### Program at a glance

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday - June 17</th>
<th>Tuesday - June 18</th>
<th>Wednesday - June 19</th>
<th>Thursday - June 20</th>
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<tr>
<td>08:30</td>
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<td>09:00</td>
<td>Workshops &amp; Doctoral Consortium</td>
<td>Welcome</td>
<td>Session 2.1</td>
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<td>LTD Symposium</td>
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<td>09:30</td>
<td>Keynote 1: Emer Beamer</td>
<td>Session 11</td>
<td>Keynote 2: Ole Sejer Iversen</td>
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### Keynotes:

- **Emer Beamer**
  - **Title:** Beyond the Research – Children as Designers in an array of global contexts

- **Ole Sejer Iversen**
  - **Title:** Reimagining Participatory Design: Building sustainable futures with CCI research
### Workshops - (Registration required)

**[Full Day]**

- In the era of climate change: Exploring research at the intersection of children, emerging technology, and environmental sustainability
  - Organizers: Bronwyn J. Cumbo; Andrea Gauthier; Asimina Vasalou - **Dance Studio A**

- Inclusive Digital Maker Futures for Children via Physical Computing
  - Organizers: Thomas Ball; Kimberly Ying; Joe Finney; Steve Hodges; Elisa Rubegni; Lorraine Underwood; Jayne Everson; R. Benjamin Shapiro; Colby Tofel-Grehl; Rojin Vishkaie - **Dance Studio B**

**[Morning]**

- Designing for Children's Digital Well-being: A Research and Practice Agenda
  - Organizers: Vicky Charisi; Nikoleta Yiannoutsou; Shuli Gilutz; Matthew Dennis; Shyamli Suneesh - **Rhythm A**

- Exploring Child-AI Entanglements
  - Organizers: Michaela Honauer; Christopher Frauenberger - **Body & Mind**

- Participatory Design with Young Children: Failures, Challenges, and Successes
  - Organizers: Katharina Buckmayer; Filipa Rocha; Elisa Rubegni; Reem Talhouk; Hugo Nicolau; Ana Cristina Pires - **Rhythm B**

- Vishkaie - **Dance Studio B**

**[Afternoon]**

- Explainable and Transparent Child-Technology Interaction
  - Organizers: Elmira Yadollahi; Mike E.U. Ligthart; Kshitij Sharma; Elisa Rubegni - **Rhythm A**

- Child-Centered AI for Empowering Creative and Inclusive Learning Experiences
  - Organizers: Grazia Ragone; Safinah Ali; Andrea Esposito; Judith Good; Kate Howland; Carmelo Presicce - **Body & Mind**

- Technology-Enhanced STEM Learning in Childhood
  - Organizers: Eleni Chatzidaki; Sofia Papavlasopoulou; Hannie GiJlers; Tessa H.S. Eysink; Pavlos Koulouris - **Rhythm B**

### Doctoral Consortium. (By invitation only)

**[Full Day]**

- Accepted contributions - **Design Studio**
  - Computational Empowerment in K–12 Education: Formative Assessment Strategies for Educational and Design Practices through Dialogic Learning Approaches - Yu-Yu Liu
  - Interactive Multi-Sensory Environment (IMSE) Design To Support Social Engagement For Visually Impaired (VI) Children In China - Qiti Zhang
  - Towards Automating the Process of Identifying and Monitoring Deficiencies in the Handwriting of Preschool Children - Rosendo Narvaez
  - Investigating the balance of privacy versus security in online family banking - Katie Thomas
  - Co-Designing Interventions to Support Ethnic–Racial Identity Development - Marilyn Iriarte
  - Foregrounding Agency in Participatory Design with Children - Lexie Zhao
  - Co-constructing Nāhookos Bi'ka' constellation with STARR - Jessica Benally
  - Reflective Journaling in Adult–Child Co–design - Elana B Blinder

Organisers: Juan Pablo Hourcade, Helle Marie Skovbjerg
Room for Plenary sessions: Theater and Body&Mind | Posters & Demos: Dance studio A and Dance studio B

