

DESIGNING VIDEO COMMUNICATIONS FOR FAMILIES WITH YOUNG CHILDREN

#children #videochat #design

Introduction

Design Problem

Video chat is a technology that has rapidly proliferated in usage in the home for connecting family and friends over distance and many find it to be extremely valuable for maintaining their relationship and feeling close to one another.

Our research focus is on designing new video communication systems for families where we focus on connecting young children (less than ten years old) with remotely-located grandparents or parents to share everyday activities.

Our current research involves the design of three new systems where we are currently ideating and iterating on our design ideas.

Graphisme, animation et nouveaux médias



Graphics, Animation and New Media

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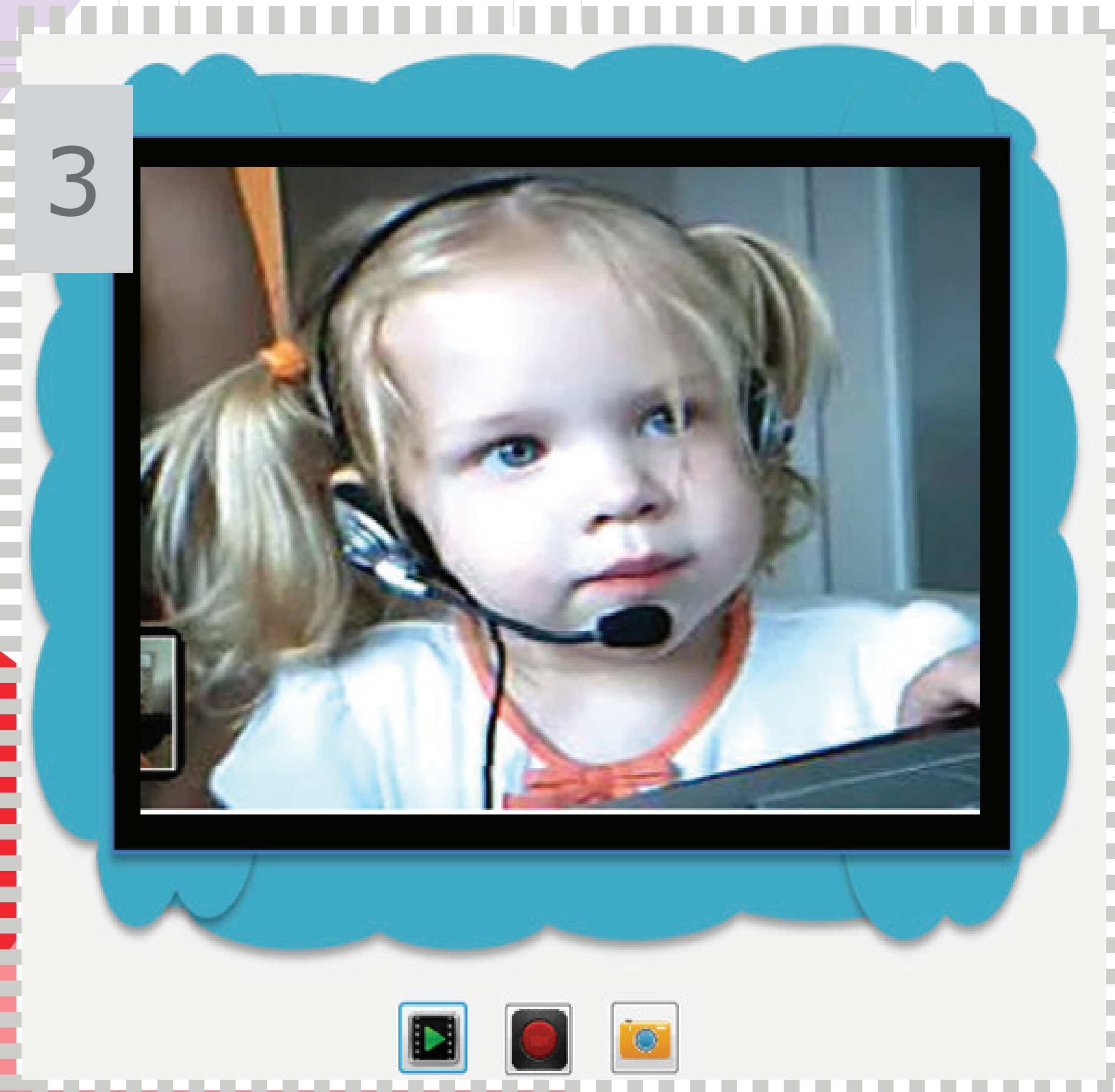
FamilyMirror

First, the FamilyMirror is a video communication system embodied as a bathroom mirror where remotely located grandparents or parents can share nighttime bathroom rituals together such as brushing their teeth, combing their hair, etc.

FamilyRoom

Second, the FamilyRoom explores the use of multiple displays of varying sizes as a part of video communications. Children and adults can share activities together where children can each have their own handheld video display and camera, or they can use a large wall display, where all are interconnected.

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Grandma and Me

Third, Grandma And Me is a video communication system for children and grandparents to share video messages asynchronously. It incorporates game mechanics and a reward system to focus children's communication around specific topics.

