

Global Children & teens survey

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Goals:

- Gauge the products children are using at this time, and their perceptions of child rights in the design.
- Create a set of questions to be distributed globally, to children in a variety of age groups and settings.
- Findings will be presented at the end of January at the Remotekoot – from each country, and to the children who participated.

Challenges:

- Assessing children's current thoughts about D4CR, without explicitly using terms they aren't familiar with (and create bias)
- Various age-groups (abilities to fill out questionnaire)
- Keeping children's privacy in reporting, while still letting them shine their thoughts and opinions
- Keeping it short while being informative...

Method

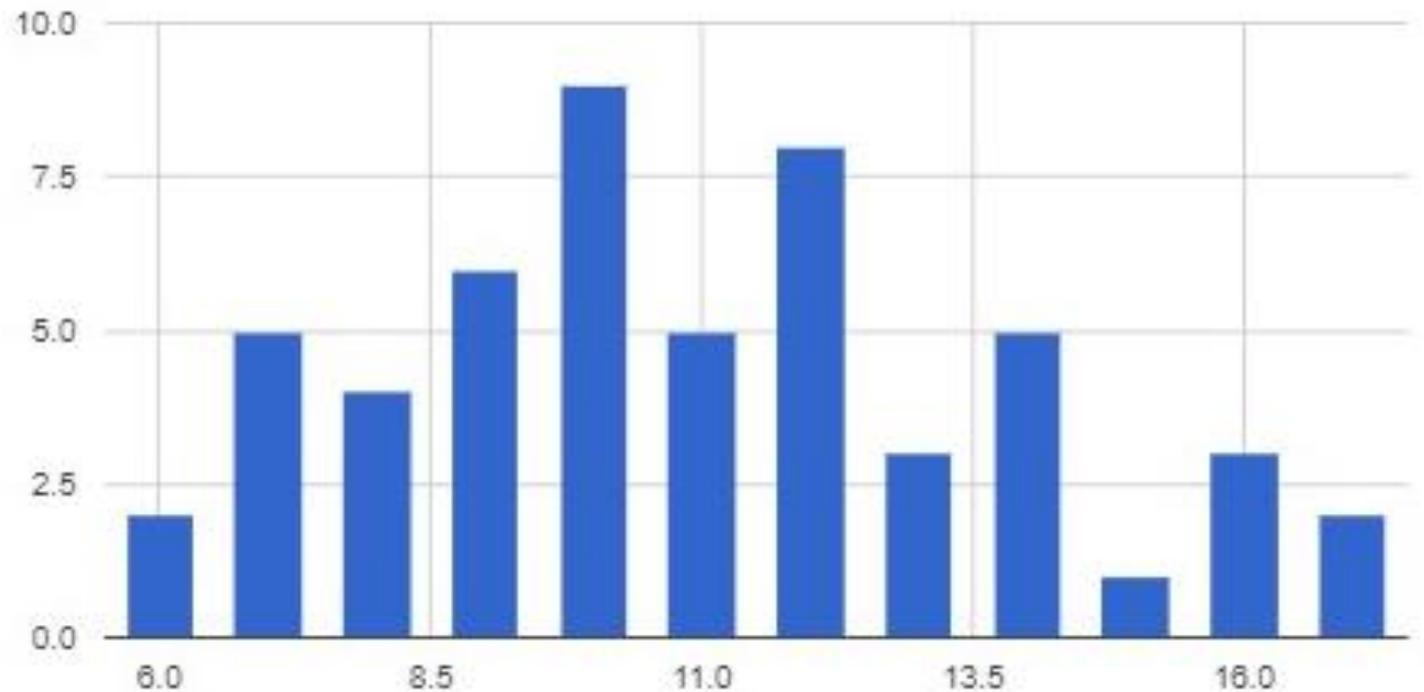
- Designing the survey in English - to be filled out by children themselves
(advantage: less parent bias, disadvantage: only age 6 and up)
It ended being translated into 5 more languages, thanks to awesome D4CR community volunteers!
English, Swedish, Hebrew, Portuguese, German, and French
- Survey designed in two parts: The first one is mandatory questions (general),
and the second section includes 10 additional questions about each one of the principles (voluntary).
- Dissemination of survey through (adults') social media (#fail),
and via personal connection and instant communication (#success).



