<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>
<th>Friday - June 21</th>
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<tbody>
<tr>
<td>08:30</td>
<td>Registration</td>
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<tr>
<td>09:00</td>
<td>Workshops &amp; Doctoral Consortium</td>
<td>Welcome</td>
<td>Session 2.1</td>
<td>Session 3.1</td>
<td>LTD Symposium</td>
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<tr>
<td>09:30</td>
<td>Keynote 1: Emer Beamer</td>
<td>Session 11</td>
<td>Keynote 2: Ole Sejer Iversen</td>
<td>Session 3.2</td>
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<td>10:00</td>
<td>Coffee Break</td>
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<td>11:00</td>
<td>Workshops &amp; Doctoral Consortium</td>
<td>Demo Lighting Presentation</td>
<td>WiP Lighting</td>
<td>WiP Lighting</td>
<td>LTD Symposium</td>
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<tr>
<td>11:30</td>
<td>Session 12</td>
<td>Session 2.2</td>
<td>Session 3.3</td>
<td>WI P 1</td>
<td>LTD Symposium</td>
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<tr>
<td>12:00</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Coffee Break</td>
<td>Research and Design Challenge</td>
<td>LTD Symposium</td>
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<tr>
<td>12:30</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Coffee Break</td>
<td>Awards, Wrap &amp; Announce IDC 25</td>
<td>LTD Symposium</td>
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<tr>
<td>13:00</td>
<td>Workshops &amp; Doctoral Consortium</td>
<td>(Demos and Art)</td>
<td>WIP Lighting</td>
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<tr>
<td>13:30</td>
<td>Coffee Break</td>
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<tr>
<td>14:00</td>
<td>Workshops &amp; Doctoral Consortium</td>
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<td>Research and Design Challenge</td>
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<td>15:00</td>
<td>Welcome Reception</td>
<td>Coffee Break</td>
<td>WI P 2</td>
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<td>LTD Symposium</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
Detailed program

Monday - June 17

08:30
Registation

09:00
Workshops & Doctoral Consortium

09:30
Coffee Break

10:00
Workshops & Doctoral Consortium

10:30
LUNCH

11:00
Workshops & Doctoral Consortium

11:30
Coffee Break

12:00
Workshops & Doctoral Consortium

12:30
LUNCH

13:00
Workshops & Doctoral Consortium

13:30
Coffee Break

14:00
Workshops & Doctoral Consortium

14:30
Workshops & Doctoral Consortium

15:00
Workshops & Doctoral Consortium

15:30
Coffee Break

16:00
Workshops & Doctoral Consortium

16:30
Workshops & Doctoral Consortium

17:00
Workshops & Doctoral Consortium

17:30
Workshops & Doctoral Consortium

18:00
Doctoral Consortium. (By invitation only)

18:30

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 Nàhookos 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**

**11:00 - Session 1.1: Children Online**
- **Chair:** Janet Read
- **Overview:** This session focuses on children's online experiences.

**12:10 - Demo Lightning Presentation**
- **Chair:** Elizabeth Bonsignore & Matthew Horton
- **Themes:**
  - Science Chaser app: A gamified learning journey into STEM activities
  - Evaluating Children’s Engagement with Technology Through the Lens of the Grammar of Visual Design
  - Making a Metaphor Sandwich: Analyzing Children’s use of Metaphor During Tabletop Telepresence Robot Supported Participatory Design
  - A Systematic Review of the Probes Method in Research with Children and Families
  - Bridging the Gaps: Participatory Science Communication and Dissemination With and for Children
  - Kaleidolight: An Interactive Educational Device for Children to Explore Additive Color Theory and Create Visual Art with Light, Color, and Shapes

**12:20 - Discussion on Ethics, Inclusion, and Accessibility**
- **Chair:** Elisa Rubegni
- **Topics:**
  - Applying children's rights to digital products: Exploring competing priorities in design
  - Creating Personas of Parents of Young Children Based on Balancing Priorities
  - Inclusive Child Engagement in HCI: Exploring Ocean Health with Schoolchildren
  - “Beehive” interactive installation for playgrounds: Reflecting on children’s rights in the context of big data industry

**14:00 - Session 1.2: Design**
- **Chair:** Elisa Rubegni
- **Overview:** This session delves into design methodologies and applications.

**15:00 - Session 1.3**
- **Chair:** Suleman Shahid
- **Overview:** This session focuses on participatory design and technology in education.

