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ABSTRACT

Children's books have been regarded as an important vehicle to develop the educational tools for children in several research areas such as Information System (IS), Human Computer Interaction (HCI), design, and education studies. Although research has been conducted on IS design science, HCI, and design studies of children's literature, it is challenging to produce an applicable design solution from this research because of the complex requirements during the process of design implementation. In this paper, we suggest an interactive children's book application system called StoryWeb suitable for the requirements of teachers and students. The design principles of our system account for story-making and story-sharing to generate seamless stories that further develop from the limited traditional arc of storytelling. In order to address this, the theory of boundary objects is adopted as a theoretical foundation, and V. Propp's morphological approach is applied as a technical underpinning to represent how StoryWeb can generate limitless stories among users. To validate this study, the interactive scene modelling shows how story-making and story-sharing can be played, and a prototype presents how StoryWeb can support the interactions between teachers and students in a classroom.

Keywords

Interactive Children's Application, Storytelling, Educational Tool