Co-present Collaboration
Using a prototype system, Mobile Stories, children explore the real world while creating a collaborative narrative. Children add pictures, written text, and audio notes.

Social interaction and collaboration are essential to the emotional and cognitive development of young children. Constructionism is a learning theory where children learn as they build or construct a public artifact. Creative activities that promote collaboration, especially those based on principles of constructionism, provide enhanced learning opportunities for young children. Mobile devices can support the learning experience as children can create artifacts in various contexts. The proposed research incorporates collaboration, constructionism, children, stories and mobile technologies; specifically investigating developmentally appropriate interfaces to support mobile collaboration for young children.

Jerry Alan Fails, Allison Druin, Gene Chipman, Mona Leigh Guha, and Kevin McGehee

Mobile Collaboration for Young Children

Prototype & Pilot Study
Using a prototype system, Mobile Stories, children explore the real world while creating a collaborative narrative. Children add pictures, written text, and audio notes.

Evolution of a Shared Story
Artifacts created by children using prototype system at Fort McHenry National Park – a 19th century battleground and birthplace of the U.S. National Anthem.

Overview
Social interaction and collaboration are essential to the emotional and cognitive development of young children. Constructionism is a learning theory where children learn as they build or construct a public artifact. Creative activities that promote collaboration, especially those based on principles of constructionism, provide enhanced learning opportunities for young children. Mobile devices can support the learning experience as children can create artifacts in various contexts. The proposed research incorporates collaboration, constructionism, children, stories and mobile technologies; specifically investigating developmentally appropriate interfaces to support mobile collaboration for young children.

Co-present Collaboration
Mobile device limitations can be overcome by bringing people and devices together.

Space Sharing

Content Splitting

Shared Interactions
- Navigation/focus
- Editing
- Copying/trading
  - Bumping (Hinckley, 2003)
  - Tossing (Yatani et al., 2005)
  - Stitching (Hinckley et al., 2004)