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**Detailed Program**

**Tuesday - June 18**

- **08:30 - 10:00:** Registration
- **10:00 - 10:30:** Welcome
- **10:30 - 11:00:** Keynote 1: Emer Beamer
- **11:00 - 11:30:** Coffee Break
- **11:30 - 12:00:** Session 1.1
- **12:00 - 12:30:** Demo Lightning Presentation
- **12:30 - 12:30:** Lunch at X-Delft Foyer or Restaurant, depending on your group
- **13:00 - 13:30:** Session 1.2
- **13:30 - 14:00:** Session 1.3
- **14:00 - 15:00:** Coffee Break
- **15:00 - 16:00:** Welcome Reception

**17:00 - Welcome Reception**
We invite you to enjoy drinks and typical Dutch snacks during the welcome drinks on Tuesday 18th June at the Bar @ X-Delft.
9:00 – Session 2.1: Play & Games
Session Chair: Cristina Sylva
1. A Playful Path to Sustainability: Synthesizing design strategies for children's environmental sustainability through engaging interventions [FP] Raghad Albar: University College London; Andrea Gauthier: University College London; Asimina Vasalou: University College London
3. ArtouMotion: Towards Assessing Motor Speech Disorders via Gamification [FP] Ghaada Alsebayel: Northeastern University; Mahsa Nasri: Northeastern University; Caleb P. Myers: Northeastern University; Giovanni M. Troiano: Northeastern University; Elaieh Hatamipour: Northeastern University; Sarah Ostaddabias: Northeastern University; Kristen Allison: Northeastern University; Casper Harteveld: Northeastern University
4. Investigating the Impact of Monetization on Children's Experience With Mobile Games [FP] Dan Fitterson: University of Central Lancashire; Scott MacKenzie: York University; Janet Read: ChIC Lab, 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 Czeh: University of Bristol; Suhan Neera: University of Maryland, College Park; Abigale Stangl: University of Washington; Kyle Michael: Keansas Institute of Technology; Matthew Horton: University of Central Lancashire; Janet Read: ChIC Lab, University of Central Lancashire; Tessa Gans: Northeastern University; PhD
6. See Hear 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 Jin: Zhejiang University; Shang Shi: Zhejiang University; Xiaoling Wang: Zhejiang University; Xiaohong Zhu: Zhejiang University; Zhejiang University; Hu Ya: Zhejiang University; Wenyu Li: Zhejiang University; Zhejiang University; Ping Mei: Zhejiang University

12:00 – Work in Progress – Lightning 1
Session Chair: Kate Howland & David Weintraub
- TRESENSE – 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 game: a prospective on monitoring neurodevelopmental disorders
- Tools to Support High School Students' Creativity in Scientific Research Creativity Support Tools for Research
- The use of Transitional Wearable Computers to the Emotion-Lab program
- Enhancing Autism Therapy through Smart Tangible-Based Digital Storytelling: Co-Design of Activities and Feasibility Study
- Enhancing Museums Interactions with VR by Situating 3D Collections in Context
- Children's Drawings Speak: Comparing Sketch Features between Developing Countries
- Smart Speaker Data Donations in Families: The Project's Perspective
- Co-Rhythm: Analyzing Children's Performative Gesture-Based Interactions in a Music Composition Tool
- Participatory Design of Our Eco-Logbook: Supporting Children's Climate Action Through Interactive Data Visualizations
- Interactive Storytelling with Social Robots to Support Multilingual Children
- Stress Diffuser: A low-cost 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 TUI Tailored for Real-World Challenges
- 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-design 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: Augmented Reality Interactive Museum Guide Toward Collaborative Child-Parent-Specimen Interaction
- Empowering Deaf Children Through Taberer-e-Isharat, A Digital Educational Platform
- "He always wanted to be far": Exploring Expanded Proxies to 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 I'm 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 Possoaghi: Norwegian University of Science and Technology; Feiran Zhang: Norwegian University of Science and Technology; Kahtij Sharma: NTNU; Sofia Papavasiliou: NTNU
2. Promoting Equitable Learning Outcomes for Underserved Learners in Open-Ended Learning Environments [FP] Joyce Horn Fontes: Vanderbilt University; Celestine E Elkan: Vanderbilt University; Pamela J. Wisnewski: 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 Oulu; Emma Blom University of Oulu; Lene Vejle-Olkinen: University of Oulu; Heidi Haraldsvik University of Oulu; Marianne Kinnula University of Oulu; Eiisa Lehto: University of Oulu; Jenni Holappa University of Oulu; Tonja Molin-Justilla University of Oulu
4. Learning from Gaming – Design-Based Research Pracives in Child–Computer Interaction [FP] Olaf Torgersen: Chalmers University of Technology and University of Gothenburg; Gökte Elif Baykal: Ozyegin University; Eva Eriksson: Aarhus University
5. Micro: bit: A Live and Portable Programming Tool for the BBC micro:bit [FP] Kobi Hartley: Lancaster University; Elias Rubgen: Lancaster University; Lorraine Underwood: Lancaster University; Joe Finney: Lancaster University; Thomas Ball: Microsoft; Steve Hodges: Lancaster University; Eric Anderson: Microsoft; Pei de Halleux: Microsoft Research; James Devine: Microsoft; Michał Moskal: Microsoft Research

