

Inclusion: Simple as ABC

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Prompt

Pick a complex topic to explain through in a children’s book through illustration and interaction. In groups of 9, each member will be responsible for researching and designing pages for 3 letters.

Timeframe

15 Weeks

Audience

Children, Ages 9-11

Deliverables

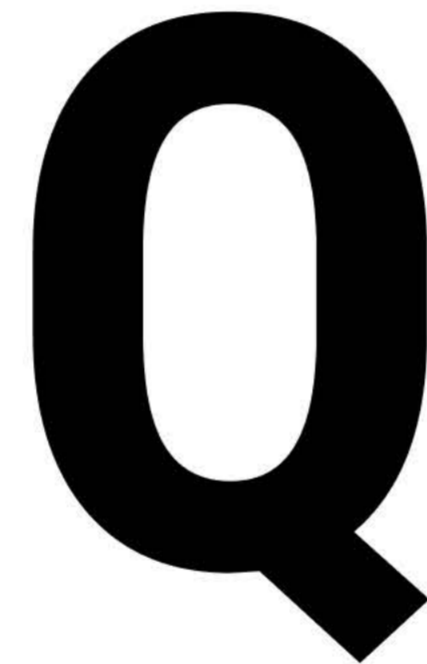
- 1 Fully Illustrated Book
- 1 Complete Interactive Experience

Assigned Letters

A large, bold, black capital letter 'G' is centered in the first column. Below it is a solid blue horizontal bar.

G is for Geography

The environment where people live and grow up may have a very big effect on how people think and feel.

A large, bold, black capital letter 'Q' is centered in the second column. Below it is a solid blue horizontal bar.

Q is for Queer

These pages will tell kids its okay to be queer and that it is something that should be celebrated and make them proud.

A large, bold, black capital letter 'X' is centered in the third column. Below it is a solid blue horizontal bar.

X is for X-Chromosome

Although everyone in the world is different and it may seem like there is no common ground with everyone, we all have an X-Chromosome.

Strong Museum of Play

As a group, we all went to the Strong Museum of Play here in Rochester, NY and interacted with lots of different museum exhibits.