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<th>12:20 - Discussion on Ethics, Inclusion, and Accessibility</th>
<th>14:00 - Session 1.2: Design</th>
<th>16:00 - Session 1.3: Design II</th>
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<tr>
<td>11:00</td>
<td>Janet Read</td>
<td>Suleman Shahid</td>
<td>Elisa Rubegni</td>
<td>Radical Constructivist Cooperative Inquiry Framework: Learning within Design [FP]</td>
<td>Session Chair: Suleman Shahid</td>
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<td>[Lunch at X-Delft Foyer or Restaurant, depending on your group]</td>
<td>[Demos and Art]</td>
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<td>ChGCI Lab, University of Central Lancashire; Matthew Horton University of Central Lancashire; Dan Fitter University of Central Lancashire; John King University of Central Lancashire; Gavin Sim: University of Central Lancashire; Julie Allès: University of Central Lancashire; Ioannis Doumanis: University of Central Lancashire; Tony Graham: University of Central Lancashire; Dongkie Xu: University of Central Lancashire; Michelle Tierney: University of Central Lancashire; Mark Locher: University of Central Lancashire; Scott MacKenzie: York University</td>
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**Detailed program**

**Room for Plenary sessions: Theater and Body&Mind | Posters & Demos: Dance studio A and Dance studio B**

**11:00 - Session 1.1: Children Online**

- **Session Chair:** Janet Read
- **Program:**
  2. How to Be Interested: Teen's Moment-By-Moment Experiences on Instagram [FP]
  3. Investigating Attention and Non-Discriminatory Socialization in Children's Social Video Games [FP]
  4. "I Just Don't Care Enough To Be Interested": Teens' Moment-By-Moment Experiences on Instagram [FP]
  5. "I Just Don't Care Enough To Be Interested": Teens' Moment-By-Moment Experiences on Instagram [FP]

**12:10 - Demo Lightning Presentation**

- **Session Chair:** Elizabeth Bonsignore & Matthew Horton
- **Program:**
  1. Science Chaser app: A gamified learning journey into STEM activities.
  4. "Schlussicht": An Ambient Display to Keep Kids and Parents in the Loop When Managing Playing Time and Disengaging From Games.

**12:20 - Discussion on Ethics, Inclusion, and Accessibility**

- **Session Chair:** Elisa Rubegni
- **Program:**
  1. Science Chaser app: A gamified learning journey into STEM activities.
  4. "Schlussicht": An Ambient Display to Keep Kids and Parents in the Loop When Managing Playing Time and Disengaging From Games.

**14:00 - Session 1.2: Design**

- **Session Chair:** Julie A. Kientz
- **Program:**
  1. Radical Constructivist Cooperative Inquiry Framework: Learning within Design [FP]
  2. Inclusive Child Engagement in HCI: Exploring Ocean Health with Schoolchildren [FP]
  3. Applying children’s rights to digital products: Exploring competing priorities in design [FP]
  4. Creating personas of Parents of Young Children Based on Balancing Priorities [FP]
  5. Iteratively Designing a Mobile App for Measuring In-Group Out-Group Bias with Preschool Children [FP]

**16:00 - Session 1.3: Design II**

- **Session Chair:** Suleman Shahid
- **Program:**
  1. Bridging the Gaps: Participatory Science Communication and Dissemination (with and for Children) [FP]
  2. A Systematic Review of the Probes Method in Research with Childrens and Families [FP]
  3. Making a Metaphor Sandwich: Analyzing Children’s use of Metaphor During Tabletop Telepresence Robot Supported Participatory Design [FP]
9.00 – Session 2.1: Play & Games
Session Chair: Cristina Sylla

