Encouraging Children in Jordan to Read Printed Books Using Digital Media

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Abstract

Most researchers to date have studied ways of enhancing digital libraries and how to design information and social spaces for use by adults and children. Little research has been done to explore the desire to read printed books and to promote this process and to convey the idea that books can provide an information space. Books can be used to support sociable environments for knowledge exchange, such as libraries, book clubs, schoolwork, storytelling in children centres, clubs and in the home.

The PhD research aims to enhance children's desire to read printed books by trying to change attitudes of children through their use of digital media. It is very important to study their attitude towards reading as well as their social interaction and behaviours in various environments such as multi dimensional and multimodal environments.

Aim

The main aim is to encourage children in Jordan to read printed books by using the social networking site.

Methodology

The research is focusing on three areas:

To provide a context for the work and the materials on which to base the design principles for developing a prototype.

To design an interface that will motivate children to learn via enjoyable and fun activity, and will excite and enthuse children and also contribute to their language.

To explore ways of integrating the content of the book with child interest.

Conclusion

Both the Jordanian Government and non-Governmental institutions are aware of the need to encourage reading in Jordan. Today, many cultural centres in Amman are working hard to build children's literacy skills in a safe environment, including making efforts to improve their reading. These institutions are ready to follow new ideas and embrace new technologies that aim to encourage reading and improve children's literacy. However, and in spite of their efforts, they must keep in mind the importance of the classic (printed) book in the life of the Children. Printed books can provide fun and enjoyment, and technology must play its part in encouraging Children to continue to enjoy the classical art of reading books. Classic printed books offer Children a window into

another world, a world where they can think outside of their normal avenues of thought (Alexis, 2009).

The proposed design will deal with children aged (8-12) years old, this age category is representing the children who collect with aim of making distinctions between objects or social such as exchanging objects and playing games (Valkenburg, 2004).

The proposed design project will be based on developing a social networking site for children to encourage them to read printed books.

References

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