IDC 2005 Tutorial proposal:

Wizard of Oz with Children – ethical dilemmas and experiences from the field
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Objectives for tutorial
The main objective of our half day tutorial is to provide methodological guidance for
the design and evaluation of interactive products with children when using a Wizard
of Oz (WOz) methodology.

The more detailed goals of participants in this tutorial will be:
• To understand the basic concepts of the WOz method and its’ possibilities and
  constraints.
• To gain an overview of the background of the WOz method in the field
  of HCI and learn how it has been applied with children in several projects.
• To appreciate the roles a child and an adult can play in the WOz design process.
• To identify the ethical concerns related to deceptive design and evaluation setups
  and discover how these situations can be made safe and ethically sound for child
participants.
• To gain hands-on experience on how to design and carry out Wizard of Oz
  experiments with child participants.

Justification for tutorial inclusion in the IDC2005 program
A large number of children’s products and product concepts are highly
innovative and even futuristic, these often call for new design and evaluation
approaches. The Wizard of Oz methodology (WOz) has been traditionally used to
test ideas and rapidly prototype systems that are costly to build or technologically
complex. The Wizard of Oz methodology is well suited for the purposes of studying
children’s user interfaces that are often based on non-traditional input technologies
that might not yet even exist.

The Wizard of Oz method has also been employed in a number of projects involving
children. These studies have mostly concentrated on applying the method in the
context of participatory design or the evaluation of interface agents. The
organizers of this tutorial have experience in using WOz prototyping of physically
interactive computer games and in the use of Woz with recognition based interfaces.
The WOz method benefits from wide applicability and rapid employment. The
method can be used to:
• elicit children’s ideas and requirements in early design stages
• evaluate system concepts and identify alternative solutions with children without
  building fully functional prototypes or input technologies
• model children’s performance and behaviour during system use
• collect video and audio material (for further analysis, system design, and
  communication of requirements)

Although, the method has clear benefits, practitioners need to take into account the
constraints of the method such as the ethical concerns related to deception and how it
could be avoided. The organizers will provide a wide overview on the issues that
should be taken care of when designing and carrying out such experiments.
The organizers are experienced tutorial presenters having co-presented tutorials on evaluation with children at Interact2003, Chi2004, HCI2004, and IDC2004. This present tutorial is a variation on a tutorial that was presented at NordiChi2004 in Tampere, Finland.

**Description of material to be covered**
The tutorial will begin with an overview of WOz studies, taking a historical and a systems perspective. We will introduce participants to the core research literature and will present a framework for describing WOz studies. Using examples from our own work, we will then discuss the roles of the evaluator/designer, the wizard, and the child within a WOz study and there will be an opportunity to examine the impact of the individuals and their roles on any experimental results.

The tutorial will then take a practical focus with the opportunity for the attendees to design and then carry out a WOz study. We will spend some time discussing how the data can be evaluated and what can be implied from any findings from studies of this type. During this discussion, and throughout the tutorial, we will stress some of the ethical issues that arise from WOz studies.

**Schedule of events within the tutorial**
This is a **half day** tutorial which consists of both lectures and hands-on exercises. The tentative schedule for the tutorial is shown here:

01:00 – 14:30 AM    Designing a WOz study:
•   What is a WoZ evaluation?
•   Different roles
•   What can go wrong? Is it safe?
•   How to design a WOz study to be used with Children?
•   Practical exercise – Planning a WOz study!
14:30 – 14:45 AM    Break
14:45 – 15:30 AM    Carrying out a WOz session:
•   Hands on exercise – being a wizard – being a child!
•   Some WOz case studies
15:30 – 16:00 AM    Interpreting WOZ:
•   Data gathering and analysis in a WoZ evaluation
•   Plenary and Discussion

**Presenters' requirements such as technology support or attendance limits**
W would bring any technology that could not be supplied by the local organisers. For the greatest benefit for the attendees, we would suggest that the tutorial could be run with a minimum of six attendees and a maximum of sixteen.