

Interactive designs as a main factor in increasing creativity and achieving children's psychological efficiency by stimulating their working memory (interactive experience during covid-19) in children aged 12-14 years.

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abstract

The research highlights the importance of interactive designs as a key factor in increasing creative abilities, and achieving children's psychological efficiency by stimulating their working memory. The research aims to: A suitable interactive technical test to stimulate the memory of children in the age group (12-14) and increase their creative abilities and emphasize the realization of positive values to satisfy children's psychological needs, thereby raising their sense of self-worth and increasing their attachment to the catalyst, seeking to replicate and even develop the experience and thus satisfying their psychological needs and modifying the behavioral pattern towards their surrounding environment for the better. Trying to produce and create an interactive design based on the inspiration of its components and its artistic vocabulary from the children's memory in order to modify their behavior and satisfy the child's psychological needs, thereby increasing his creativity and raising his self-confidence, which is reflected in society as a whole.

- The research included several interlocutors
- First axis: Psychological effects and damage to children during COVID-19 (covid-19)
- Second axis: psychological needs and their impact on the stimulation and formation of memory
- Theme III: Stimulating memory through audiovisual arousal
- Axis IV: The effect of excitement and emotion on memory

Axis V: Practical applications include the interactive research experience in the researcher's attempt to obtain a new and deeper perspective of interactive art, influence on children's memory stimulation, and a change in their creative behavior. The experience took place at the end of 2021 over two months in isolated sessions, and the experience is based on stimulating the audiovisual component of children's short-term memory to produce some designs inspired by their imagination and motivated memory. The researcher then compiled these artworks into a moving design to measure the psychological correlation in that category under study. The researcher designed this interactive work, inspired by their memory to study and analyze its impact in order to enhance their autonomy and attachment, thereby increasing their creative abilities and their lost confidence in themselves, thus raising the self-worth of children and increasing their attachment to the

catalyst, seeking to replicate and even develop the experiment and thus satisfying their psychological needs and modifying their behavioral pattern for the better

Key words

Designing an interactive investigator, Memory stimulation, Psychological efficiency, Raising Self Value, Creative Ability