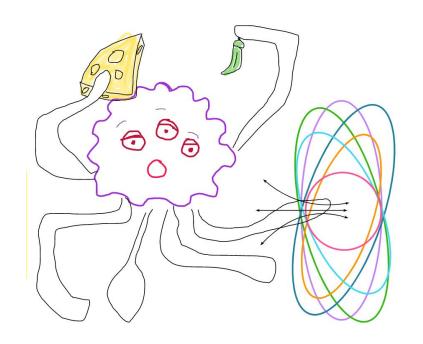
Design Guide Team UX

Remotekoot 2021

Who worked on this?

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

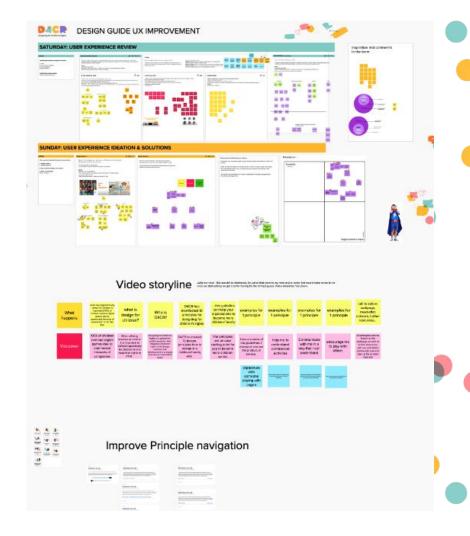
...and Ryrruss





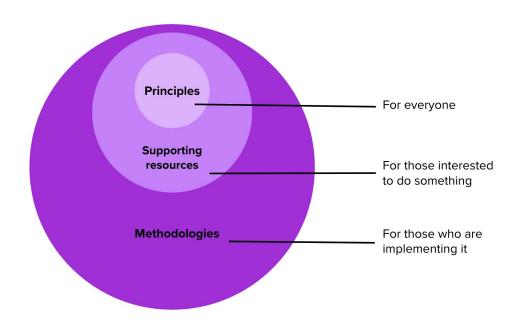
Link to our Mural

Read more findings here
https://app.mural.co/t/d4cr864
5/m/d4cr8645/1611227084877/c
484c1700b471837023d4e0e69e
bec43c22da932





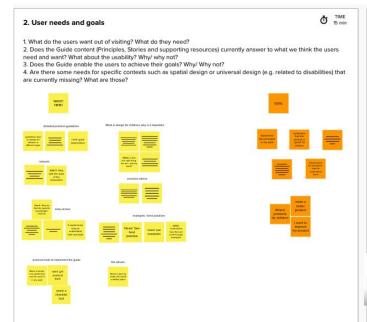
How to use the website?

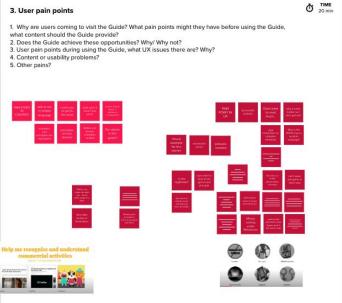




What did we do?

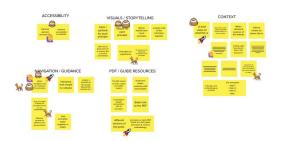
We looked at the user experience of the guide and how to improve it.

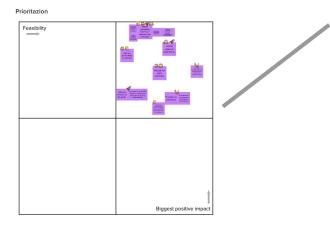


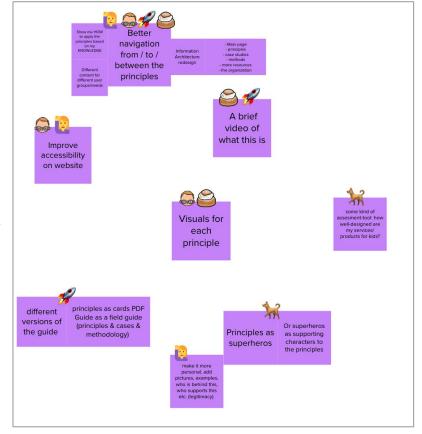




Areas to improve









Short introduction video

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



Video storyline

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 meonce we start editing we get a better feeling for the timing I guess. Video should be max 2mins.

What happens

some key argument why design for children is important ("XX% of children oversue digital games due to commercial interests of companies" or sth like that

what is design for children? Who is D4CR?

D4CR has manifested 10 principles for designing for children's rights

nas ... this guideline
ed 10 can help your
s for organizations to
g for become more
rights children-friendly

examples for 1 principle

examples for 1 principle

examples for 1 principle

examples for 1 principle

call to action: webpage, newsletter, network, further resources...

Voiceover

XX% of children oversue 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 nonprofit association that integrates children's* rights in the design, business and development of products and services around the world.

D4CR co-created 10 designprinciples how to design in a children-friendly The principles are an easy starting point for you to become more childrencentric

Here are some of the guidelines: 1. everyone can use the product or service.

help me to understand commercial activities Communicate with me in a way that I can understand

encourage me to play with others All principles can be found on the webpage, as well as further resources. Join our worldwide community now and sign up for or slack

channel!

clip/picture with someone playing with Lego's





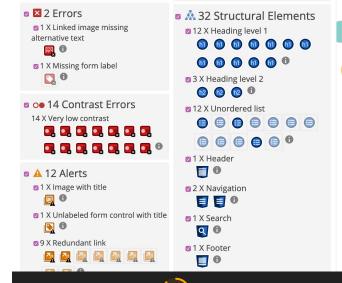


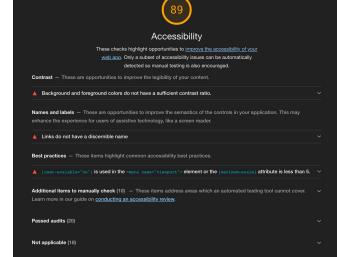
Improved accessibility

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.





Icons





Improved navigation

- Home button (added)
- Improved navigation between principles (added)
- Future suggestion: add logo on top left as well.



Principle 2

Give me room to explore and support my growth

LINKS TO U.N. CHILDREN'S RIGHT: RIGHT TO DEVELOPMENT

I need to experiment, take risks and learn from my mistakes. If/when there are mistakes, support me to fix them by myself, or together with an adult. Encourage my curiosity, but consider my capabilities based on age and development. I need support to acquire new skills and encouragement to try self-driven challenges.





New landing page

(prototype in desktop only:)

https://childrensdesignguide.org/pro totype-landing-page/





Thank you!

