



LockEd

Final Project Presentation
Designing Interactive Systems I
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Project Idea



Initial Questions – Users & Goals



Image: <http://www.berliner-zeitung.de/image/1523816/2x1/940/470/20495693672a3792da5909897cdad279/YL/maedel-tablet-imago-jpg.jpg>

Children:

- Elementary school age (+/-)
- Use device for leisure (games, chatting)
- Want to be rewarded for learning



Image: http://www.t-online.de/eltern/familie/id_67525372/kindergeld-gibt-es-kuenftig-auch-fuer-eltern-verheirateter-kinder-.html

Parents:

- Raise children in the specified age group
- Control children's digital activities
- Enforce children to learn

DIA Cycle



Brainstorming
&
Voting



DIA Cycle

Brainstorming
&
Voting

User observations,
interviews & personas

Requirements

- ...
- ...
- ...

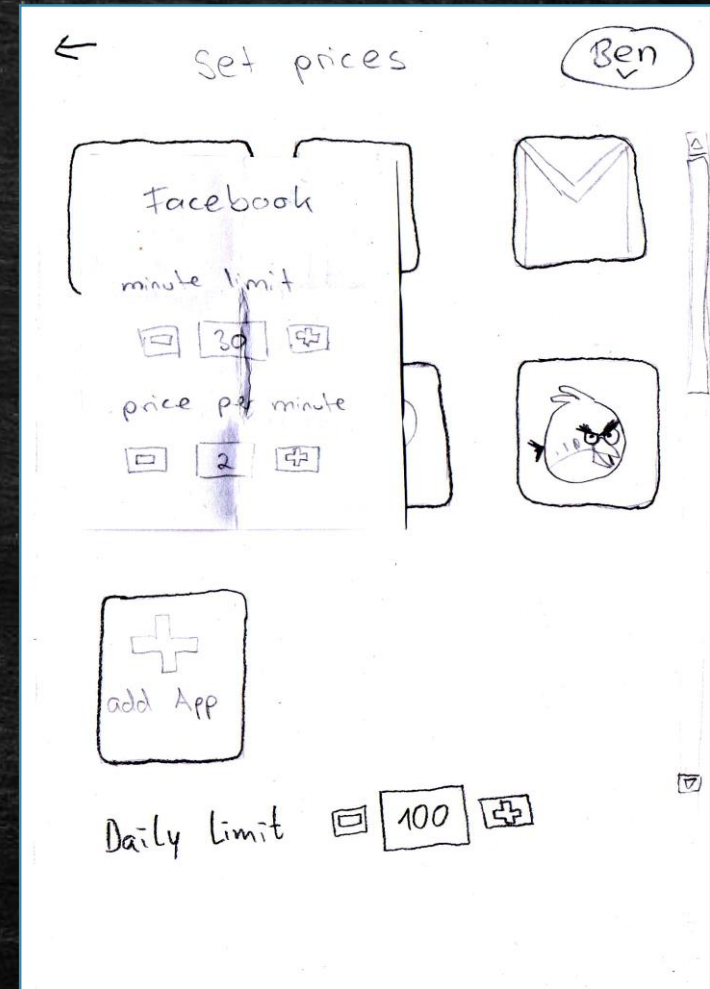
DIA Cycle

Brainstorming
&
Voting



Use

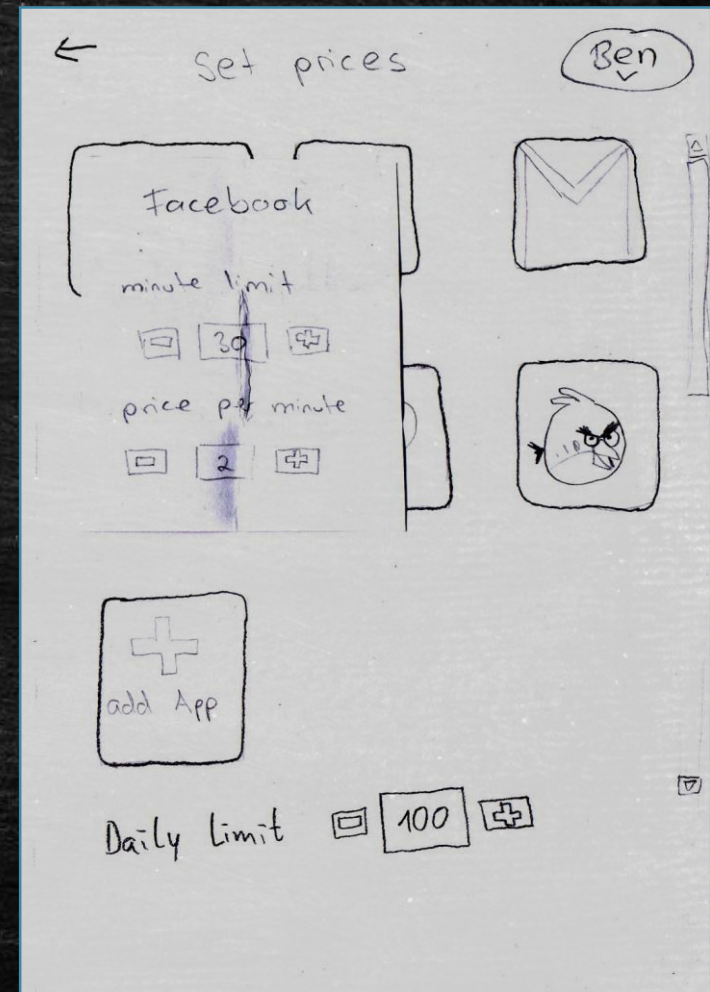
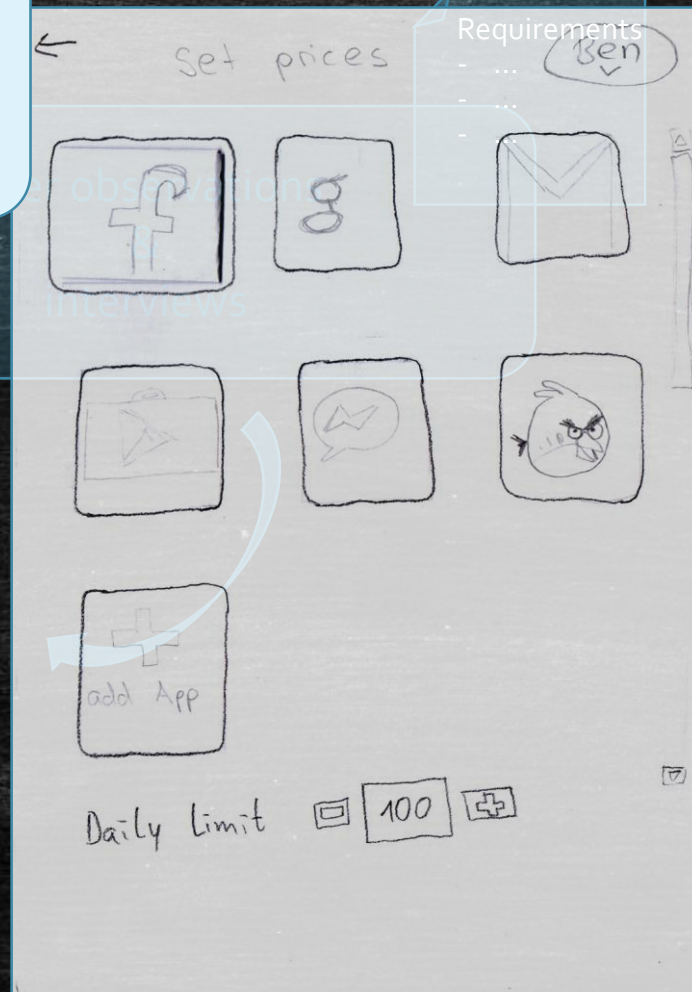
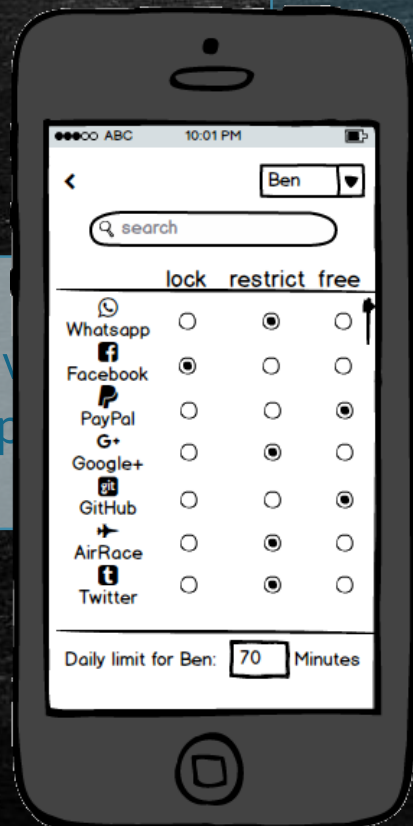
Individual & group
paper prototype