Results

56 young people filled in the survey.

How old are you?
Average: 10.94



From 13 countries, 5 continents(!)

What is your gender?

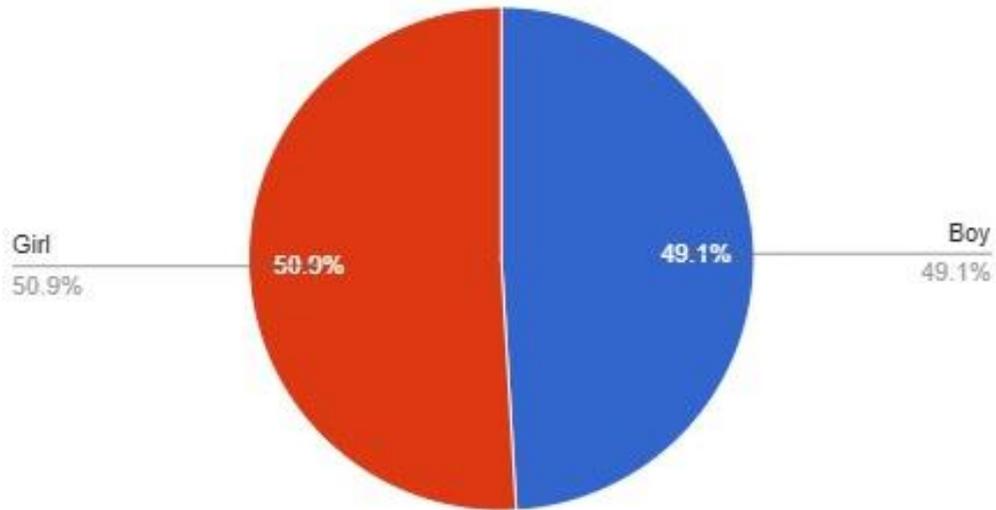
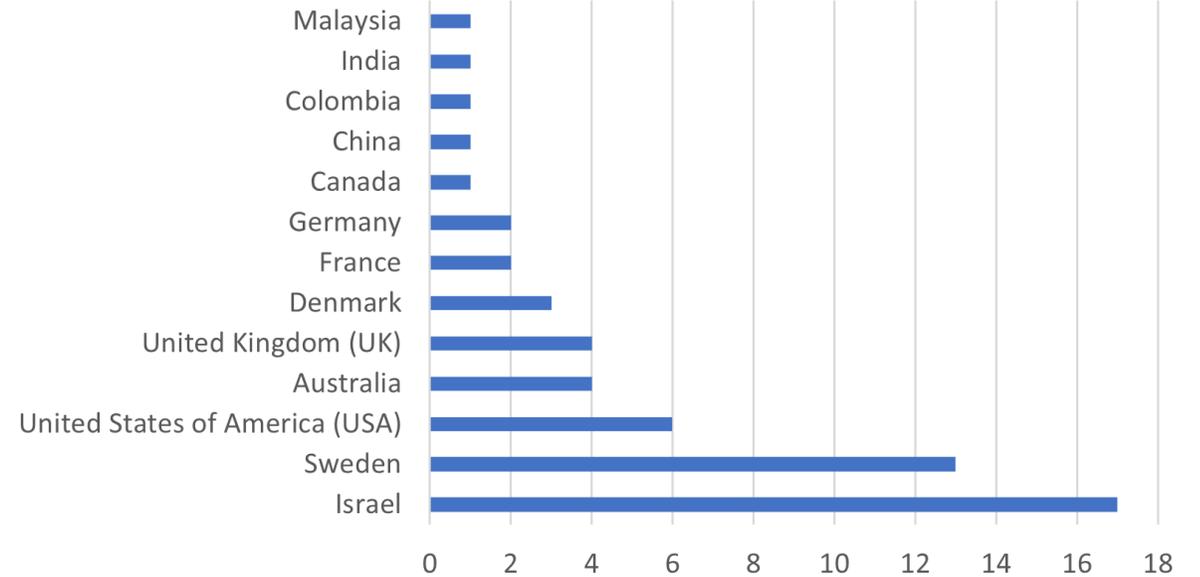