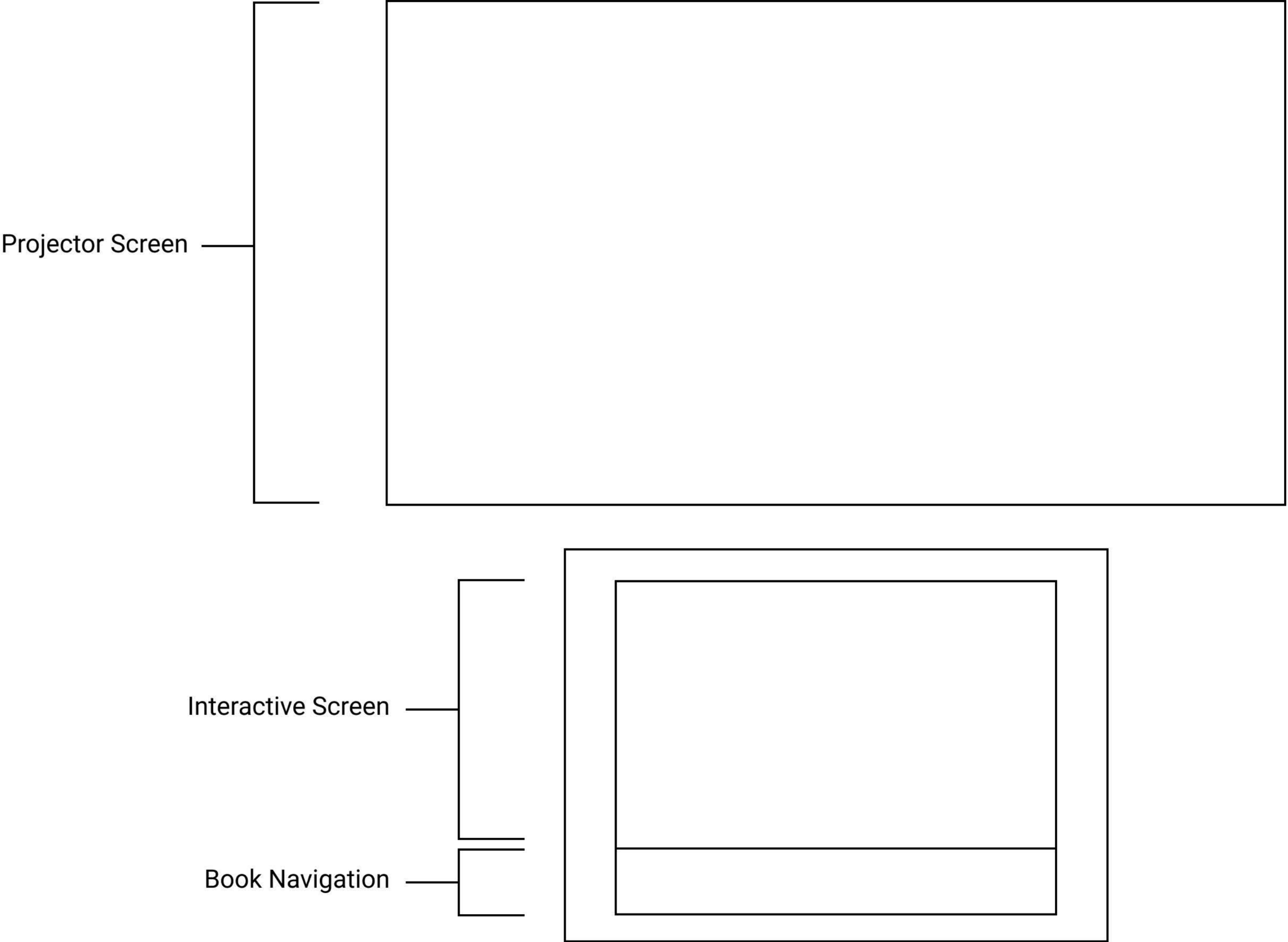
Takeaway

After this trip, we decided to focus our project more on the museum experience, adding to our deliverables a large, widescreen projection of our final pages. This was a very helpful, hands-on experience that showed me how tactile kids are and how engaged they can become with the right medium and materials.



Museum Experience

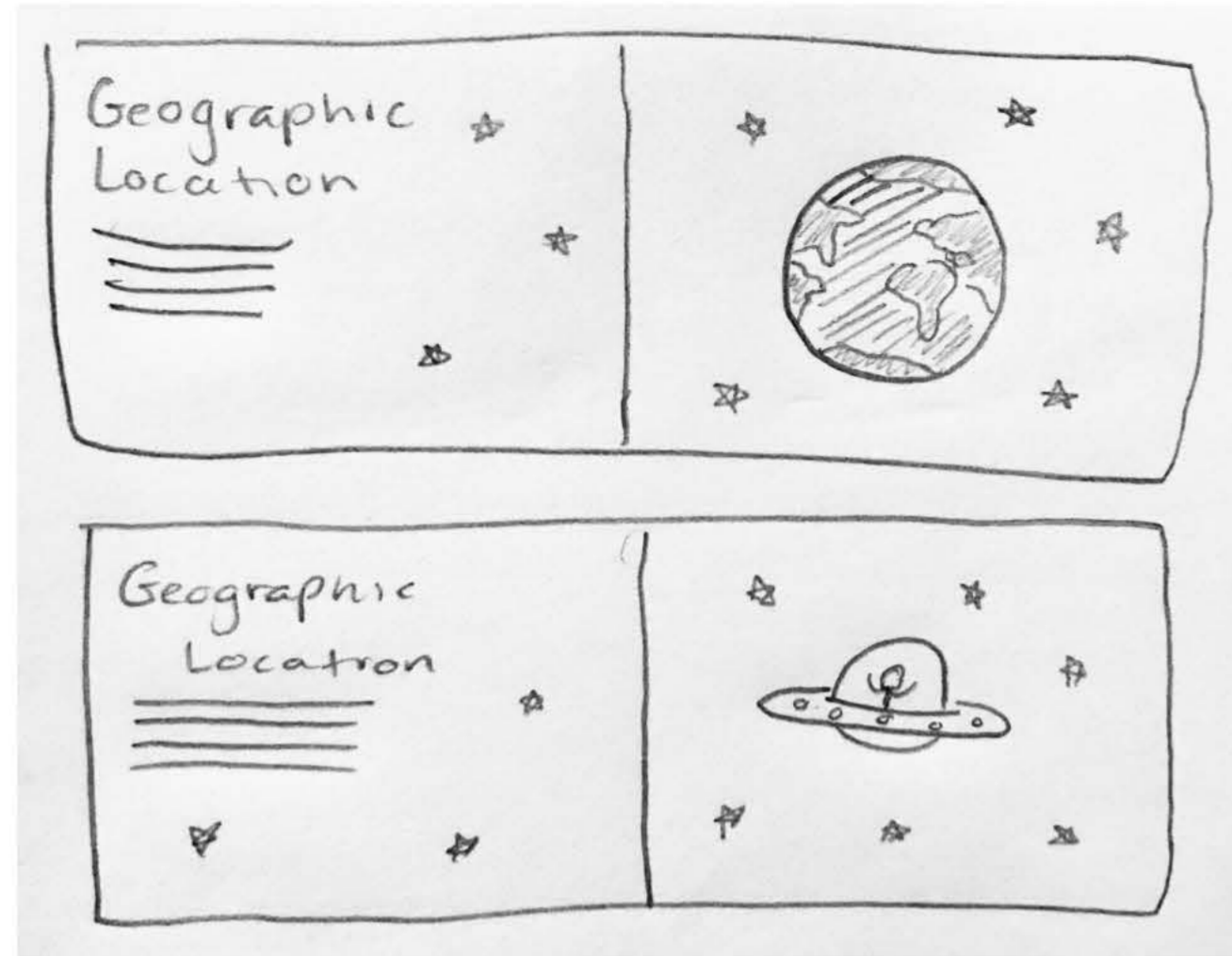
To add another meaningful element to our experience, our group decided to create a museum experience to go along with our book, which would showcase the different book interactions through the use of two different screens. The user would interact with one screen and watch changes occur on the project screen above them.



