Social interaction and collaboration are essential to the emotional and cognitive development of 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 (ages 6-10).

Mobile device limitations can be overcome by bringing people and devices together.

**Research Questions**

1. How do collaborative mobile technologies affect children's collaboration?
2. What are the appropriate interfaces for co-present mobile collaboration with children?
3. What are the appropriate interfaces for switching between different modes of collaboration and varying levels of creation/consumption?

**Desktop vs. Mobile Collaboration**

Children (ages 6-10) will read and create a collaborative story in pairs using three different collaborative configurations (independent, space sharing and content splitting) and each platform (traditional desktop computers and mobile devices).

Children will be able to switch between the collaborative configurations.

**Data Collection & Analysis**

Notes, guided interviews, interaction logs and video will be used to investigate:

- For which tasks are certain configurations used and/or preferred?
- How do the children collaborate with each platform using each collaborative configuration?
  - How were teams able to accomplish the reading/creating story task?
  - How do team members negotiate and exchange information?
  - For what types of tasks do children work co-located versus separate?
- Which platform is preferred in which situations?

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