



Interface jamming: feeling like a child in the city

Parent / carer survey

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Project website: <https://lindaknight.org/interface-jammers-feeling-like-a-child-in-the-city/>

Instagram: @urban_interfaces

Tags: #interfacejamming #urbaninterfaces



The project explores the question: What does it feel like to be a child in the city?

Overview

The Interface Jammers project promotes the civic agency of children aged 3 - 10 years, families, and the community as active urban citizens. It asks: how might young children respond to their rich urban environment and develop their civics and citizenship?

I am interested in how children develop civic belonging while in urban environments. I am especially interested in the ways young children aged 3 - 10 years develop their belonging through the different interfaces they encounter. Finally, I am interested in how a creative process called 'interface jamming' with those different interfaces helps understand children's emergent civics and citizenship in the urban context.

Invitation

You are invited to complete a parent / carer survey about your child/ren's uses and interactions with interfaces in their daily lives. The survey is anonymous and you are not required to provide identifiable information about your child/ren. The survey will take approximately 10 minutes to complete.

How will you participate?

You will complete the survey online. This is part of a research project, so Linda Knight will use the responses to develop her understandings of how children aged 3 - 10 years interact with the many different interfaces they use. Linda will convey these understandings in publications and presentations.

Overview

Cities globally are becoming more inclusive and age-friendly (UNICEF 2018). Enabling people of all ages to co-develop their urban civics is critical for creating diverse communities, promoting inclusion, and supporting children to become active citizens within a post-pandemic public space.

This project considers what a city can learn from the voices, participations, experiences, needs and priorities of the children who interact with its interfaces and play, learn and live in it. It explores how children, as citizens, playfully consider

what the interfaces of their city feel like, “through my eyes, through my ears, through my nose, through my feet, through my hands.”

Interfaces

Interfaces include interactive screens, sensors, and automated machines. The interface can also be biologic or material, and it can include animals, plastics, metals, the weather, people, birds, rocks, wood, insects, and more! Interfaces can be non-tangible such as alerts, sounds, and vocal instructions.

Jamming

Jamming disrupts the expected or mainstream interaction with an object or image. This doesn't mean breaking or damaging the interface, or being unsafe, but using the interface in a totally unexpected way. Jamming uses artistic and creative ways to encounter and interact with the interface.

Here is an example: There are interactive screens in shopping malls that help you find your way. Jamming that interface might be trying to use the screen while wearing a lit head torch. The bright light jams how you can receive the information. Another example might be to try and use a SmartScreen while wearing socks over your hands.

Examples of interfaces

Interfaces can be indoors or outdoors and in different contexts. These include, but are not limited to:

- train stations and bus stops
- hospitals
- parks
- learning spaces
- malls and shops
- walkways and underpasses
- supermarkets

- public precincts and piazzas
- galleries and museums
- playgrounds
- sporting venues
- waterways
- libraries
- laneways
- streets
- homes and residency spaces

How to complete the survey

Please visit the project website (listed above) to access the participant information and consent forms and a link to the survey.