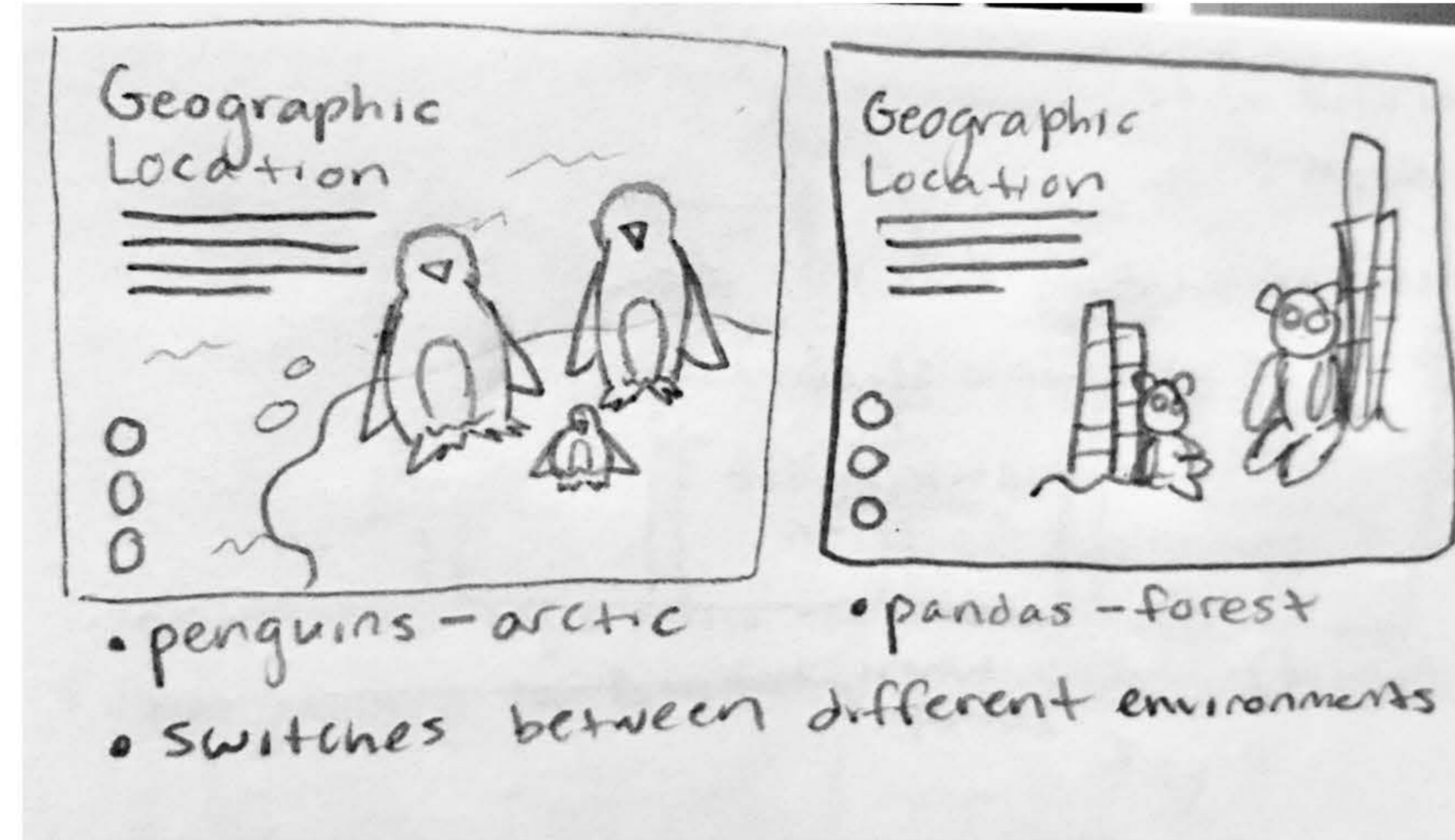
G is for **Geography**

These pages will show kids that not everyone thinks the same for many different reasons (family, culture, nationality, etc).

These pages will feature an animal kingdom theme with different settings shown of animals. These pages will use a metaphor to explain the concept: the way humans think and feel can differ based on people's environments, just like how animals from different ecosystems think, feel and act differently based on their surroundings.



