

A touch-sensitive programming experience for children

Project description

Young learners typically learn to program with online programming environments or tangible robotics using software and applications that enable them to drag and drop colourful programming blocks. However, a challenge is accessibility to people with physical or visual impairments, who are not able to easily engage in such environments.

This project involves building on the idea of an existing child-friendly programming environment, and making it accessible through a touch-sensitive tablet extension that responds to object and individual pressure. You will design and implement a new supporting user-experience that enables children to engage in programming with a tangible interface. You will have access to technology that allows you to create supporting touch-sensitive input devices.

We have available a number of PhD projects within this space, working collaboratively with our research team to:

- understand learning processes and behaviours with school age visual programming,
- harness various types of data to understand and improve learning experiences.



Student attributes

- You might have an interest in the learning and teaching of programming.
- You might have an interest in innovative user-experience design or designing accessible environments.
- You might have an interest in the relationship between the design of hardware and software.

More Information

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