16:00 – Session 2.3: Families & Connections
Session Chair: Jerry Alan Falls
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; Carman Neustaedter: Simon Fraser University
2. From Viewers to Teachers: Child-Led Teaching Strategies and Family Participation in YouTube How-To [FP] Zhenyao Cai: University of California Irvine; Shiyao Wei: Florida State University
4. ChillParCo and ParChics: Connecting Children and Parents Remotely With Tailored Tangible Communication Tools [SP] Anna Sophia Celmabach: Saarland Informatics Campus; Sophie Kunz: Saarland Informatics Campus; Alice C Haynes: Saarland Informatics Campus; Jürgen Steimle: Saarland University; Saarland Informatics Campus

Please bring your badge.
**Detailed Program**

**Thursday - June 20**

**08:30**

**Registration**

**09:00**

**Session 3.1**

**09:30**

**10:00**

**Session 3.2**

**10:30**

**Coffee Break**

**11:00**

**LUNCH** [Lunch at X-Delft Foyer or Restaurant, depending on your group]

**11:30**

**WiP Lighting**

**12:00**

**12:30**

**13:00**

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**15:00**

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**19.00 - 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 Kaus: 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; Summer Schmeucker: The University of Iowa; Delaney Norris: The University of Iowa; Flannery Hope Currin: 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; Benedict du Boulay: University of Sussex


5. Navigating Academic Transition Unveiling Mental Health Challenges in the Shift from High School to University [FP] Noverak Khan: Lahore University of Management Sciences; Syeda Rida Fatima: Lahore University of Management Sciences; Kanza Ajaz: Lahore University of Management Sciences; Suleman Shahnaz: 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; Champa Neurasinghe: University of Twente; Auriol Dregihc: Münster University of Münster

**11.00 - Session 3.2: Data / Science**

Session Chair: Michalis Giannakos


4. Design failures in data visualization programming activities [FP] Cassia Fernandez University of Sao Paulo; Sao Paulo; Brazil

5. Reflecting on the Use of Design for Social Change [FP] Cassia Fernandez University of Sao Paulo; Sao Paulo; Brazil

6. Growth with Your AI Buddy: Designing an LLMs-based Conversational Agent for the Measurement and School

7. Museums

8. Interactive Game Carpet with Gait Analysis for Children’s Lower Limb Training

9. Exploring and Evaluating the Impacts of Rhythm Training on Reading through Interaction Design


11. Seeing Science: Inquiry-Based Learning at Home Through Mobile Messaging System

12. Navigating Academic Transition Unveiling Mental Health Challenges in the Shift from High School to University

13. Navigating Academic Transition Unveiling Mental Health Challenges in the Shift from High School to University

14. Coffee Break

15. Enhancing Awareness in Special Needs Education

16. Seeing Science: Inquiry-Based Learning at Home Through Mobile Messaging System

17. Examining the Use of Augmented Reality in Special Needs Education

18. Interactive Game Carpet with Gait Analysis for Children’s Lower Limb Training

19. Exploring and Evaluating the Impacts of Rhythm Training on Reading through Interaction Design


22. Measuring Eudaimonic Experiences in Schools: Preliminary Results from the QEES

23. Ensuring Inclusivity and Well-being of Children Call for Accuracy in Ethical (Design) Practices: Making robotito

24. VPL Usability Evaluations

25. Inclusive Museums for Children with Disabilities: Utilising Disabled Expertise to Create More Inclusive

26. Museums

27. Interactive Game Carpet with Gait Analysis for Children’s Lower Limb Training

28. Exploring and Evaluating the Impacts of Rhythm Training on Reading through Interaction Design

29. Enhancing Assessment of Social Motor Synchrony Through Full-Body Interaction: A Novel Approach with OSMoS Tool


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