

# Workshop: Teen Interactions

Alexandra Lang  
University of Nottingham  
Human Factors Research Group,  
ITRC, University Park  
[alexandra.lang@nottingham.ac.uk](mailto:alexandra.lang@nottingham.ac.uk)

Sarah Atkinson  
University of Nottingham  
Human Factors Research Group,  
ITRC, University Park  
[sarah.atkinson@nottingham.ac.uk](mailto:sarah.atkinson@nottingham.ac.uk)

Dan Fitton  
University of Central Lancashire  
Child Computer Interaction Group  
Computing & Technology, CM218  
[dbfitton@uclan.ac.uk](mailto:dbfitton@uclan.ac.uk)

**Abstract:** Teenagers are prolific and demanding users of interactive technologies. Their dynamism in this space and innate short termism results in products with shorter shelf lives than those developed for and used by adults. The aim of this workshop is to engage participants in sharing their experiences, reporting upon methodologies for research with teenagers and discussing the commonalities of teenage technology interactions with a view to understanding this distinct population against the backdrop of HCI and technology development. Participants will also explore the future of teenage technology use and how teenagers can help inform interaction design processes. The workshop will also foster new collaborations, and define new research agendas to grow the research and literature in this area.

*Keywords:* teenagers, interaction design, methodologies, user experience,

## LEAD ORGANISER

Dr. Alexandra R. Lang  
Human Factors Research Group  
Rm B03h, ITRC Building  
University of Nottingham  
University Park  
Nottingham  
NG7 2RD  
Email: [Alexandra.Lang@nottingham.ac.uk](mailto:Alexandra.Lang@nottingham.ac.uk)  
Tel: 0115 84 13892  
Fax: 0115 95 15616

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## Scope of Workshop

Teenagers are prolific and demanding users of interactive technologies. Their dynamism in this space and innate short termism results in products with shorter shelf lives than those developed for and used by adults. The aim of this workshop is for participants to share their experiences of teenage UX, reporting upon methodologies for research with teenagers and discussing the commonalities of teenage technology interactions with a view to understanding this distinct population against the backdrop of HCI and technology development. Participants will also explore the future of teenage technology use and how teenagers can help inform interaction design processes. The workshop will also foster new collaborations, and define new

research agendas to grow the research and literature in this area.

## Aims of Workshop

Following on from a successful workshop at CHI where this topic was introduced, this workshop welcomes both practitioners and academics and seeks a variety of contributions to inform the body of work on teenage interactions and user experience. The workshop aims to:

- Understand teenage user interaction requirements of technology
- Explore the ways in which industry and academia can interact with teenage users

- Identify and present themes to inform future teenage UX design and research
- Identify future research agendas

### Topics to be covered

The workshop topics to be explored include but are not limited to;

- Case studies of teenage interaction research and user experience
- Interaction requirements of teenagers
- Creative methodologies for interaction design with teenagers
- Communication and elicitation of needs with teenagers for UX design
- Novel theory for teenage technology interaction
- The future of teenage interactions

### Participant involvement

The workshop is open to all interested parties. Participants will be expected to produce an abstract (4 page max) to discuss a case study/ method or findings of HCI research with teenagers and a brief bio (100-150 words) for dissemination amongst the working group. Submission date – 31<sup>st</sup> July.

### Expected outcomes

- A list of methodologies for involving teenagers in research and design practices.
- Themes to inform a working understanding of teenage user experience.
- A research agenda for teenage UX and interaction design in the future.

### Provisional agenda

09:00 – Welcome and Introduction

09:15 – Brainstorming session on key themes and questions to be addressed during the workshop

09:45 – Group breakout to discuss teenage user experience requirements

10:45 - Break

11:00 – Whole group contribution for themes

12:00 – ‘Rules of thumb’ in teen user experience

12:30 – Lunch

13:30 - Group breakout to discuss methods of teenage user experience research and design (including communication and elicitation from young people)

14:30 - Whole group contribution for themes

15:15 – Break

15:30 - ‘Rules of thumb’ in methods for teen user experience

16:00 – Future research agenda for teenage UX and interaction design

16:30 – Summary and round up

17:00 – End

### Workshop Organisers

Dr. Alexandra Lang is a Human Factors Research Fellow at the University of Nottingham. Alex is currently working in the Human Factors Research Group and Horizon Digital Economy Research Institute on projects largely associated with technology for adolescent health promotion and the use of remote technologies and data in hospitals. Prior to this she gained her PhD in ‘Medical Device Design for Adolescents’. Her research interests are the application of human factors approaches and user centred design in medical technology development and healthcare contexts, with particular interest in how these approaches can impact adherence to medical regimens. Her work has included evaluation of healthcare admission systems, hardware devices for use in primary and secondary care environments and more recently remote monitoring solutions in the form of mobile apps and software platforms.

Dr Sarah Atkinson is a Senior Research fellow with a PhD in Ergonomics and 20 years of experience in ergonomics research and consultancy, prior to joining the IOE she worked within the Health and Safety Ergonomics Unit and the Vibration, Biomechanics and Noise Research Group at Loughborough University where she worked on a number of research projects. She is a registered member of the Ergonomics Society, holds an MSc in Human Factors and a first degree in Applied Consumer Sciences. Sarah currently works as an Ergonomics consultant and Senior Research Fellow. Sarah has previously researched in health, rail infrastructure maintenance, as well as providing ergonomics consultancy and training for clients and undertaking the role of course director for Applied Ergonomics by distance learning. Sarah is a Principle Investigator on PEGASO, an EU funded project which aims to promote healthy lifestyles and food awareness among teenagers through games and technology.

Dr Daniel Fitton completed his PhD in the field of Computer Science at Lancaster University in 2006. Daniel then worked as a Research Associate on a project extending his original PhD work which is now being commercialised by a large signage company. In 2009 Daniel joined UCLan as a Lecturer in Computing and has become involved in the Child-Computer Interaction (ChiCI) research group. His main research interests are exploring user-centred understandings and applications of emerging 'away from the desktop' interactive technologies (such as surface, tangible, mobile and embedded technologies). He is particularly interested in child and teenage users. He has worked on a wide range of research projects and collaborations with industry.