

Popup Workshop: Supporting and Observing Children's Pop-up Design

Ph.D. Dissertation Proposal

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Overview

- *Children and design*
- *Thesis question*
- *This proposal*
- *The domain and previous work*
- *The system*
- *Evaluation*
- *Contributions*
- *Schedule*



*Children make physical objects and
could use software help in designing them.
But what sort of help? How much help?*

Children's design

*To examine design software for children,
we need a domain—one that will be
engrossing and fun for the child, and
informative for the investigator.*

Pop-ups are interesting



People enjoy them.

*While everyone likes them,
few people make them.*

Can be very simple to make.

*Children can and do make
them.*



Pop-ups in the classroom

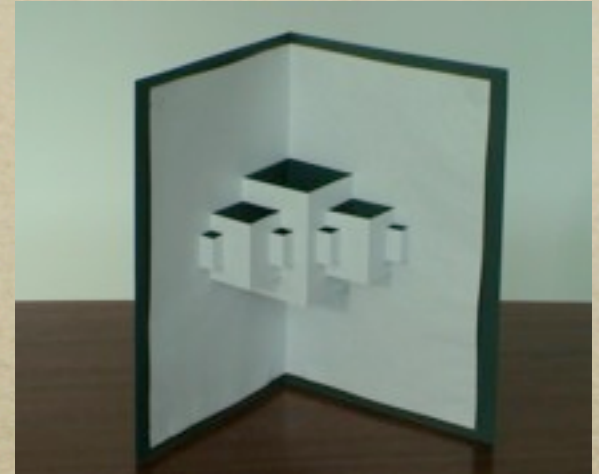
Mathematical instruction:

iteration

series

limits

fractals



Also have been used in writing and art classes at the primary level.

Pop-ups as design domain



Can be simple or complex.

Modular construction--made of simpler elements.

Constrained by physical rules in order to open and close smoothly .

Paper is strong, common and cheap.

Construction can be difficult for children--due to complex constraints.

There is no current flexible tool for children.



Thesis question

Can a computer-aided design system using constraint satisfaction algorithms, which present pop-up books and cards as dynamic objects, be created that will enable children to design pop-ups and that will add to our knowledge of the process of design and the features of software which support children's design?

Build a children's pop-up design system with animation using constraints and recording ability.

This proposal



Use this environment to study how children use it to design, how their designs change over time, and how their descriptions change.