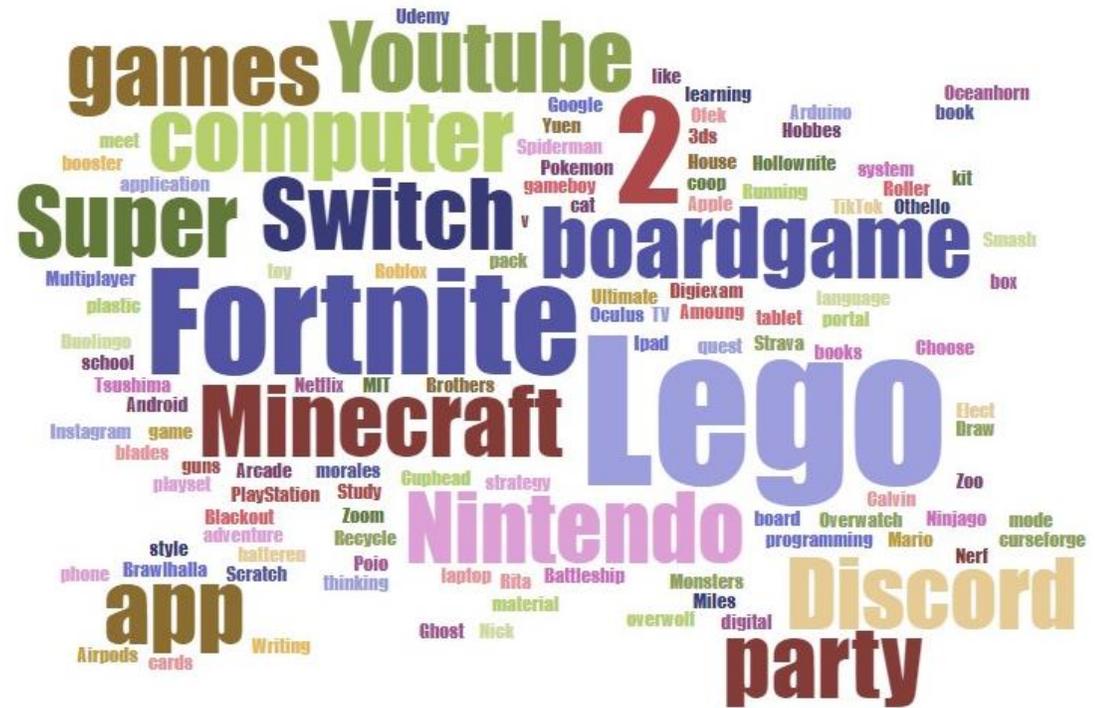
Chart Title



Girls



Boys



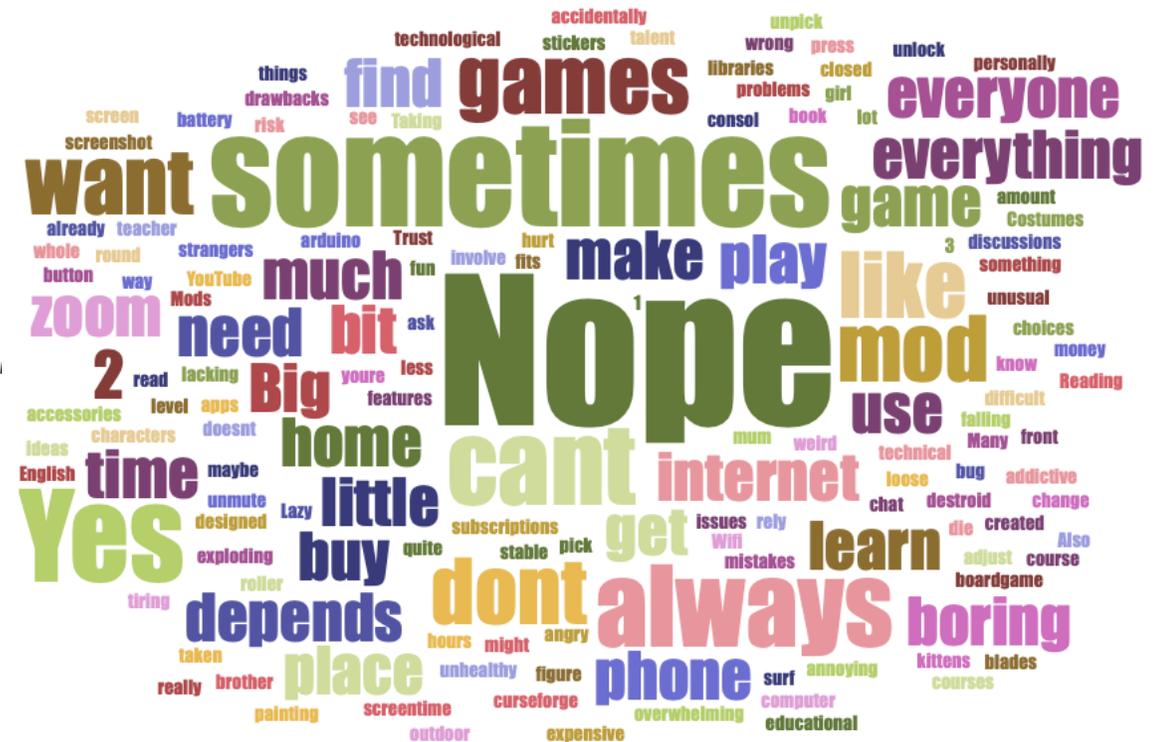
Were there any downsides?

"Not really"

"Sometimes there were technical issues but rarely"

"You can't play if you're not at home by a computer or consol."

"I end up spending too much time on YouTube..."



Questions about the 10 D4CR principles

D4CR Design Principles

1. Everyone can use [Non-Discrimination](#)
2. Give me room to explore, support my growth [Right to Development](#), [Right to Education](#)
3. I have a purpose so make my influence matter [Right to Participate](#)
4. Offer me something safe, keep me protected [Right to Be Protected](#)
5. Do not misuse my data [Right To Privacy](#), [Non-exploitation](#)
6. Create space for play (including a choice to chill) [Right to Learn](#), [Right to Leisure & Play](#)
7. Encourage me to be active and play with others [Right to Community](#), [Right to Health](#)
8. Help me recognize and understand commercial activities [Right to Information](#)
9. Use communication I can understand [Right to Information](#)
10. You don't know me, so make sure you include me [Right to Participate](#), [Right to Be Heard](#)

