Who worked on this?

- Angelos Arnis
- Juliane Fuchs
- Petter Karlsson
- Noa Nitzan

...and Ryrruss
Link to our Mural

Read more findings here

https://app.mural.co/t/d4cr8645/m/d4cr8645/1611227084877/c484c1700b471837023d4e0e69ebec43c22da932
How to use the website?

- **Principles**: For everyone
- **Supporting resources**: For those interested to do something
- **Methodologies**: For those who are implementing it
What did we do?

We looked at the user experience of the guide and how to improve it.
Areas to improve

Better navigation from/to/between the principles

Information Architecture exchange

More use of case studies and real world examples

Becoming an organisation

A brief video of what this is

Improve accessibility on website

Visuals for each principle

different versions of the guide

principles as cards PDF

Guide as a field guide (principles & cases & methodology)

Principles as superheroes

Or superheroes as supporting characters to the principles

make it more personal, add pictures, examples, who is behind this, who supports this etc. (logos)

some kind of assumption: how well-designed are key services/products for kids?
Short introduction video

A video to quickly explain why the guide exists and what principles mean

Video storyline

- What happens
- Voiceover
- XX% of children oversuse digital games due to commercial interests of companies
- When offering services to children, it is important to design specifically for children and to keep their rights in mind. Designing for Children's Rights is a global non-profit association that integrates children's rights in the design, business, and development of products and services around the world.
- D4CR co-created 10 design-principles how to design in a children-friendly way.
- The principles are an easy starting point for you to become more child-centric.
- D4CR has manifested 10 principles for designing for children's rights. ... this guideline can help your organizations to become more children-friendly.
- Examples for 1 principle
- Examples for 1 principle
- Examples for 1 principle
- Examples for 1 principle
- Examples for 1 principle
- Call to action: webpage, newsletter, network, further resources...

Juliane's notes - this can def be shortened, it's just all that came to my mind and an order that would make sense to me - once we start editing we get a better feeling for the timing I guess. Video should be max 2mins.
Improved accessibility

The general accessibility of the website needs to be improved.

- Use visualization cues (icons, symbols, colors)
- Try to be consistent with types of fonts and sizes
- Remember to use good contrast
- And... not to small fonts

It will be easier to use and make the experience much better for everyone (:-)
**Improved visualization of the principles**

Make the principles more alive with visual examples or icons.

**Meet our superheroes!**
Improved navigation

- Home button (added)
- Improved navigation between principles (added)
- Future suggestion: add logo on top left as well.
New landing page
(prototype in desktop only :)

https://childrensdesignguide.org/prototype-landing-page/
Thank you!

DACR