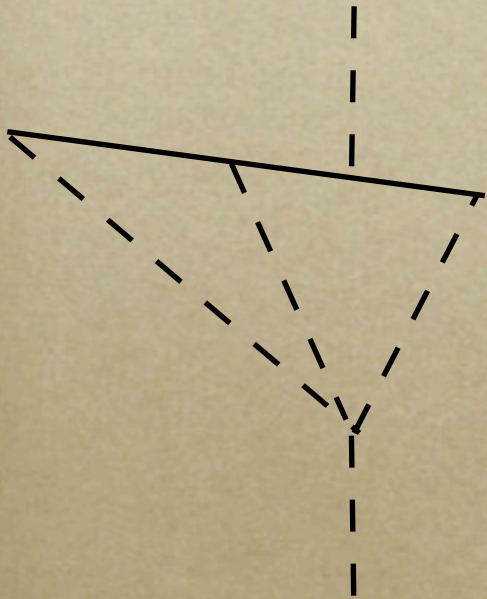
Single-sheet

Pop-up elements

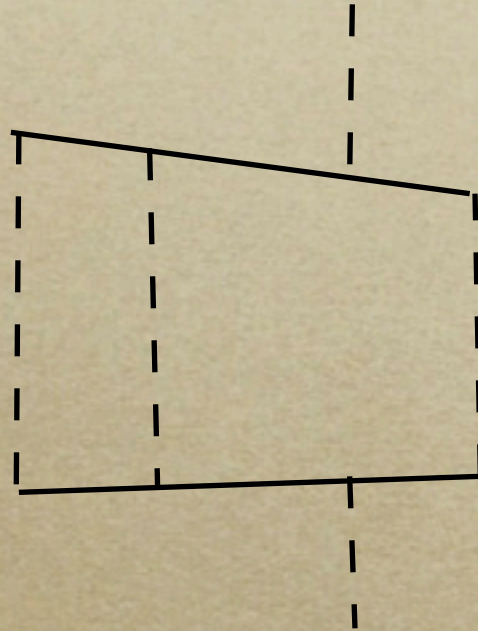


Applied

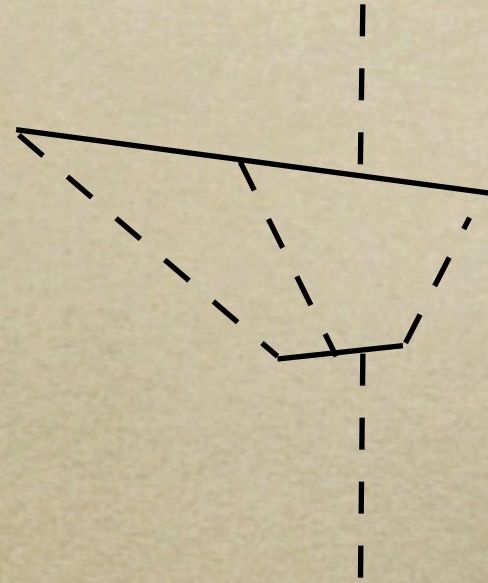
Element Constraints



single slit

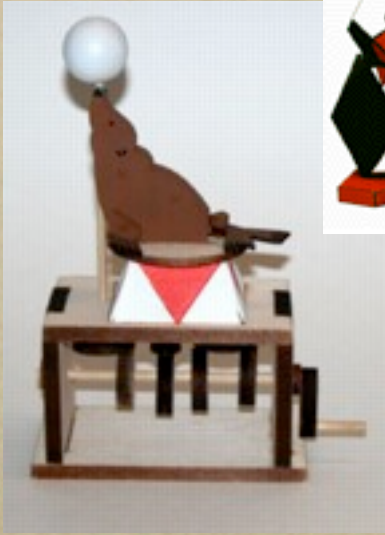


parallel double slit



non-parallel double slit

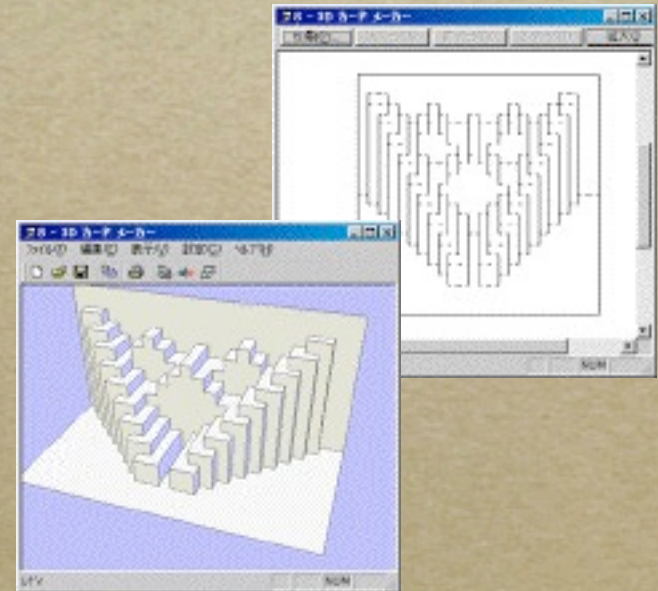
Single-sheet elements



*Hypergami, Javagami,
MachineShop*

Related work - software

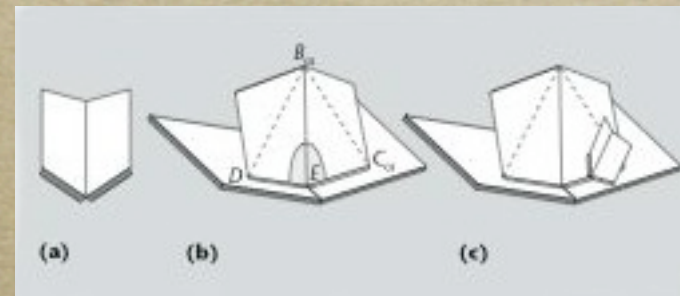
3D Card Maker



Other related work

Glassner: Single-sheet elements and v-folds
Formulas, not constraints
Drag and drop interface