1. Do you think these products were designed collaboratively with children?

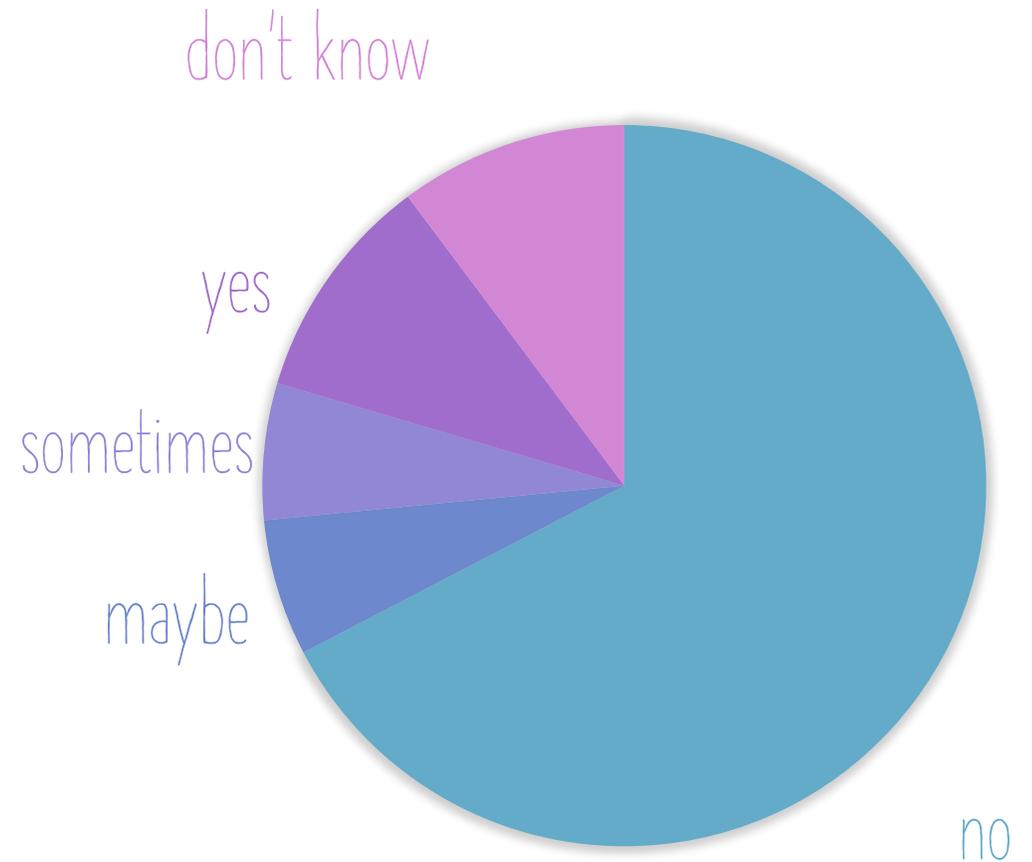
PRINCIPLE 10

"No, big companies usually don't have children but adults that play test or choose designs for example:

"Maybe some might have been created based on suggestions or been tested with someone's child."

"No, because you have to write codes and it's not something kids do"

"No, otherwise they would have been designed in other ways"



