

Children's Literacy Project

www.cudenver.edu/public/literacy

Integrate...

Quality Academic Research

- Cognitive Science
- Software Engineering
- Human-Computer Interaction
- Networks & Distributed Systems

Meaningful Community Outreach

- Promoting Literacy
- Connecting With Local Enterprises
- Supporting Community Service

Effective Education Practice

- Address Meaningful Problem
- Authentic Learning Experience
- Natural Need to Conduct Research

Investigations...

- Study practical application and ramifications of key concepts and considerations in development of interactive-multimedia educational software
- Inquiry, analysis, design and testing of network-based, interactive software maintenance interfaces
- Exploration to improve apparent (effective) performance by exploiting situational attributes and characteristics of perception
- Examine means to achieve high-engagement products delivered over network technologies that exhibit highly-varying and non-deterministic delay attributes
- Experiments to evaluate potential mitigators for the negative impacts on engagement and ease-of-use resulting from limited user-interaction modalities

Missions...

Promote Literacy:

- Provide motivating opportunities for using language in meaningful contexts

Connections:

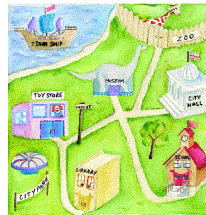
- Work with local businesses and institutions to support community service activities and projects

Authentic Learning:

- University students gain real-life experience working with a client, while designing and creating community-oriented products

Capstone:

- Opportunity to integrate, apply and extend the university education



Personalized Text Adventure
Zoo Exploration
US Geography
Wacky Web Tales
Interactive Detective Stories
:

www.tatteredcover.com/KidsTown

KidsTown

WHY: Enhance Literacy

WHO: Children · Families · Teachers

HOW: Engaging · Informative
Entertaining · Educational

WHAT: Interactive WebSite

WHEN: 1996 – 1997 – 1998

Collaborative Partnership...

*UCD Department of Computer
Science and Engineering*

Tattered Cover Book Store

“Working together inside and
outside the classroom”

Through this project, the University and the Tattered Cover demonstrate their commitment to supporting the educational needs of local elementary and university students as well as children throughout the reaches of the World Wide Web.

Children's Literacy Project:

Integrating research, education and community service

www.cudenver.edu/public/literacy

Dr. Jody Paul, Project Director
jody@acm.org · (303)556-8425

This project demonstrates the benefits of integrating quality academic research, meaningful community outreach, and effective higher-education practice through a problem-focused, multi-disciplinary approach.

The Children's Literacy Project represents a collaborative partnership between the University of Colorado at Denver's Department of Computer Science and Engineering and the Tattered Cover Book Store. These two organizations work together inside and outside the classroom to establish a situation where university students gain real-life experience working with a client, while designing and creating community-oriented products.

The first outcome is *KidsTown*, an interactive web site that promotes literacy and serves as a resource for children, families and teachers. Currently fielded by the Tattered Cover at www.tatteredcover.com/KidsTown, this product represents the efforts of over eighty students, primarily CSE undergraduates, during 1996, 1997 and 1998. The project provided the opportunity for these students to integrate and apply their university education as they designed and created an engaging website full of interactive activities that are simultaneously informative, educational, and entertaining.

The KidsTown product itself, coupled with its life-cycle documentation, demonstrates the practical application and ramifications of key concepts and considerations in the development of network-delivered interactive multimedia software. For example, a key concern is providing the desired degree of engagement in products delivered via current networking technologies. Addressing the task of building an engaging, educational product using new and rapidly changing implementation technology provided opportunities for a broad range of investigative research. Principal areas addressed include Cognitive Science, Software Engineering, Human-Computer Interaction, and Network Distributed Systems. Investigations covered a range of issues from technology (e.g., connectionless protocols; highly varying, non-deterministic delays; data compression), education (literacy; exploratory learning; user interaction modalities), and engineering (usability testing; project management; life-cycle risk management).

Through the project, UCD and the Tattered Cover demonstrate their commitment to supporting the educational needs of local elementary and university students as well as children throughout the reaches of the World Wide Web.



Director: Dr. Jody Paul · jody@acm.org