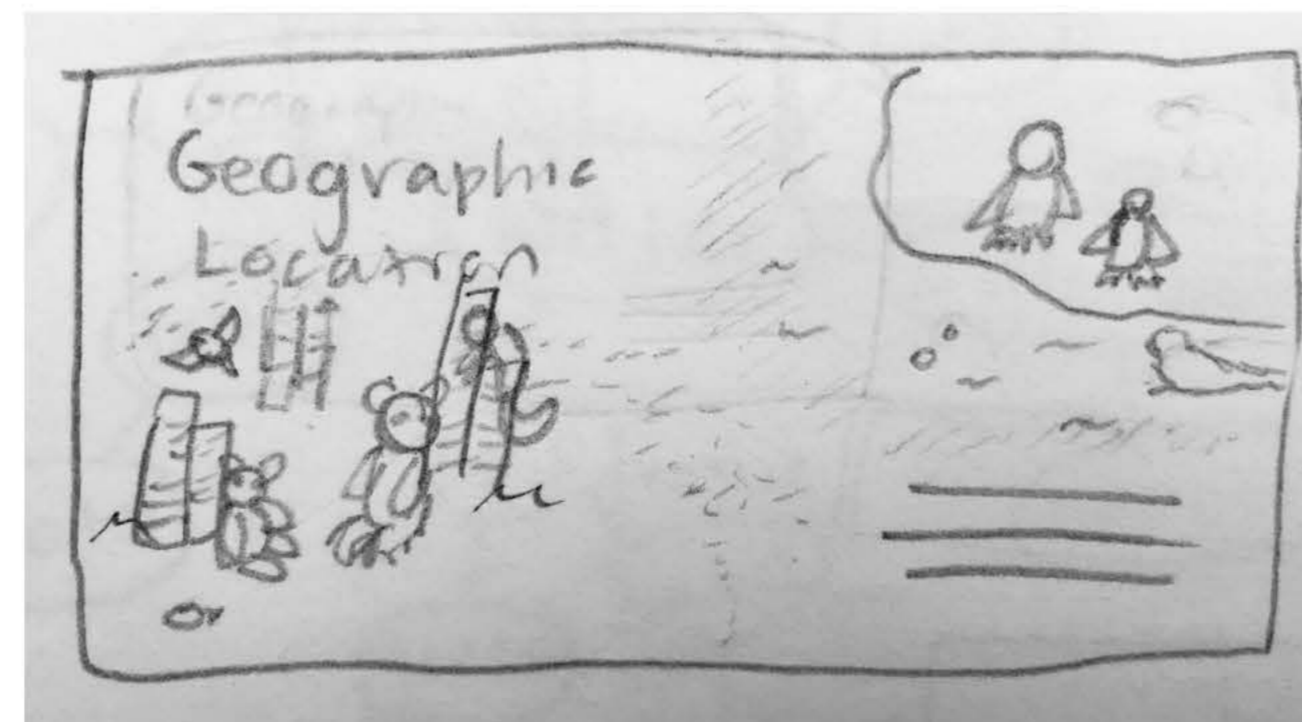
Iteration 1 - Outer Space



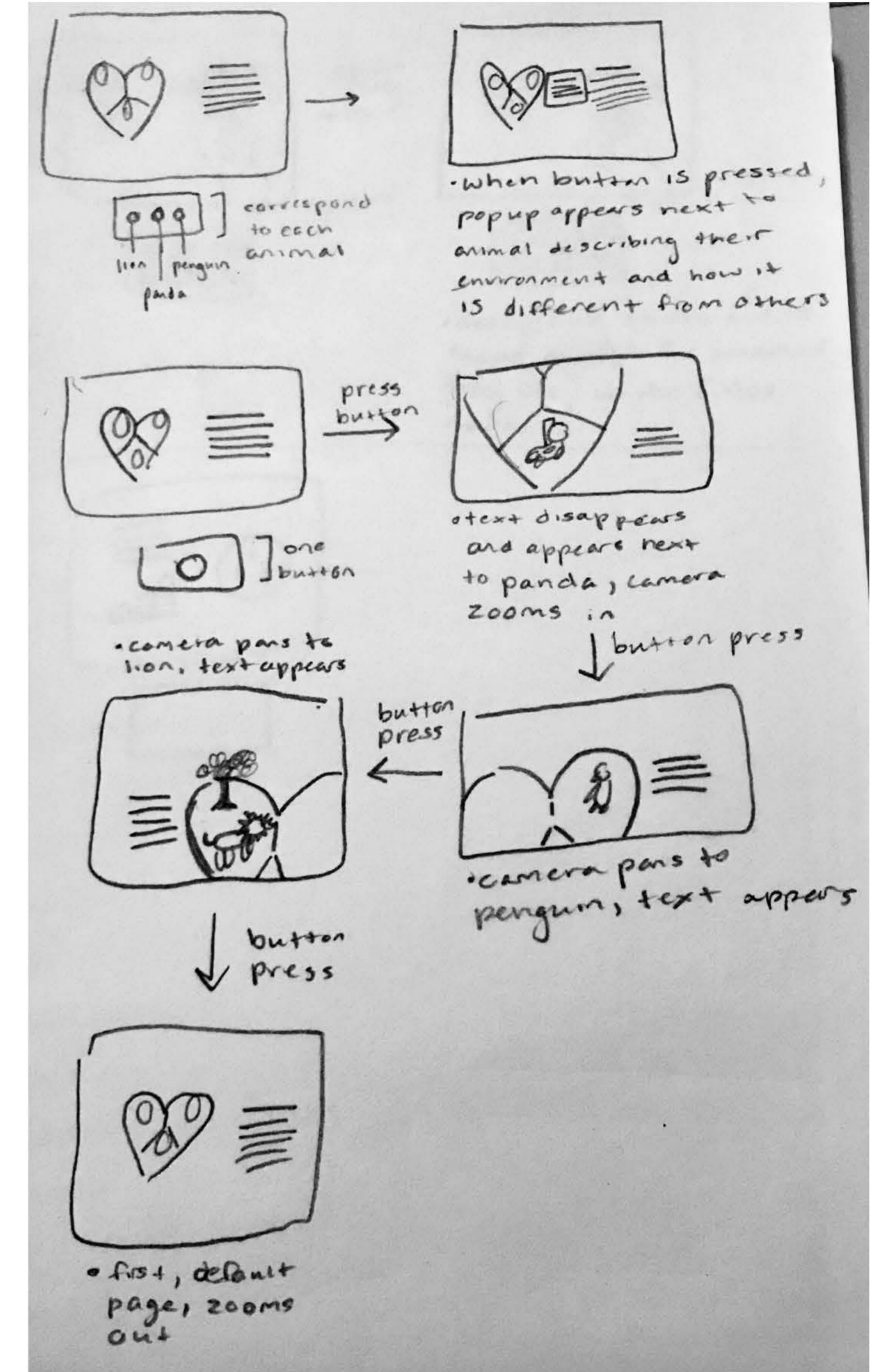
Iteration 2 - Animal Kingdom (Flipbook)

