



Research Area: | Project Timespan: 2020-2021

CO-CREATE: co-designing connected objects with and for children in remote

CO-CREATE research project proposes a new type of co-design process that can link children in different localities.

Team:

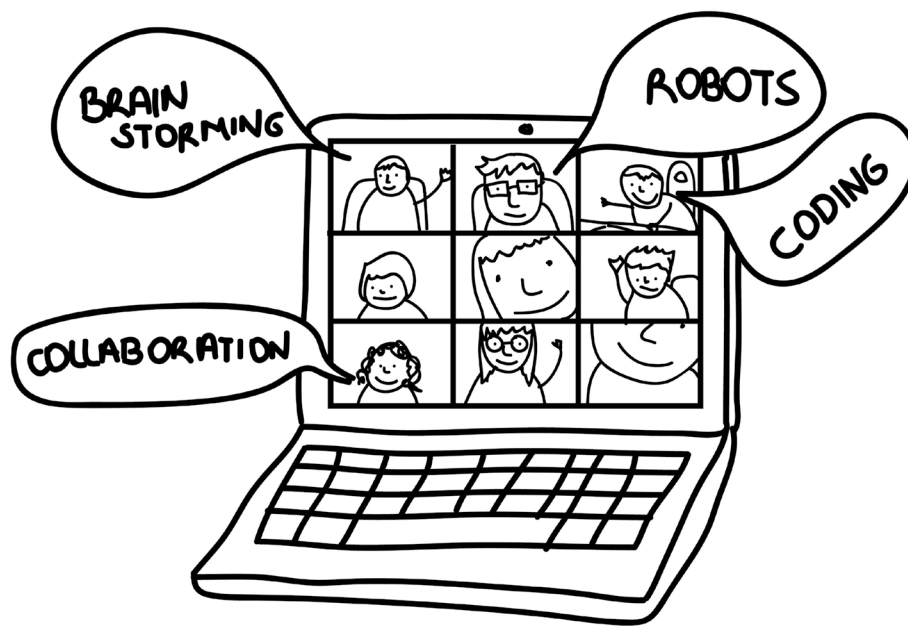
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More information: <https://cocreate.projects.unibz.it/>

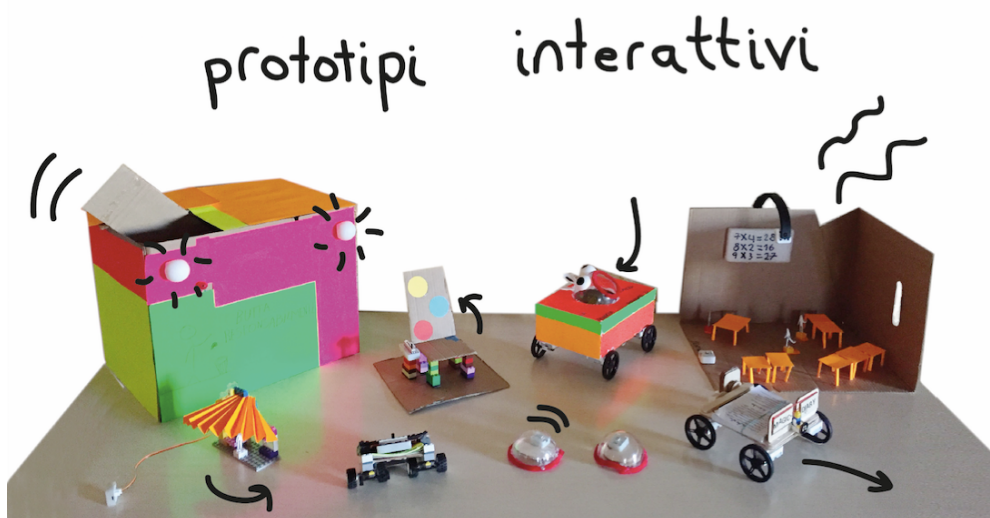
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CO-CREATE research project proposes a new type of co-design process that can link children in different localities. While co-design process enhances their creativity, and opens up new horizons, collaboration over distance can allow children to develop their interpersonal and cooperative skills. Moreover, this remote collaboration involves children that do not have access to advance tools and facilities in their actual environments in an inclusive way. As an outcome, the project envisions creating digital/analogue tools and instruments for children to collaborate over distance for creating new ideas for digital technology while also reflecting on critical issues of the conscious and sense-making use of it.



Online co-design workshops with children

A Hybrid workshop Series: "New technologies for the future" was conducted in collaboration with Roberta Bonetti (UNIBO), Emanuele Marangio (Sam Labs) and Istituto Comprensivo Difesa Grande - Termoli. The workshops were conducted online through weekly meetings of 3 hours with two cohorts of students (13-14 years) of Istituto Comprensivo Difesa Grande. After the online workshop series, we met the two cohorts in Termoli at Istituto Comprensivo Difesa Grande in order to turn their ideas developed during the online workshops into interactive prototypes with a hands-on workshop. The students created 7 prototypes of smart objects for their school.

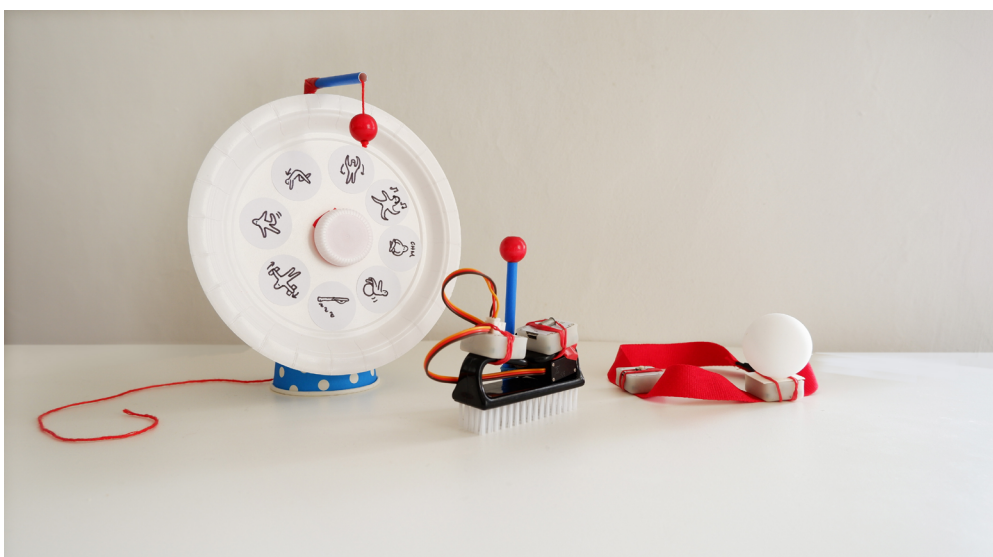


Seven interactive prototypes built by the participants.

The methods used during the online/hybrid workshops can bring an impact in distant education to make children be connected and collaborate despite the physical distance. The methods can create new co-creation possibilities that can extend from the physical space to virtual space. Besides, the project had a direct impact on children in the applied setting (Istituto Comprensivo Difesa Grande – Termoli) co-designing technology from distance, they learned interactive prototyping, coding and design thinking in a semester period. Besides this main workshop series, the project generated other methods and toolkits which were shared in the Co-create project website.



Toolkit for hacking plush toys to give them a second life.



Prototypes of robots built with everyday materials with DIY instructions