

Interactive Design Technics & the Future of Learning for Kids

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1. Introduction

“People see children as a small, weak and less qualified version of adults. They always think that children lack knowledge and they don’t know how to be socialized. Children’s treatment was justified by prevailing economic, moral and religious forces based on adult requirements.”(16) Such these thoughts and description where quite common in every field related to children, including education. Lack paying attention to the positive side of children and their capability to gain knowledge from every possible source they can reach, or what can they do and become if they have the chance to get the chance to develop their own instinctual skills and believe in themselves. Many reports has pointed to the importance of involving families into learning activities to promote their child’s skills outside school, as the main resource for knowledge and information. But with all increasing socio-economical issues and problems, the role of the family get conducted in children`s learning and development through activities at home, has been decreased. There are tries to find an alternative solution to support and encourage children to learn and develop his own skills better way. But most of it was more like software missing to consider the personality of the child and his unpredictable attitude. So this paper will try to explore both types of kids learning & playing on one side, and on the other one the different types of the current solution. Then discuss it`s capability to fulfill what child need actually.