Ideation

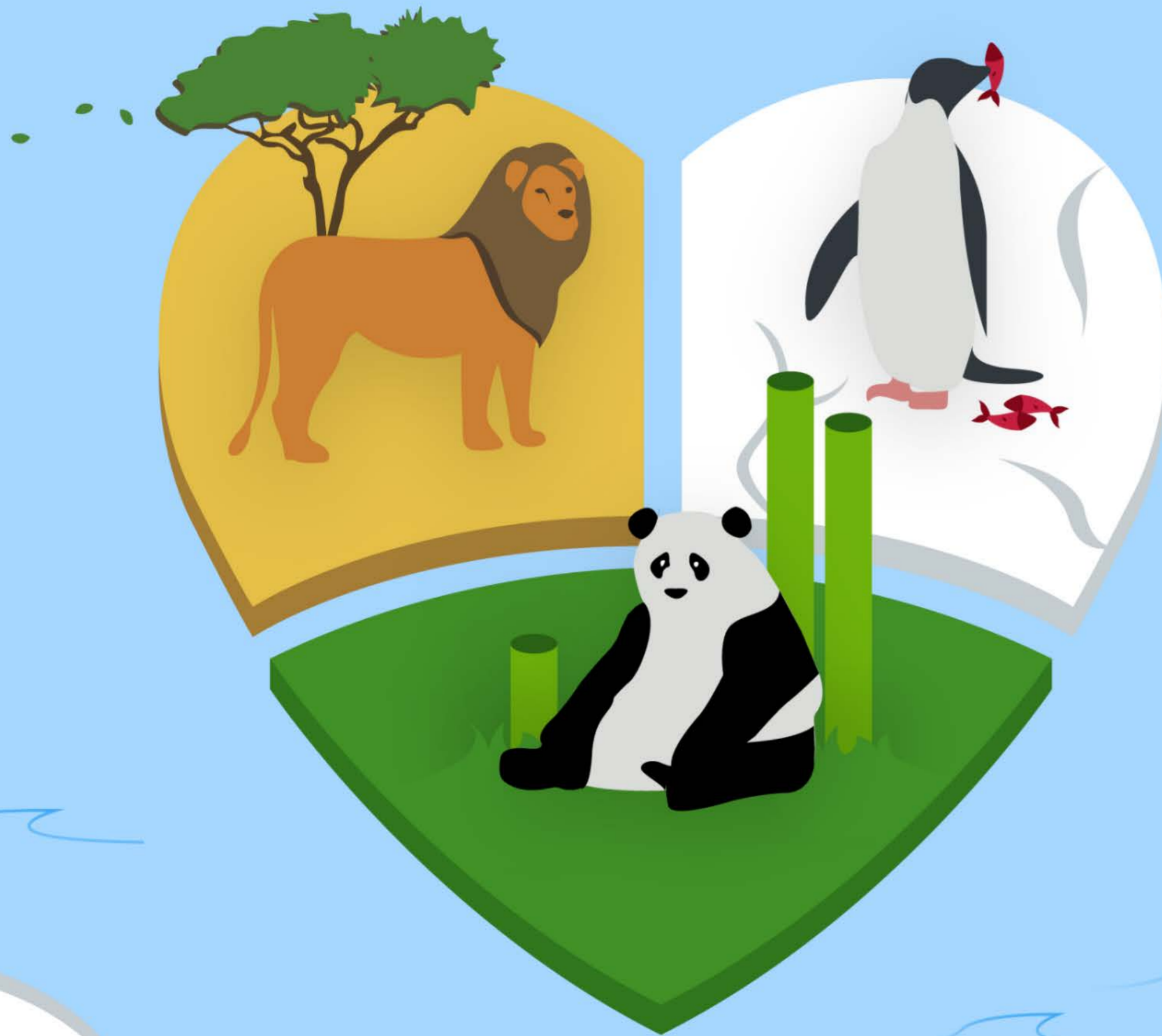
I went through many iterations, starting with outer space and ending with a focus on animal kingdoms and ecosystems, showcasing their similarities, differences and influences.



