



# How to design for/with children Guidelines

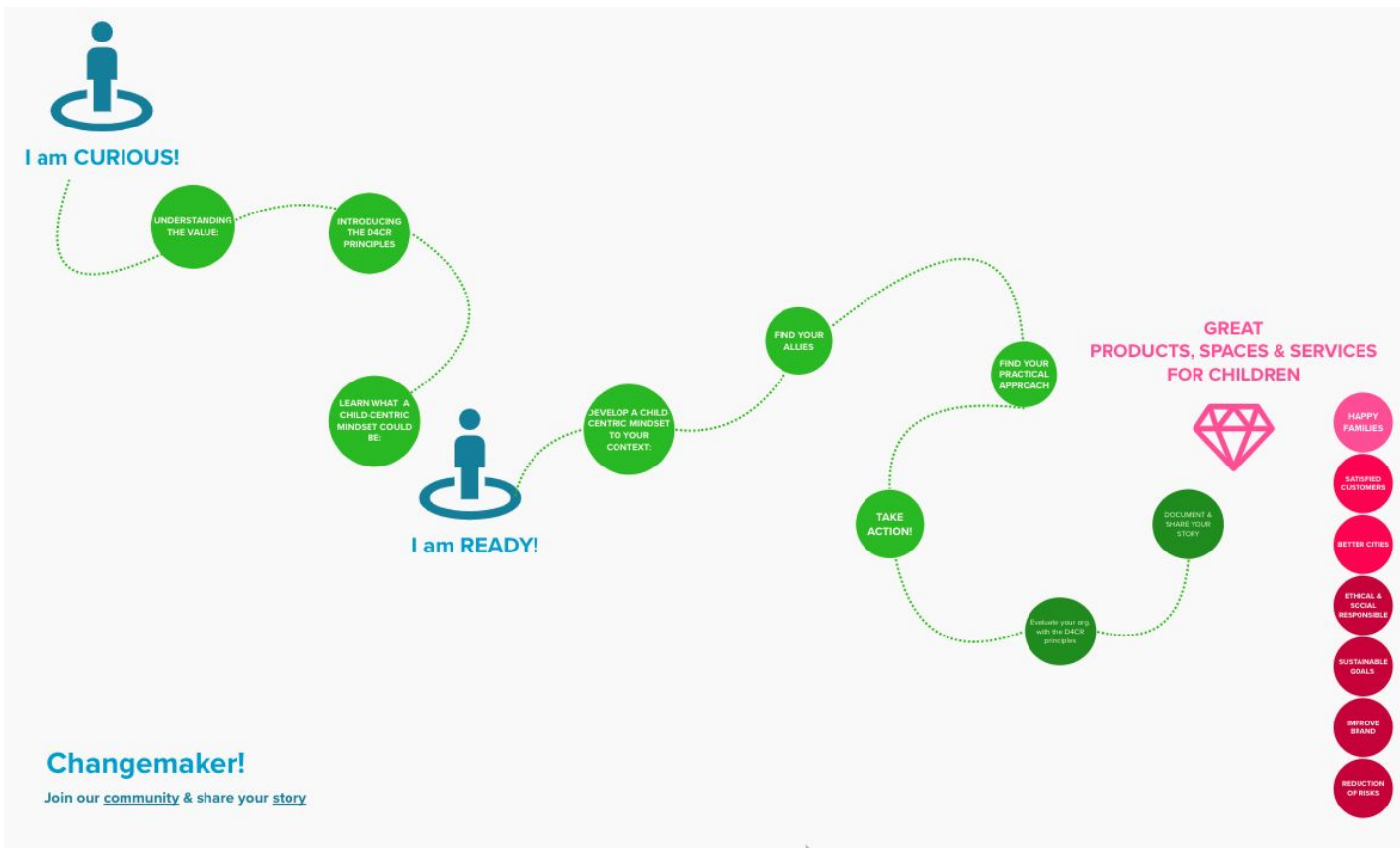
Call to Action

#D4CR

@D4CR\_guide

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# The Path



# We were inspired by

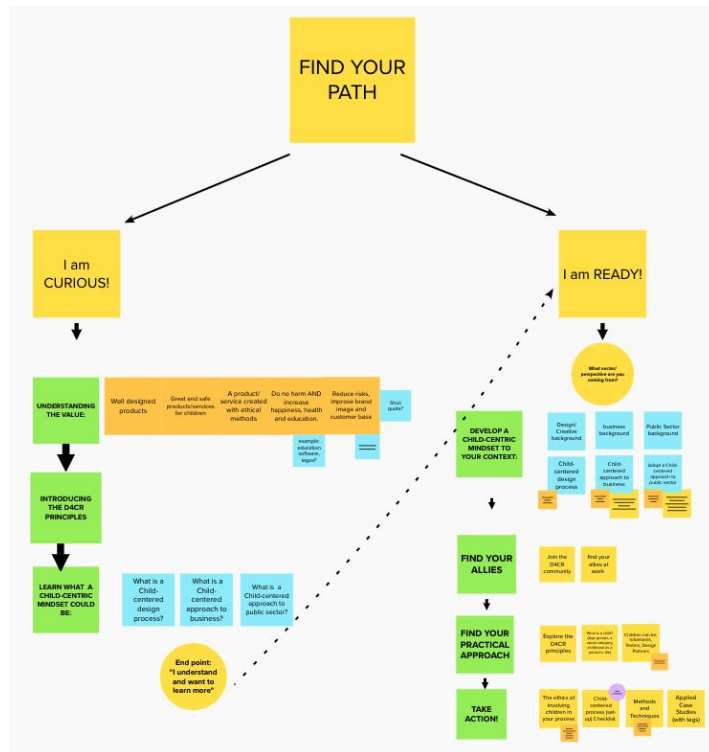
Shuli Gilutz in *Exploring Key Issues in Early Childhood and Technology*:

“Child-centered design refers to designing products for children by incorporating children’s perspectives, needs, and rights, at the heart of the design process. It requires both (adult) designers and caregivers to deeply understand the children’s world today, in order to create experiences for them that will enrich their lives, give them joy, and also prepare them for their future, as toys and play have always done.”

“...products that are well designed for children should be developed not only with true understanding of children’s lives today, but also with children taking part in the design process. **By not doing so companies end up basing their designs on myths and stereotypes, generational-gap fears and misunderstanding of children’s perceptions.**”

