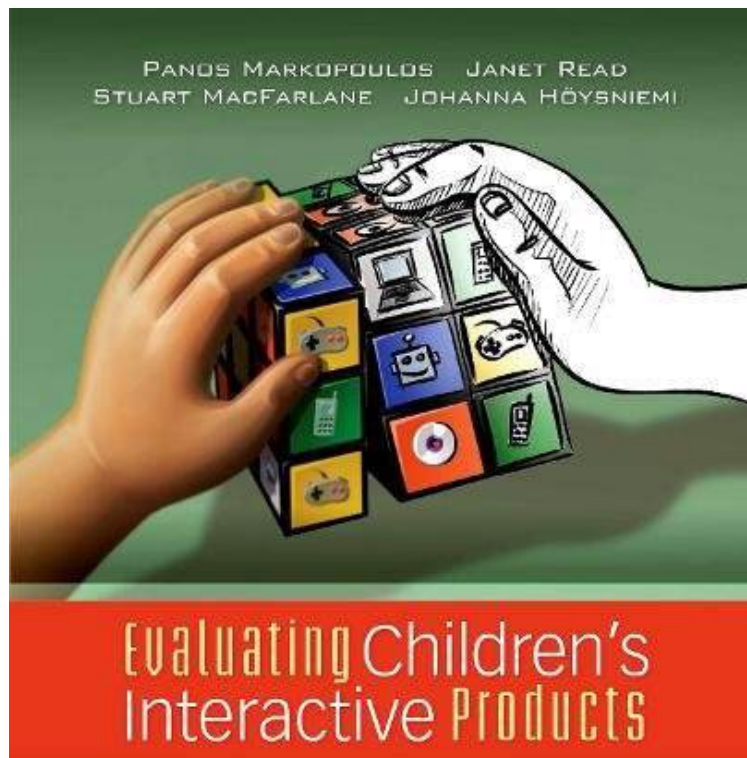


Evaluating Children's Interactive Products: Principles and Practices for Interaction Designers (Interactive Technologies)

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By Panos Markopoulos, Janet C Read, Stuart MacFarlane, Johanna Hoysniemi



Principles and Practices for Interaction Designers



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Evaluating Children's Interactive Products directly addresses the need to ensure that interactive products designed for children whether toys games educational products or websites are safe effective and entertaining It presents an essential background in child development and child psychology particularly as they relate to technology captures best practices for observing and surveying children training evaluators and capturing the child user experience Evaluating Children's Interactive Products provides numerous practical suggestions based on the author's considerable experience and wisdom The authors present a powerful case for the importance of beginning the evaluation process by spending time

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