
Cfp - Workshop Tangibles for children

Workshop on tangibles for children

In recent years, research on tangible interaction has grown steadily. A significant proportion of this work involves children and has the aspiration that tangibility will offer benefits related to ease of use and overall user experience while also supporting learning and developmental processes.

However, evaluation results are often equivocal, and expectations of researchers not always verified empirically.

Goal

This one-day workshop aims to:

- obtain a good picture of what benefits we expect tangibility to provide (including novel and future applications)
- gather current empirical evidence to support the assumed benefits of tangibility
- discuss appropriate evaluation methodologies for tangibles and children

Workshop submissions

We invite position papers of 2 to 4 pages addressing research on tangibles and children including (but not restricted to):

- learning and usability effects of tangible interfaces
- user experience research and fun of tangible interfaces

- theory, methods and design of tangible interfaces
- (future) design (ideas) of tangible interfaces
- Evaluation methods of interactive technologies with children

Submission deadline is **October 23rd 2008**.

Paper contributions should be submitted in the ACM format by email to bieke.zaman@soc.kuleuven.be.

At least one author of each accepted paper needs to register for the workshop and for one or more days of the conference itself.

More information at

<http://soc.kuleuven.be/com/mediac/cuo/extern/tcube/>.