Iteration 3 - Animal Kingdom (Same Page)



Interactions - Learn information about ecosystems

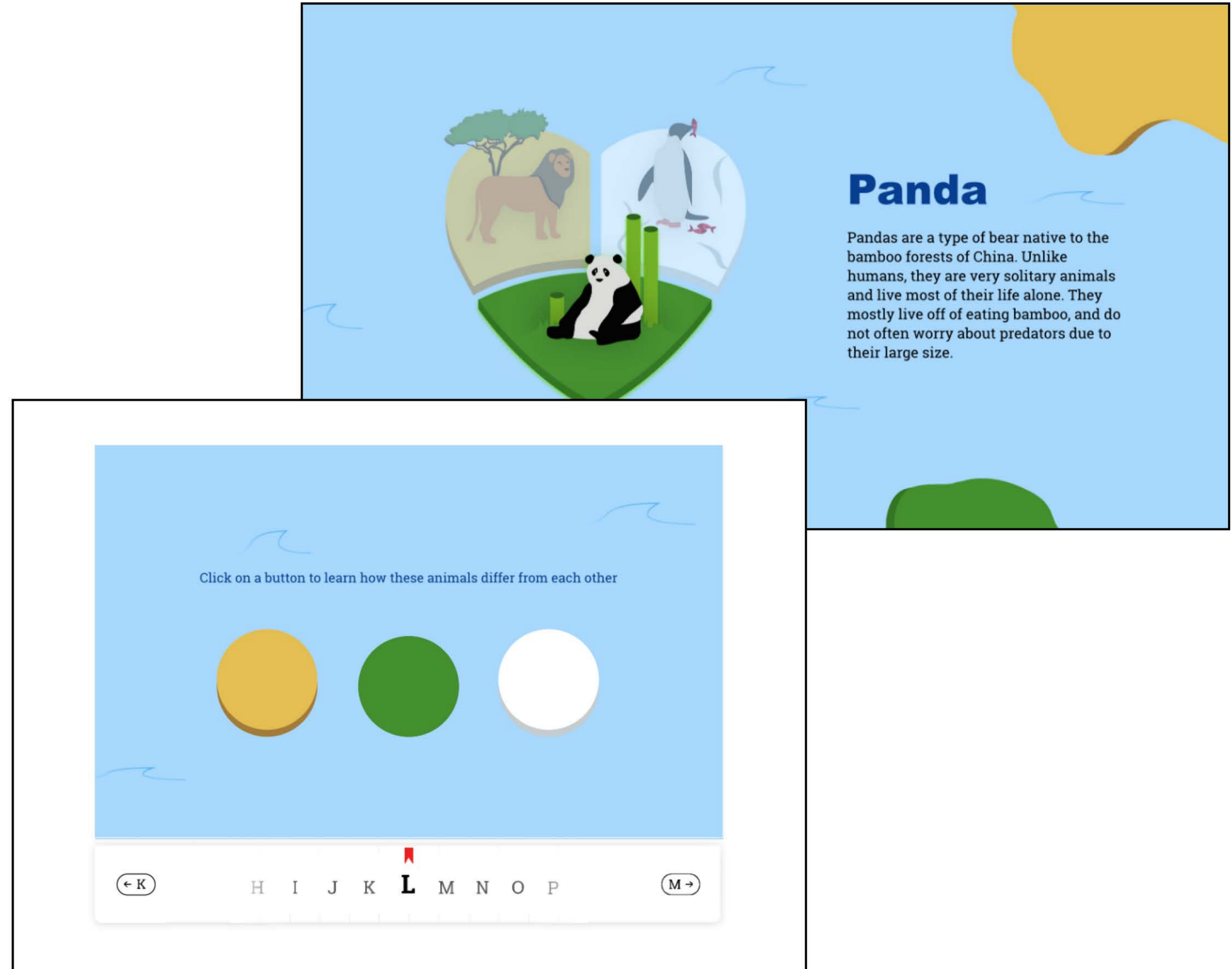


G is for **Geography**

Just like animals that are from different ecosystems have their own way of thinking and feeling, so do people from different countries and nations have their own way of doing things!

