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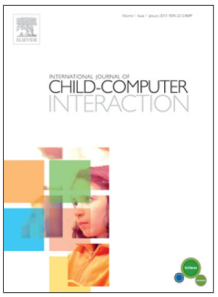

Co-designing with children a collaborative augmented reality book based on a primary school textbook

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ACCEPTED MANUSCRIPT

Co-designing with Children a Collaborative Augmented Reality Book Based on a Primary School Textbook

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Abstract

Augmented Reality (AR)[1] has been proven to support collaboration when used in different contexts. AR Books have been developed for children in different contexts including entertainment and education. However, the involvement of children in designing AR Books based on the actual school textbooks has not been covered previously. This paper presents co-design process of involving primary school children in the design and evaluation of an AR textbook for collaborative learning experience. Using cooperative inquiry techniques as an appropriate method of co-design with children, this paper proposes the key design features that can be integrated in the school textbook for a collaborative AR textbook.

Keywords

Cooperative Inquiry Techniques; Co-design; Augmented Reality; Textbook; Collaborative Learning Experience; Child-Computer Interaction;

[1] Augmented Reality.
[2] Cooperative Inquiry Critiquing
[3] Participatory Design.
[4] Child Computer Interaction.

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