2. When using the products do you feel like you are growing or developing yourself?

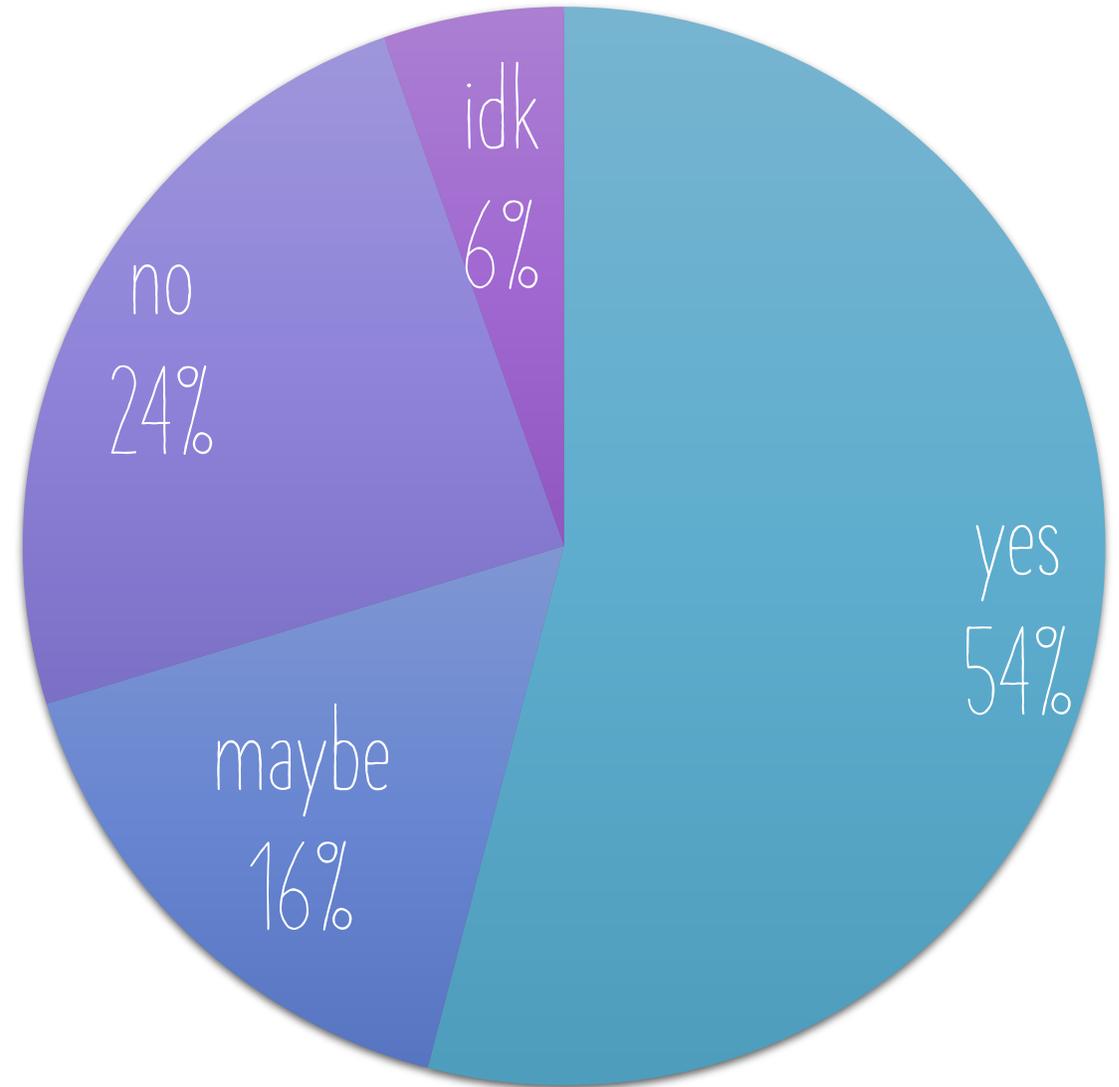
PRINCIPLE 2

"I am a huge self-learner/teacher and as I use them more I get better and better."

"Yes, but I don't know why"

"No because it is just playing"