Interaction

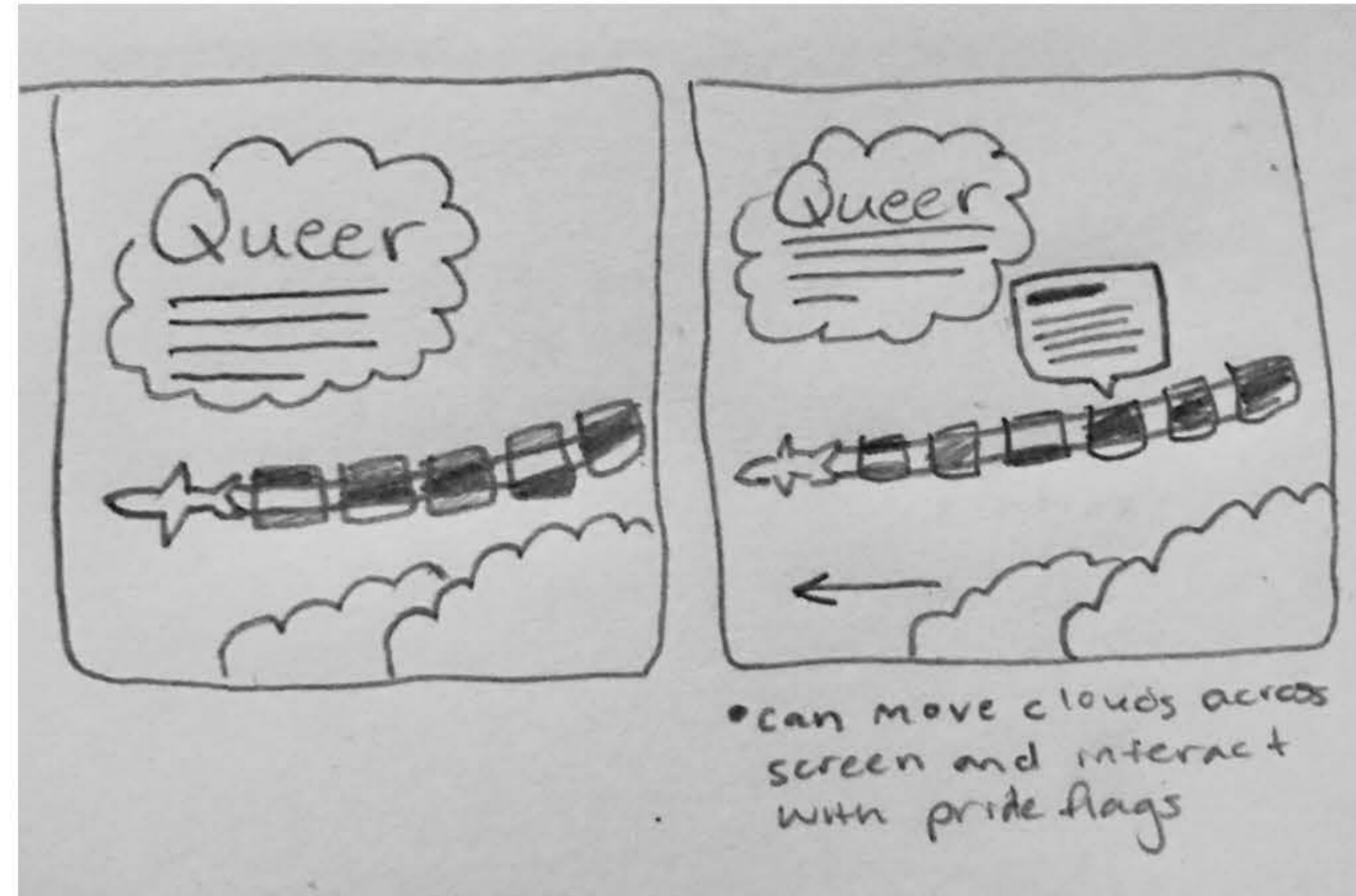
To interact with the projector screen, the user will press a button on the smaller screen, which will highlight each continent/ecosystem one-by-one according to color. The user is able to learn more about each animal shown and how their environment influences them.



