This year, the Interaction Design and Children 2023 conference invites children and young people to participate in the Research and Design Challenge under the theme “Smart Communities”. We invite young people all over the world, of all genders, countries, and needs to imagine and submit your ideas about the question – how can smart machines foster compassion (kindness, equality, sustainability and beyond) in our communities (family, friends, neighborhood, country and world)?
Smart machines, or so-called Artificial Intelligence (AI), are almost everywhere in our lives, and they help us by recommending movies, detecting our moods, and enabling self-driving cars. But can smart machines also help create more compassion within our communities? Compassion can include treating each other kindly and equally, and caring for the sustainability of our environment. There are already smart machines that help foster compassion by playing with us like a friend, reading labels for those who need assistance, and chit-chatting with people when they feel lonely. But, our community still needs so much more!
Here are some questions to help children envisage and dream of ideas for smart machines that can foster compassion in our communities:

- When was a time or a situation when you wanted to help others most?
- How can smart machines bring assistance to those with different types of needs, physical, emotional, or otherwise?
- How can smart machines help people know if/when/where they might be able to help others (e.g., build or find homes for people needing shelter)?
- How can smart machines help community members share their joy and happiness with others?
- How can smart machines improve sustainability by protecting the environment, providing clean energy, and supporting efficient local food systems?
- How can smart machines improve equity and fairness in our world related to gender, race, abilities, education, healthcare, and job opportunities?

Your idea might be in a whole new category of compassion. There are no right or wrong answers in this process, let’s focus on being creative and empathetic. Design your ideas, draw them, construct them, or find ways to tell us about your thinking.

**RESEARCH & DESIGN CHALLENGE**
Phase 1 - Submission of children’s ideas

In Phase 1 of the Research & Design Challenge, children all over the world are invited to submit their initial ideas in response to the theme “Smart Communities”.

Submissions can be made by individuals or teams of students from a classroom, after-school program, club, maker space, or 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 individual or team is invited to fill out a simple form with a brief description of their idea along with drawings, pictures or other forms that best express an initial impression of the idea. The ideas received will form the basis for the second phase of the Research & Design Challenge.

We accept submissions in any major language, although English is encouraged. To make non-English design ideas understandable for people around the world, we will use translation tools to also translate into English. Using clear and straightforward language will help avoid mistranslations.
Phase 2 - Submissions 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 artifacts) with the same theme, “Smart Communities”, and builds on one or more of the ideas submitted by children in Phase 1. Each submission should have the following format:

• A 2–4 page summary (including extra pages for references) in CHI Extended Abstract format. This part will be judged by the adult researchers (the track chairs and expert reviewers),

• A short 1-minute video in MP4 format (think CHI teaser videos made for kids). This part will be judged by children that submitted their ideas in phase 1.

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 materials.

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.
ACM Interaction Design and Children (IDC) conference 2023

IMPORTANT DATES

• Phase 1: Child input for challenges open until – **January 31, 2023**
  **February 14, 2023**
• Phase 2: R & D Challenge starts – **21st February 2023**
• Phase 2: R & D Challenge open until – **4th April 2023**
• Notifications to competition finalists up to **25th April 2023**
• Camera-ready deadline on **2nd May 2023**

RESEARCH & DESIGN CHALLENGE
IMPORTANT LINKS

Submit your ideas here: https://tinyurl.com/acmidc

• Take a look at the material submitted in previous years:

  2021: https://tinyurl.com/acmidc21

  2022: https://tinyurl.com/acmidc22

• Learn more about IDC here:
  https://idc.acm.org/2023

RESEARCH & DESIGN CHALLENGE