"I think LEGO helps open up my mind and Discord makes me faster at typing."



3. Were there any issues of privacy or with how the products capture your data? Is this important to you?

PRINCIPLE 5

"I don't know what that means"

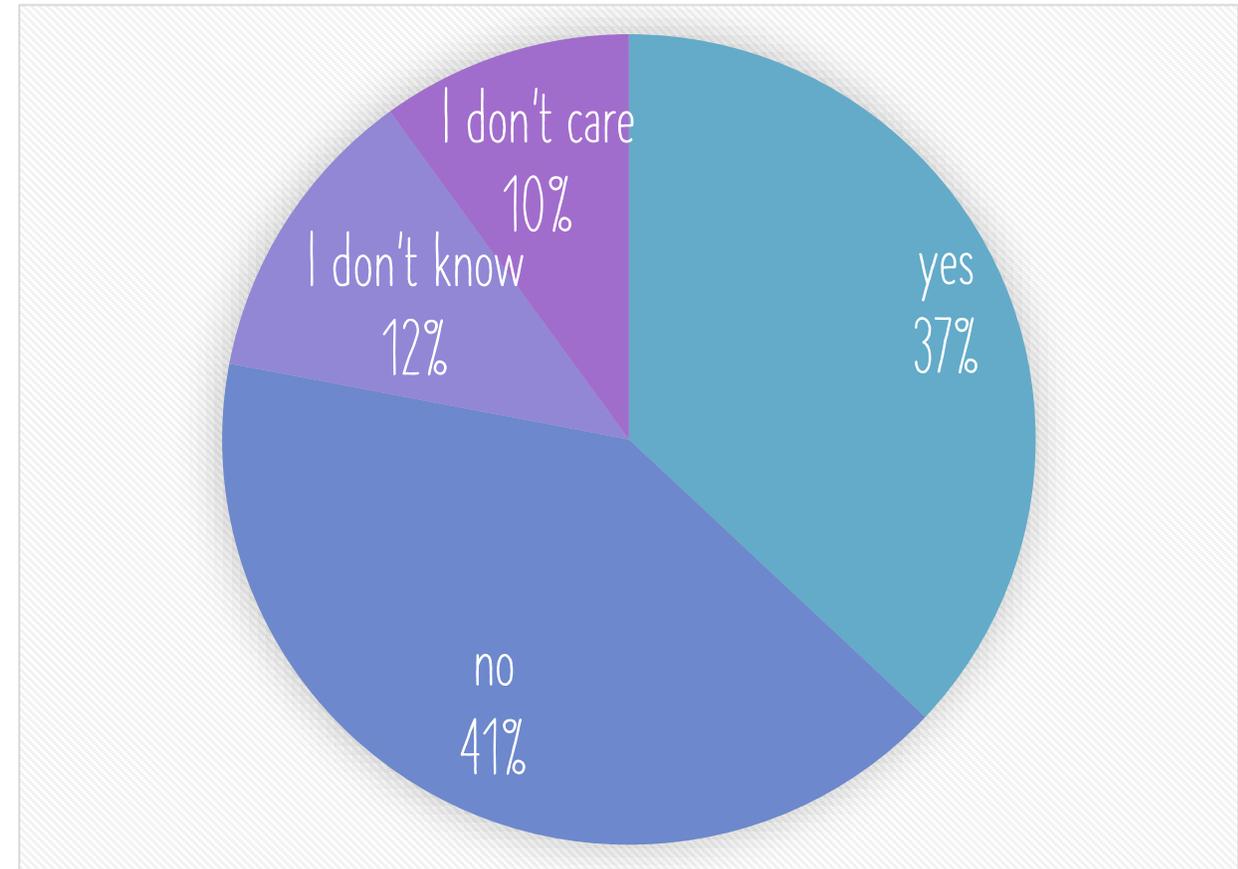
"Yes. I do not use any product unless recommended by the school."