3. ArtiGoMotion: Towards Assessing Motor Speech Disorders via Gamification[FP] Ghada Alsebayiy: Northeastern University; Mahsa Nasir: Northeastern University; Caleb P. Myers: Northeastern University; Giovanni M Trion: Northeastern University; Ela Hamee: Northeastern University; Sarah Ostadbabas: Northeastern University; Kristen Ashton: Northeastern University; Casper Hertvedt: Northeastern University
4. Investigating the Impact of Monetization on Children’s Experience With Mobile Games[FP] Dan Fitton: University of Central Lancashire; Scott MacKenzie: York University; Janet Read: ChCILab, University of Central Lancashire
5. Sense-O-Nary: Exploring Children’s Crossmodal Metaphors Through Playful Crossmodal Interactions[SP] Tegan Joy Roberts: Morgan University of Bristol; Brooke Morris: University of Bristol; Elaine Czech University of Bristol; Suheen Neema: University of Maryland; College Park: Abigail Stangl: University of Washington; Kyle Michael: Keene State College of Technology; Matthew Horton University of Central Lancashire; Janet Read: ChCILab, University of Central Lancashire; Gustarsson: Metallurgical University of Bristol
6. See Her Touch Smell and ‘Eat’ Helping Children Self-Improve Their Food Literacy and Eating Behavior through a Tangible Multi-Sensory Puzzle Game[SP] Xueyan Cai: Zhejiang University; Kecheng J. Zhang: Zhejiang University; Sheng Shi: Zhejiang University; Duying Huang: Zhejiang University; Xiaodong Wang: Zhejiang University; Jiahao Cheng: Zhejiang University; Weijia Lin: Zhejiang University; Jia Yu: Zhejiang University; Yu Ji: Ningbo Research Institute, Zhejiang University; Ningbo: Chao Zhang: Cornell University; Cheng Yao: Zhejiang University

12.00 – Work in Progress – Lightning 1
Session Chair: Kate Howland & David Weinthrop

- TREENSENSE – Sensitising Children to Nature through Embodied Play
- Toward Personalised Learning Experiences Beyond Prompt Engineering
- A tangible, toy-based platform to evaluate the child’s social interaction in turn-taking games: a prospective on monitoring neurodevelopmental disorders
- Tools to Support High School Students’ Creativity in Scientific Research Creativity Support Tools for Support Research
- The use of Transitional Wearable Computers in the EmotionLab program
- Enhancing Autism Therapy through Smart Tangible-Based Digital Storytelling: Co-Design of Activities and Feasibility Study
- Enhancing Museum’s Relevance with VR by Situating 3D Collections in Context
- Children’s Drawings Speak: Comparing Sketch Features between Developmental Groups
- Smart Speaker Data Donations in Families: The Project Rosée Perspective
- Co-Rhythm: Analyzing Children’s Posture-Tangent-Based Interactions in a Music Composition Tool
- Participatory Design of Our Eco-Logicbook: Supporting Children’s Climate Action Through Interactive Data Visualisations
- Interactive Storytelling with Social Robots to Support Multilingual Children
- Stress Diffuser: A Biofeedback Agent for Stress Management in Children During Homework with Parent Involvement
- Pots and Pans, Books and Stories, Apps and Tablets – The Power of Digital in Young Children’s Pre-school Settings
- They played for 45 minutes? Evaluating a TU1 Tailored for Real-World Child Needs
- Exploring Empathic Design for Children Based on Role-Play Activities: Opportunities and Challenges within the Indian Context
- Redesigning EarSketch for Inclusive CS Education: A Participatory Design Approach
- The Transfer Deficit in the Context of Social Robots: A Case of Early Spatial Learning from Screen-Based Technology
- “We are in this together” Supporting Neurodiverse Children in Participatory Design through Design Partnering
- Magic Camera: An AI Drawing Game Supporting Instantaneous Story Creation for Children
- Co-designed of an Extended Reality Escape Room with Primary School Students
- Enhancing Assessment of Social Motor Synchrony Through Full-Body Interaction: A Novel Approach with OSMoSIS Tool
- Talkative Museums: A System Towards Collaborative Child-Paren-Parent-Special Interaction
- Empowering Deaf Children Through Table bac—e—Isracht, A Digital Educational Platform
- “He always wanted to be far”: Exploring Expanded Provocative Design Social Play Experiences with Autistic and Neurotypical Children
- App Planner: Utilizing Generative AI in K-12 Mobile App Development Education
- The Effect of a Social Robot on Children’s Pain and Anxiety During Blood Draw
- “I Said Knight Not Night!” Children’s Communication Breakdowns and Repairs with AI versus Human Partners
- It’s like the AI: Youth Sensemaking About AI through Metacognitive Embodiment