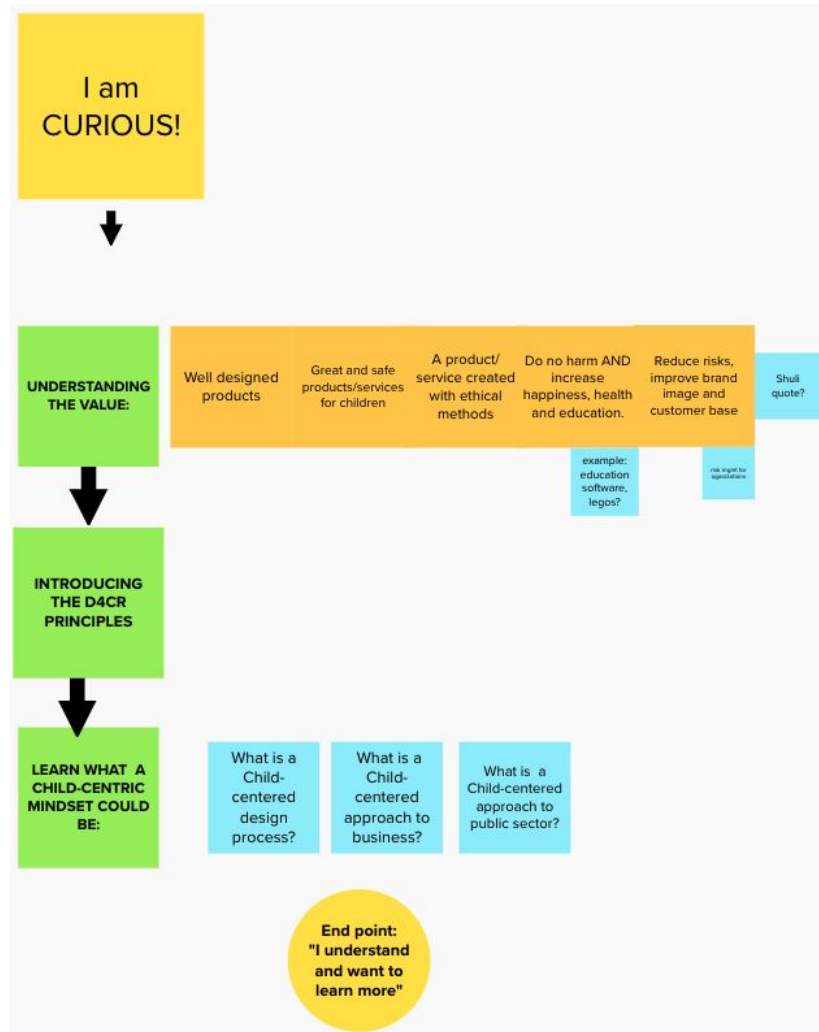


# We developed a flowchart

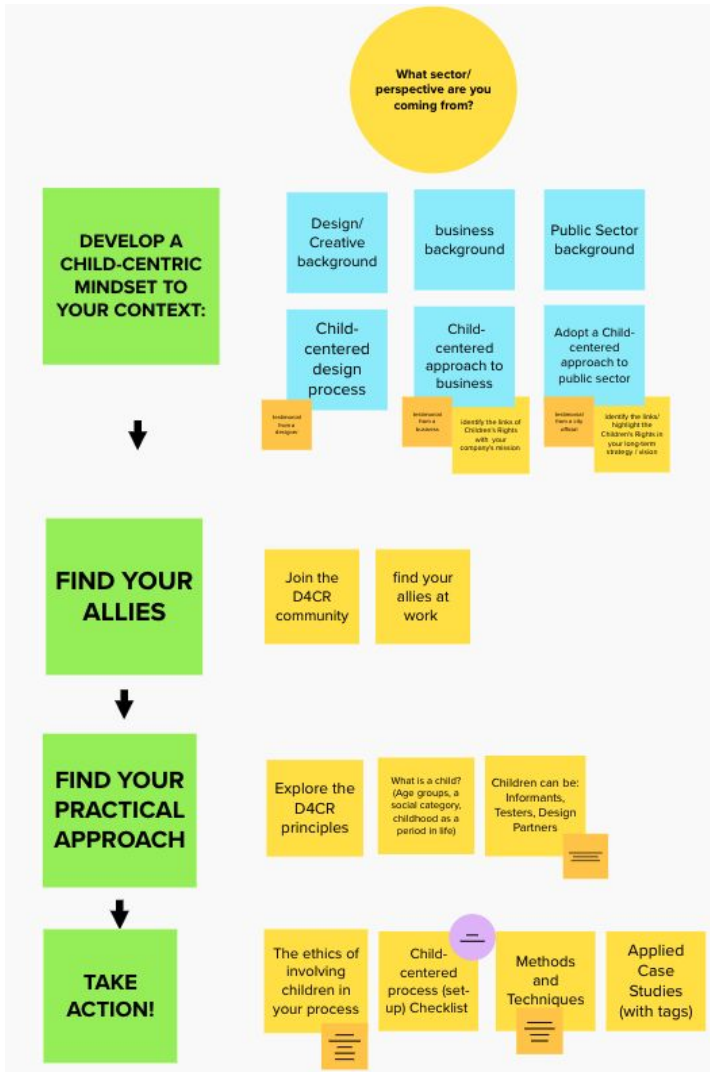


**Find your path**

# “I am curious“ path

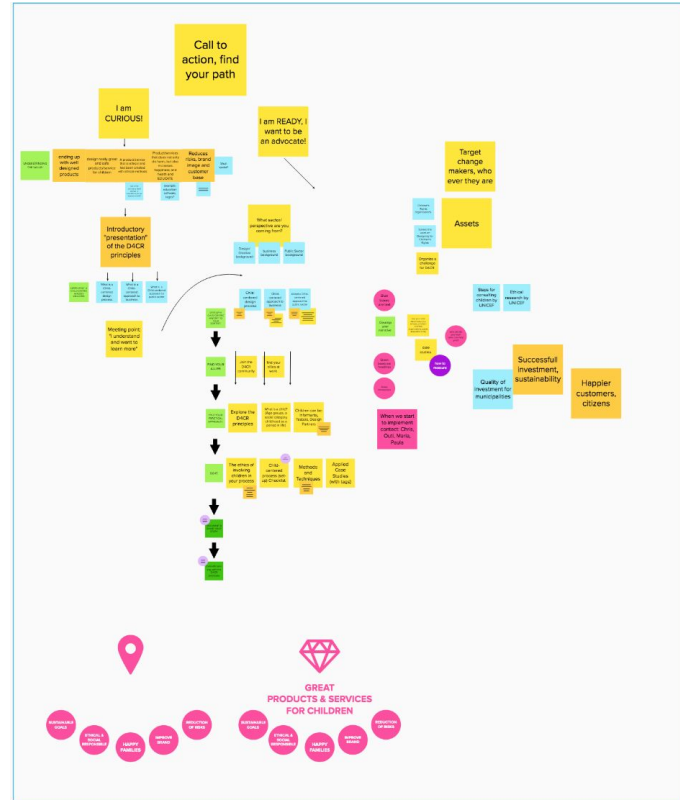


# “I am ready!” path



# Link to our Mural

<https://app.mural.co/t/d4cr8645/m/d4cr8645/1611227084877/c484c1700b471837023d4e0e69ebec43c22da932>





A decorative border of colorful dots and triangles surrounds the central text. The dots are in shades of orange, yellow, teal, purple, and pink. The triangles are teal and purple. The border is composed of several small shapes scattered around the perimeter of the slide.

**End slide.**

**D4CR**