*Lee: Mathematical
treatment of
v-folds*

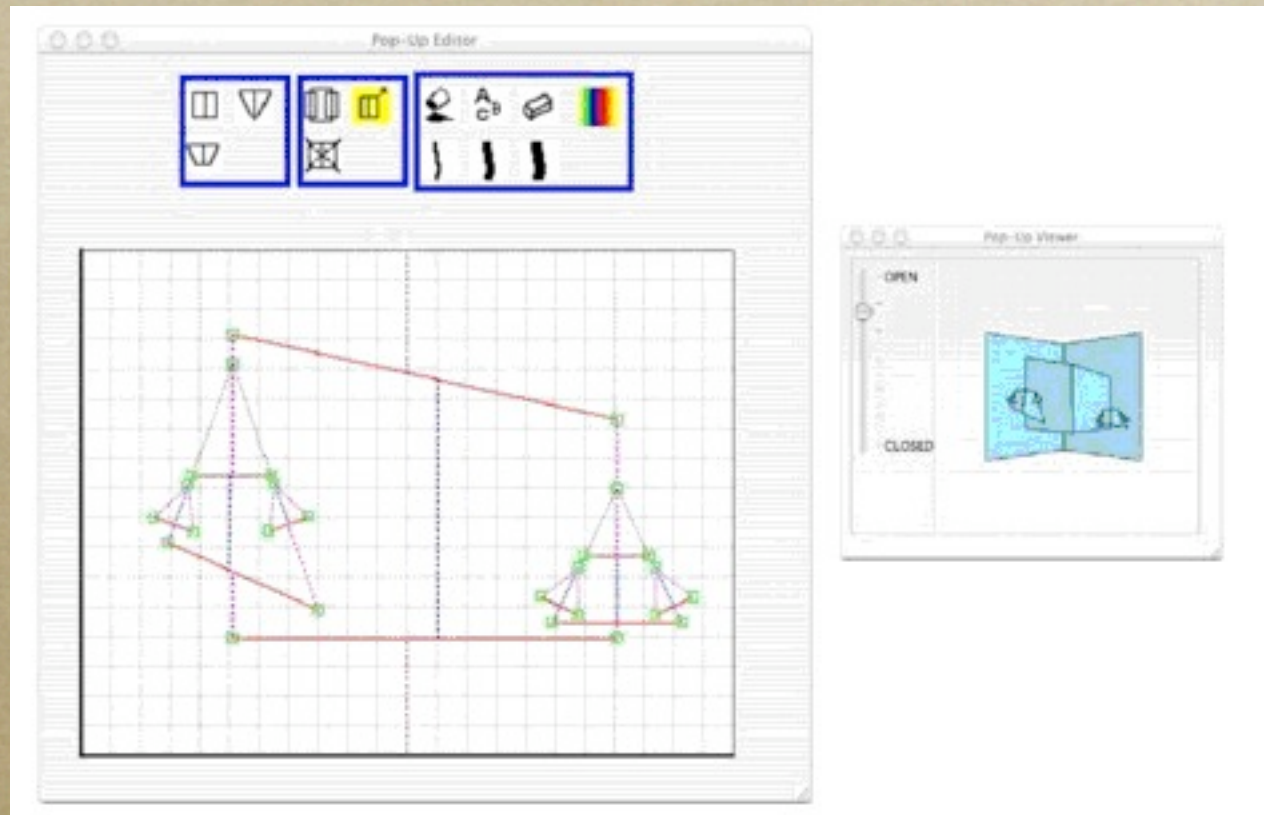


Popup Workshop Prototype

*single-sheet
elements*

*add, delete,
change,
replicate*

*animation via
simple constraint
system*



Major changes to prototype

- *Add save, open, print, and export*
- *Better constraint system for animation*
- *Add tool for recording (with redo and undo)*
- *Add applied element type(s)*

Evaluation

- *Think-alouds for system evaluation*
- *Case studies*
 - *6-8 students*
 - *4th to 7th grade*
 - *Videotaped*
 - *Single student at a time*



During case studies

- *Before the experiments*
 - *Conversation and construction*
- *During the experiments*
 - *Work periods with tool and construction of pop-ups*
- *After the experiments*
 - *Conversation and construction*

System evaluation

*Design process:
order and type of
operations*

Analysis

*Changes in designs and construction:
novice vs. expert*

*Vocabulary:
From observations*

Contributions - design tools

- *It will have created a tool which can be used by children to create pop-ups.*
- *It will have shown that constraint systems can be used in modelling pop-up action.*
- *It will have produced data to determine to what extent automated data collection and analysis can illuminate our understanding of computerized design tools.*

Contributions - children's design

- *It will have produced data about the kinds of pop-up designs produced by children, and how they change over time.*
- *It will have produced data about the design processes in paper engineering used by children.*
- *It will have produced data about vocabulary and the change in vocabulary used by children in describing pop-ups.*

Schedule

Spring 2004

Propose

Coding and testing

Summer 2004

Get HRC approval

Coding and testing

Informal user testing

Test protocols complete

Find subjects

Fall 2004

User testing

System modifications

Spring 2005

User Testing

Begin analysis

Begin writing

Summer 2005

Finish analysis

Write dissertation

Fall 2005

Write dissertation

Defend dissertation

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