14.00 – Session 2.2: Learning
Session Chair: Monica Landoni

1. Design Thinking Activities for K-12 Students: Multi-Modal Data Explanations on Coding Performance[FP] Isabella Possaghi: Norwegian University of Science and Technology; Feiran Zhang: Norwegian University of Science and Technology; Kathij Kravaris: NTNU; Sofia Papavasiliou: NTNU
2. Promoting Equitable Learning Outcomes for Underrepresented Learners in Open-Ended Learning Environments[FP] Joyce Horn Fontes: Vanderbilt University; Celestine E Akpanok: Vanderbilt University; Pamela J. Wisniewski: Vanderbilt University; Gautham Biswas: Vanderbilt University
3. Transformative agency – the next step towards children’s computational empowerment[FP] Netta Ivari: University of Oulu; Ole Sejer Iversen: Aarhus University; Rachel Charlotte Smith: Aarhus University; Marie Monique Schaper University of Liége; Leolea Ventei-Olikonem: University of Oulu; Heidi Harenska: University of Oulu; Marianne Kinnula University of Oulu; Essi Lehto: University of Oulu; Jenni Holappa University of Oulu; Tonja Molin-Juustila: University of Oulu
5. Meet Minecraft: A Live and Portable Programming Tool for the BBC microbit[FP] Kobi Hartley: Lancaster University; Ellis Rubagge: Lancaster University; Lorraine Underwood Lancaster University; Joe Finney: Lancaster University; Thomas Ball: Microsoft; Steve Hodges: Lancaster University; Eric Anderson: Microsoft; Felt de Halsey: Microsoft Research; James Devine: Microsoft; Misab Moskal: Microsoft Research

16.00 – Session 2.3: Families & Connections
Session Chair: Jerry Alan Fails

1. Bridges, Glitter, and “Spaceship Noises”: Young Children’s Design Ideas for Communication Across Distance[FP] Benett Axtell: Simon Fraser University; Cheng Yin Zhu: McGill University; Ben Waller: Simon Fraser University; Maria Christopher Frauenberger: University of Salzburg
2. It’s like I’m the AI: Youth Sensemaking About AI through Metacognitive Embodiment
3. The Effect of a Social Robot on Children’s Pain and Anxiety During Blood Draw
4. “I Said Knight Not Night!” Children’s Communication Breakdowns and Repairs with AI versus Human Partners
5. It’s like the AI: Youth Sensemaking About AI through Metacognitive Embodiment

18.00 – Conference Dinner at Madurodam

Madurodam is a miniature park in The Hague, Netherlands, featuring scale models of famous Dutch landmarks, historical cities, and large developments. It serves as both an educational attraction and a tribute to Dutch heritage and innovation.

Getting there. We will meet at Delft Station, and together, we will go to Madurodam.

Buses depart at 18.00 | Park visit at reception from 19.00 to 20.00 | Banquet at 20.00

Please bring your badge.
9.00 - Session 3.1: VR / AR
Session Chair: Panos Markopoulos

1. Is Your Family Ready for VR? Ethical Concerns and Considerations in Children's VR Usage [FP]
   Qiao Jin: University of Minnesota; Saba Kawsar: University of Minnesota; Stuti Arora: University of Minnesota; Ye Yuan: McMaster University; Svetlana Yarosh: University of Minnesota

2. Understanding Adult Stakeholder Perspectives on the Ethics of Extended Reality Technologies with a Focus on Young Children and Children in Rural Areas [FP]
   Juan Pablo Hourcade: University of Iowa; Sumner Schmecker: The University of Iowa; Delaney Norris: The University of Iowa; Flannery Hope Curran: The University of Iowa