DIA Cycle

Software prototype

Individual
paper

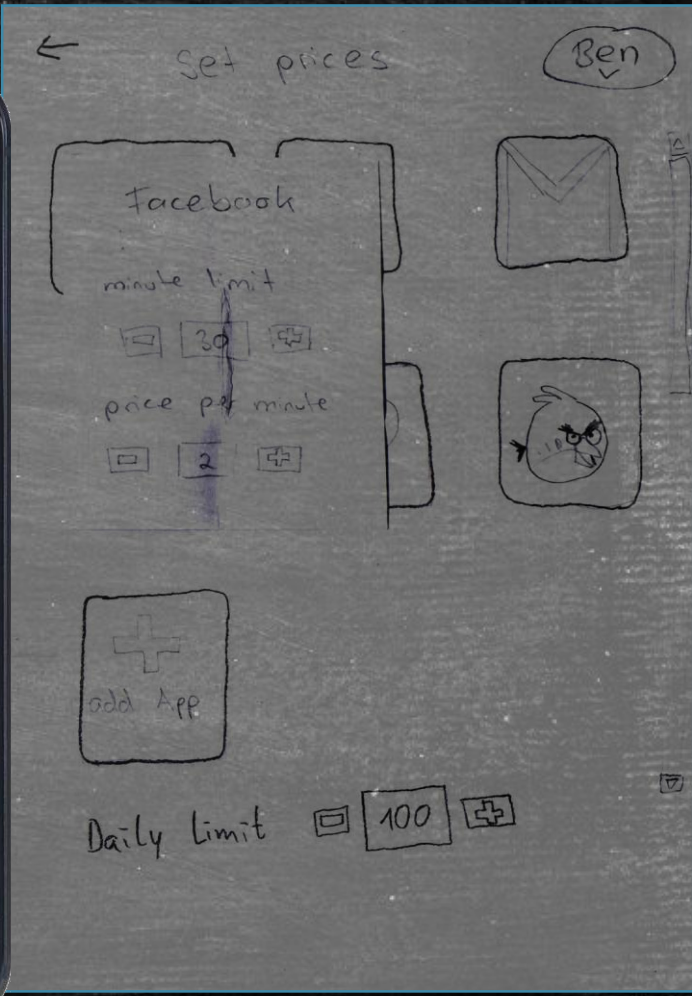
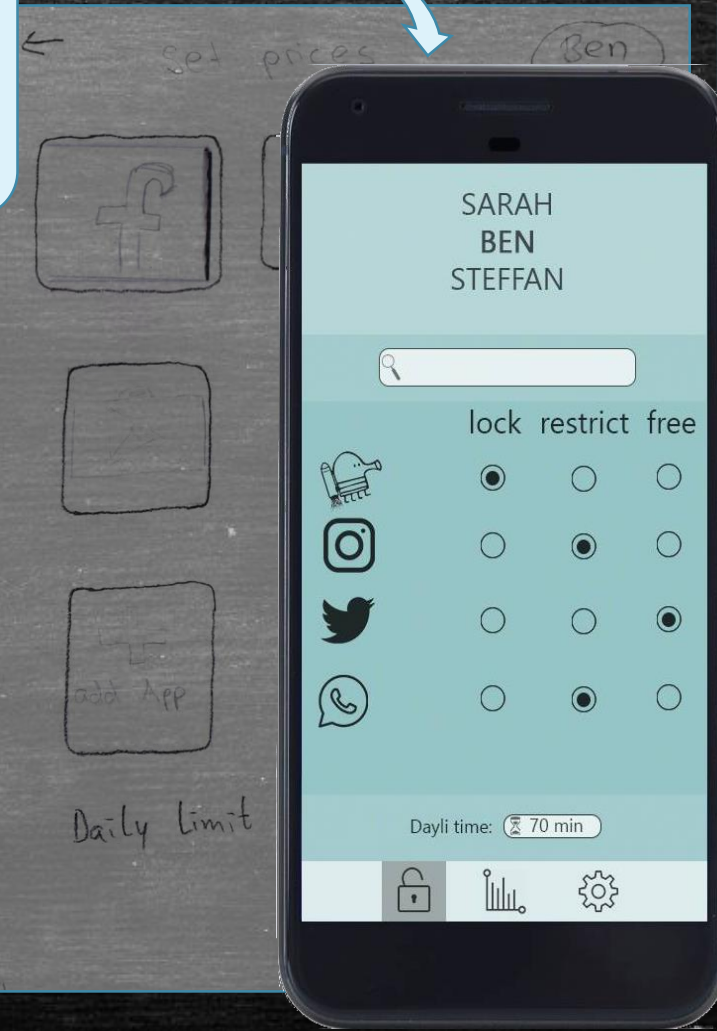
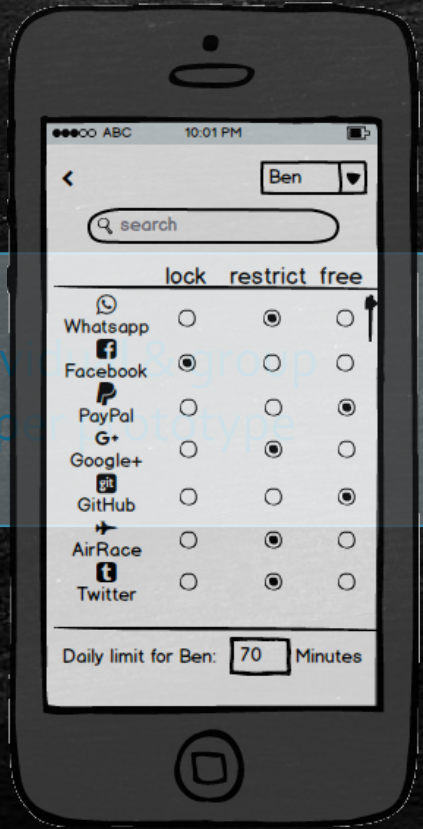


DIA Cycle



Software prototype

Individual paper prototypes



Remarks

Language skill dependent on learning task

Similar apps already exist, but

- Have no learning side effect (Kidslox)
- Don't allow fine-grained control (StudyLock)



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