

# Cool For Kids

## **Design brief:**

This brief describes the current situation with our project in INF2260. In the following text, we will explain our team composition, project descriptions and introduce our advisers.

## **The team composition:**

Our team is a group composed of four students at UiO. Our goal with this project is to create an interactive IT-based technology which can stimulate and teach children.

Helin Tahsin:

Helin has a big interest in HCI. She has worked in an earlier project in INF1510, where she worked with children aged eight to nine. Her main responsibility was the designing of the product and being in contact with the user group. During project development she also programmed in Java, but she believes she has yet to attain full competence in this area. As such, one of her goals is to improve her programming skills this semester.

Patricia Zemer:

Patricia has experience in leading and working in IT-related group projects at NTNU in Trondheim. She has a keen interest in everything to do with HCI, especially user experience, user interaction and user testing. She has a strong background in front-end development, using HTML, Javascript and php to program websites for clients and her own projects. This project may require using new technology that she is not yet familiar with, such as Arduino or Unity, in which case she will need to do an additional effort in order to keep up with the project requirements.

Nadya Gileva:

Nadya has worked in earlier projects in INF1510 and INF3280, where she was mostly responsible for gathering and analysing data, but also participated in design and prototyping activities. She also has experience in working with clients. As for weaknesses, Nadya has never had projects that contain children as user group, so this may prove to be challenging for her.

Isra Barzinje:

Isra has experience with children due to work as a substitute teacher and project work in INF1510. She has experience with the programming languages Java and C++, as well as programming with Arduino. During the previous project, she learned a lot about HCI. As for weaknesses, this is the first time she is in a project that contains a client, but she is excited to get the experience and learn something new.

## **About the project:**

The project group chose this project because it caught our attention for several reasons; one of them being working with children. Several members of the group have experience with children, and therefore wanted to continue to work with children. Furthermore, the team

thinks it will be rewarding to develop a potential exhibit for a museum. Modern technology allows visitors to understand and interact with the museum information in innovative and unprecedented ways. The group hopes to draw from other technological advanced museums, such as the Japanese technological museum, Miraikan, and the work of the interdisciplinary groups, such as TeamLab.

### **Project proposal**

At the current stage, the group has not yet decided the project specifics, but has decided to have *Klimahuset* as their working area. As for their current topic theme, they want to teach children, through tangible interaction and digital media, about climate change through a gamified simulation of world building and the consequences that follows society's choices.

### **Project owner and advisers:**

#### **Katie Coughlin**

Ms. Coughlin is the founder of Oslo Barnemuseum, a non-profit organization with the goal of enriching and educating children all year-round by creating a museum meant for children. She is our team's external advisor and will come with input about the development and help us coordinate with the project owner.

#### **Alma Leora Culén**

Ms. Culén is our internal adviser and subject lecturer. She will help us with the technical aspect of the project, such as deciding a design strategy.

#### **Naturhistorisk museum**

Naturhistorisk Museum is the project owner who will benefit from our finished project. If they find the result agreeable, they may implement it as one of the museum exhibitions. However, as of recently, most of the communication goes through Ms. Coughlin.