3. From Pirate Islands to Routing Tables: Investigating Intermediate Representations in Concreteness Fading through AR Learning [FP]
   Anthony Trory: University of Sussex; Kate Howland: University of Sussex; Judith Good: University of Amsterdam; Benedicte du Boutil: University of Sussex

4. MoodGems: Designing for the Well-being of Children with ADHD and their Families at Home [FP]
   Evropi Stefanidi: University of Bremen; Jonathan Luis Benjamin Wassmann: Hochschule Hannover; Petra W. Wozniak: Chair of Computer Science, University of Technology; Gunnar Spellmeyer: Hochschule Hannover; Yvonne Rogers: UCL; Jasmin Niess: University of Oslo

5. Navigating Academic Transition: Unveiling Mental Health Challenges in the Shift from High School to University [FP]
   Noverah Khan: Lahore University of Management Sciences; Fatima Ajaz: Lahore University of Management Sciences; Suleman Shahid: Lahore University of Management Sciences

6. Data Physicalization and Tangible Manipulation for Engaging Children with Data: An Example with Air Quality Data [SP]
   Sander de Kreij: University of Twente; Champlike Ranskings: University of Twente; Auriel Dugibelo: University of Münster

11.00 - Session 3.2: Data / Science
Session Chair: Michalis Giannakos

1. What is Everything in the Cloud? A Co-Designing Visual Cues Representing Data Processes with Children [FP]
   Kaiwen Sun: University of Michigan; Ritesh Kanchi: University of Washington; Frank Lam: Mercer Island Public Schools; Lillian Brown: University of Washington; Mandy Wu: University of Washington; Susan Gelman: University of Michigan; Jenny Radesky: University of Michigan; Florian Schaub: University of Michigan; Jason Yip: University of Washington

2. High-performing Groups during Children’s Collaborative Coding Activities: What Can Multimodal Data Tell Us? [FP]
   Feiran Zhang: Norwegian University of Science and Technology; Silvia Possaghi: Norwegian University of Science and Technology; Kshitij Sharma: NTNU; Sofia Papavlasopoulou: NTNU

3. Youth as Peer Auditors: Engaging Teenagers with Algorithm Auditing of Machine Learning Applications [FP]
   Luis Morales-Navarro: University of Pennsylvania; Yasmin Kabai: University of Pennsylvania; Veda Konda: University of Pennsylvania; Danieta Metaxa: University of Pennsylvania

4. Design failures in data visualization programming activities [FP]
   Cassia Fernandez University of São Paulo; Sáo Paulo, Brazil TLT; Teachers College, Columbia University, NY; New York; United States; Paolo Bilkstein Math, Science, and Technology, Teachers College, Columbia University; New York; New York; United States; Rosell de Deus Lopes Lopes Dept. of Electronic Systems, Escola Politécnica da USP; São Paulo, São Paulo, Brazil

12.00 - Work in Progress – Lightning 2
Session Chair: Kate Howland & David Weintraub

