Designing Children's Interactive Pop-up Books: Creating enhanced experiences through the incorporation of animation principles and interactive design.

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Abstract
This thesis, Designing Children's Interactive Pop-up Books: Creating enhanced experiences through the incorporation of animation principles and interactive design, created by Michael Begay, explores how interactive design and computer graphics can be used to create enhanced user experiences in children's book design. Key factors taken into consideration during the creation of this thesis include children's book design, typography, storytelling, animation principles, and interactive design principles.

In order to explore the effect computer graphic design has on creating an enhanced user experience in pop-up book design, this project starts with research on writing a compelling, age appropriate story for children between the ages of three and six. After the story is complete, the next step of this project is the creation of a traditional printed pop-up book. This printed pop-up book is then used to inform design decisions around the creation of the interactive pop-up book, such as the types of interactions to use (e.g., pull tabs, drag and drops, and simple clicks) as well as how the pages animate. The interactive pop-up book uses full-screen display and sound to help further create an immersive environment and enhanced reading experience.

After finishing the creation of the traditional printed pop-up book and the interactive pop-up book, both books are tested with a group of participants (consisting of parents, caretakers, older siblings, and teachers) who interact with children between the ages of three and six. The tests contain questions related to the story’s comprehensiveness, the overall aesthetic of the illustration style, ease of use, and format preference—printed versus digital. While the findings from these tests suggest that there is a still a wonderment for watching folder paper come to life in three-dimensional forms, the interactive pop-up book has more potential in creating an enhanced reading experience.

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On Playtime, children can create profiles with a choice of motifs or their own face on a balloon. It serves a practical purpose, but Jane's team discovered that children found the process of setting it up and using it to be fun, rather than the chore most adults find profile creation to be. "If you've got siblings in the same house, you don't want them to have the same set of badges that they collect while they're in the experience," says Jane. Designed by Struktur Design Limited Printed and bound in China. The Principles & Processes of Interactive Design Jamie Steane. 0 1 2 3 4 5 6 7 8. 6 Introduction 8 10 What is interactive design? 0. 48% of design agencies in the UK undertake 'digital and multimedia' work. or a budding director producing a new interactive video. it is apparent just how much the digital revolution has touched all facets of our design and production processes. Interactive Design is defined as the shaping of digital products and services for people to use.