the same age or from different life spans, who have similar and/or different social and cultural background, etc. In short, *how can technology creatively connect people, people and pets, or even people and objects if they have a special role in somebody’s life?*
Here are some questions to help children envisage and dream of solutions to connect people all over the world. Some examples are the following:

- How can we connect children from different countries?
- How can we connect people that have similar or opposite needs?
- How can we connect people all over the world overcoming time-zone differences?
- How can we connect people no matter what different languages they speak?
- How can we foster connections between people willing to address some of the problems our planet faces today?
- How can we connect people and pets or objects in a meaningful way?
- How can we promote inclusive connections?

We would like to see your vision of how technology could help to make all the above connections and even more possible. What would this technology look like? How would it work? How would this technology tackle one or more needs of connectedness? There are no wrong answers, only plenty of creativity. Design it, draw it, build it and tell us about it!
Challenge Phases & Submission

Phase 1 - Submission of children’s ideas

In Phase 1 of the 2022 ACM Interaction Design and Children (IDC) Research & Design Challenge, children all over the world are invited to submit their initial ideas in response to the theme “Connectedness”.

Submissions can be made by individuals or teams of students from a classroom or an entire school, or even combinations from different schools, clubs, towns, or countries. There are two categories: 1) up to 12 years-old and 2) from 12 to 17 years-old. Each team is invited to fill out a simple form (which will be available on the IDC’22 website) with a brief description of their idea along with drawings, pictures or other files that will give an initial impression of the idea.

Each team is free to choose the best form and means to express and share comfortably their ideas. It could also be worth looking at the material submitted for the previous editions. The ideas received will form the basis for the second phase of the Research & Design Challenge.

Given that we are addressing an international public, all the submissions must be in English.

You can take a look at the material submitted for previous editions: bityli.com/MKPDXX
Challenge Phases & Submission

**Phase 2 – Submission of design concept**

**Adult Challenge (over 18 years-old)**

In Phase 2, we invite researchers and designers to submit a design concept (i.e.: prototypes, not actual artefacts) that responds to the same theme, “Connectedness”, and builds on one or more of the ideas of children presented in Phase 1. Each submission should have the form of a [2-4 page summary](#) (not including references nor acknowledgements) in [CHI Extended Abstract](#) format for the adult judges (the track chairs and expert reviewers), accompanied by a [short 1-minute video](#) that presents the concept to our child judges (think CHI madness made for kids). You can also submit any [supplementary material](#) (e.g., drawings, sketches, photos) to explain your concept.

The submissions will be judged by the children who submitted their ideas on the basis of the videos, and by the adult jury, who will consider the paper and all other material.

We will select a sample of your submissions based on commonly recurring themes, unique perspectives and variations, and surprising design elements. We will then send the sample out to clever adult researchers and creative children, who will vote.

The three finalists in each category will be invited to present a prototype to the IDC audience during the conference.
Phase 2 – Submission of design concept
Junior Challenge (two categories: up to 12 years-old and from 12 to 17 years-old)

The design ideas created by the children may not only inspire professional designers and researchers to create a design concept, but also other teenagers and children. Thus, we also invite teenagers and children to submit a description of their design concept (e.g. sketches or a presentation of a working prototype) to answer their requests or the ones of their peers. Each submission should be made by a one-minute video presenting the concept and a 2/4 pages explanation written in English and understandable by the child-jury who will judge each work with help from the adult jury.

The finalists will be selected based on commonly recurring themes, unique perspectives and variations, and surprising design elements.

Specifically,
- Your video should not be longer than 1 minute.
- Your video should be saved in an MP4 format.
- You may use any tool you wish to create your video.
- Your submission can be accompanied by supplementary material (e.g., drawings, sketches, photos, a presentation).

The three finalists in each category will be invited to present an artefact to the IDC audience during the conference.
ACM Interaction Design and Children (IDC) conference 2022

Important Dates

• Phase 1: Child input for challenges open until 23 Jan 2022
• Phase 2: R & D Challenge starts 14 February 2022
• Phase 2: R & D Challenge open until 03 April 2022
• Notifications to competition finalists up to 25 April 2022
• Camera-ready deadline on 8 May 2022.
• Presentation at the conference 29 – 30 June 2022.