- Seeing Science: Inquiry-Based Learning at Home Through Mobile Messaging System
- Exploring Young Children’s Views on Sharing Personal Health Data Between Ages 7-14
- Moving Between the Virtual and Real – Children Trying Out a Metaverse Digital Twin
- Grow with Your AI Buddy: Designing an LLM-based Conversational Agent for the Measurement and Cultivation of Children’s Mental Resilience
- Insights from Youth Co-designers on Remote Multimodal Prototyping with Paper Playground
- Interactive Game Carpet with Gait Analysis for Children’s Lower Limb Training
- Kid Query: Co-designing an Application to Scaffold Query Formulation
- Exploring and Evaluating the Impacts of Rhythm Training on Reading through Interaction Design
- Enhancing Assessment of Social Motor Synchrony Through Full-Body Interaction: A Novel Approach with OSMoSIS Tool
- Playgrounds and Prejudices: Exploring Biases in Generative AI For Children
- Digital Augmentation in Special Needs Reading Enhancing Inclusiveness: Exploring a Digitally Augmented Reading System in Special Needs Education
- Measuring Eudaimonic Experiences in Schools: Preliminary Results from the QEES
- Ensuring Inclusivity and Well-being of Children Call for Accuracy in Ethical (Design) Practices: Making the Interpersonal Aspects of Data Collection Explicit and Value-centred by Scaffolding the Quality Criterion of ‘Sincerity’ in Human-involved Research
- Enhancing Educational Experiences Through Reflective Documentation in a Constructivist Brazilian School
- Inclusive Museums for Children with Disabilities: Utilising Disabled Expertise to Create More Inclusive Museums
- Enhancing Needs Discovery in Children with Type 1 Diabetes through Collage Techniques
- Designing for Tinkerability and Accessibility Developing the Octostudio mobile app to engage blind and visually impaired learners in creating with code
- Storytelling with ALMA: A Multisensory Approach to Enhance Kindergarteners’ Emotion Regulation
- Children As Evaluators: Understanding Emotion Language Acquisition
- Using Taxonomies to Analyse Children’s Drawings of Health Data Visualizations
- Interest-Driven Data Science Curriculum for High School Students: Empirical Evidence from a Pilot Study
- Let’s Play: Early Explorations of Child-Caregiver Embodied Interactions
- ”This is a toy it already got me”: Results of Two Usability Studies of Robottlo VPL App with Teachers: Robottlo VPL Usability Evaluations
- Finding resilience through music for neurodivergent children
- Exploring the use of an interactive storytelling toy to engage Ukrainian child refugees in learning Italian
- Co-designing a Child-Robot Relational Norm Intervention to Regulate Children’s Handwriting Posture
- Reflections on Data Collection during Toy Prototype Development in a Design Studio Course

14.00 - Session 3.3: Expanding Interaction
Session Chair: Juan Pablo Hourcade

- Moveable Alibi: A Montessori-inspired Design of Long-Term Child-Robot Interaction for Early Literacy Development [FP]
  Nurziya Orabayeva: Graduate School of Education, Nazarbayev University, Nur-Sultan, Kazakhstan; Aida Zhanatkuzhy: Robotics and Mechatronics, Nazarbayev University, Nur-Sultan, Kazakhstan; Aida Aimer Graduate School of Education, Nazarbayev University, Astana, Kazakhstan; Zhasanbae Teliisheva: Robotics and Mechatronics, Nazarbayev University, Nur-Sultan, Kazakhstan; Anara Sandugulov: Robotics and Mechatronics, Nazarbayev University, Nur-Sultan, Kazakhstan

- Expert Insights on Robots for Safeguarding Children: How (not) and Why [FP]
  Leigh M. Levinson: Virginia Commonwealth University – Bloomington; Nida Itrat Abbasi: University of Cambridge; Selma Sabanovic: Indiana University, Hattie Gaines: University of Cambridge

- Autistic Expression Beyond the Verbal – Studying Minimally-Verbal Autistic Indian Children’s Embodied Interactions with Screen-Based Technology [FP]
  Sanyukta Singh: The University of Edinburgh; Carol Watson: University of Edinburgh

- Are you smart?: Children’s Understanding of “Smart” Technologies [FP]
  Kai Quandt: University of South Florida; Taznla Roushan: Milky University of South Florida; Natala Aponter: University of South Florida; Natalia Caceres Carrascal: University of South Florida; Jila Woodward University of South Florida

15.30 - Session Research and Design Challenge
Session Chair: Elmira Yadollahi, Isabel Neto, & Lorrain Underwood

- From Wrist to Heart: The Impact of Interactive Wristbands for Inclusive Learning Environments
- The Audiovisual Virtual Assistant (AVA): The Augmented Reality Translation Helmet that Breaks Language Barriers
- TogetherTales RPG: Prosocial Skill Development Through Digitally Mediated Collaborative Role-Playing

16.15 - Closing
Awards chaired by Cristina Sylta & Sofia Papavlasopoulou
Closing chaired by Theo Hubers, Judith Good, Tilde Bekker & Sole Pera
Announcement for IDC 2020 chaired by Jerry Allen Fails & Monica Landoni