The Design of Children's Technology (Interactive Technologies)

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Compiled by a leading authority in the field of children's technology, this book brings together current discussions of how and why new technologies are being designed. It presents innovative methods, techniques, and ideas, making this a unique resource for developers of children's software, hardware, and multimedia products; graphic/human interface designers; and university faculty doing research in the area of children and technology.

* Case studies, commercial products, and academic research projects
* Overview of present and future trends in computer technologies for children
* Design practices from university and industry researchers that can aid readers in developing their own approaches to creating and using computer technologies for children

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