"I think a bit data but I don't really care that much"

"It is important, but no. Discord is private. Switch and a LEGO don't take any information."

"No because Nintendo just ask for your birthday but I'm not 13.
But my parents let me use these because they think they are ok.:

"No because I think they won't do anything bad with it."



4. Do you think they enable parents to join in as well, when children/young people are using the products?

PRINCIPLE 7

"yes but parents don't find it interesting"

"It's up to the parents"

"No. I would like them to help parents join in more."



6. Do you think this product helps children express their ideas and beliefs well?

PRINCIPLE 3

"yes, because we can post what we want"

"Yes - because they products I chose - you can express your self. Like through a YouTube video by being a creator or making something in Roblox or telling Gatcha Life"

"No the games I play are for entertainment"

"Yes because you can work together and share with others."

"Occasionally, like when you can choose your character."



9. Do the products try to sell you things you may not want or know about?

PRINCIPLE 8



"No. They want you to pay for games but that's marketing. So it's okay."

"Sometimes - Nintendo switch or games might ask me for in app purchases . I don't always know what they want so I try to ignore it or ask my parents"

"Yes, I accidently bought something I was not allowed."

"Yes YouTube use a lot of commercials to make money. But I ignore these mostly."

"Yes. I will again point out that Instagram is not suitable for children and therefore there are several advertisements that are not suitable for many reasons."

"I'm a kid. I don't know."

☆ Is there anything else you would like to share with people who design products for kids?

"Consider all ages and genders because in the end, if your product has an intention to advertise, make it educational and protective and not inappropriate and lame."

"I want a Toca boca zoo!"

"Have in mind that kids will learn more if they have fun at the same time."

"Please stop making toys that are hard to use and fix back together. I don't like adverts on apps."

"Please try to add many easter eggs, it's fun when you pop into something secret or can discuss and cooperate with others that play to find new secrets or tricks and stories."

"do as Minecraft let the players be as creative as possible and so they feel they are in charge."

"Make sure it's a product kids want. Use kids in the design process. Let us tell you what we want. If it's for us make it fun and let us share and help. I've been in some tests for toys and games but it was so boring and felt like school. I like to help but I want it to be fun".

Thank you 🙏
to everyone who participated,
especially the children who filled out the
survey 🚀

We are doing our best to make products
better designed for you ✨

♥ D4CR