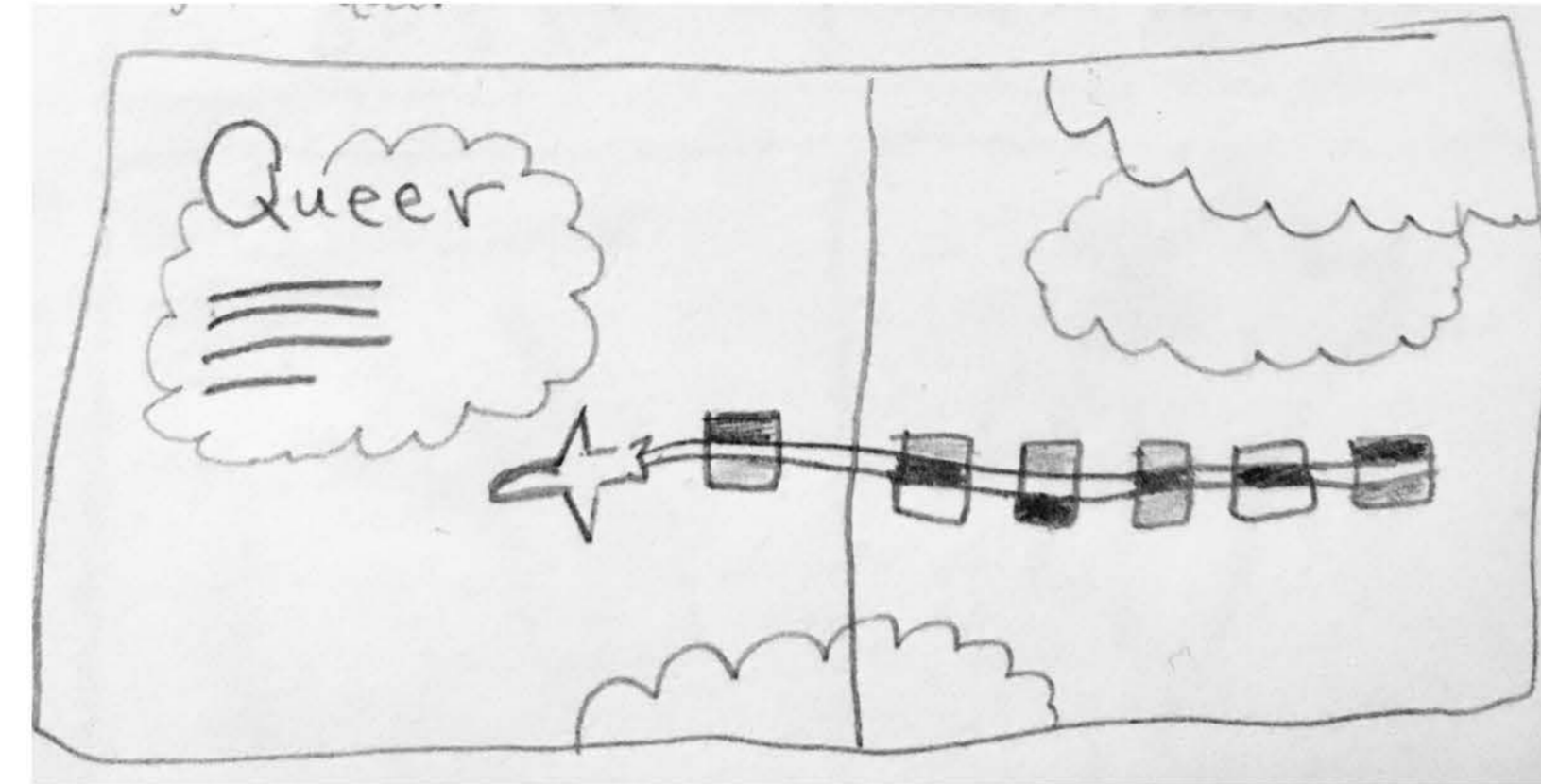
Q is for **Queer**

These pages will highlight the LGBT community and their reclaiming of the word “queer”. These pages will tell kids its okay to be queer and that it is something that should be celebrated and make them proud.

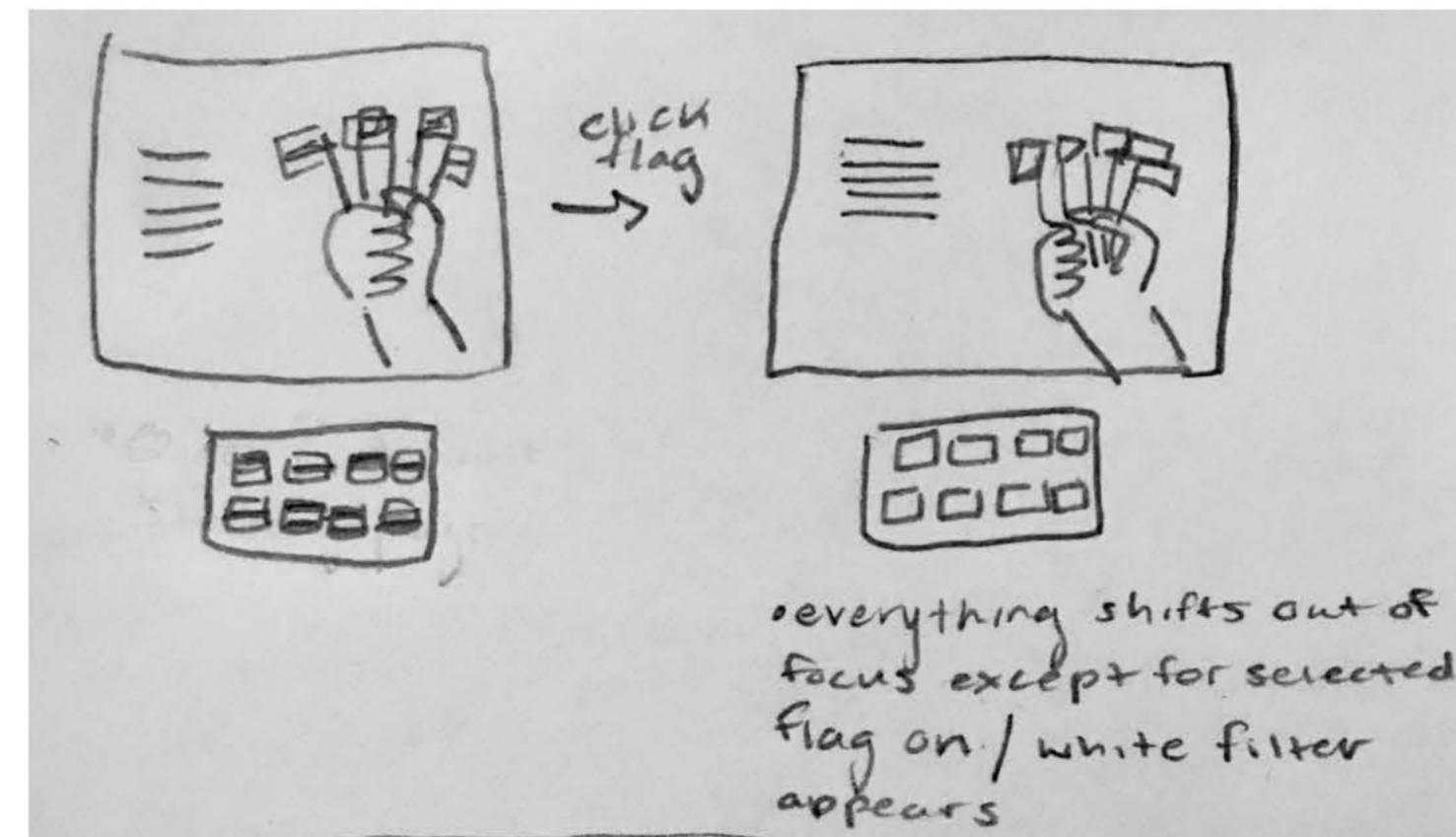
These pages will show a hand grasping different pride flags, with painted nails. Touching each pride flag will allow the user to learn what they are called and what they stand for.



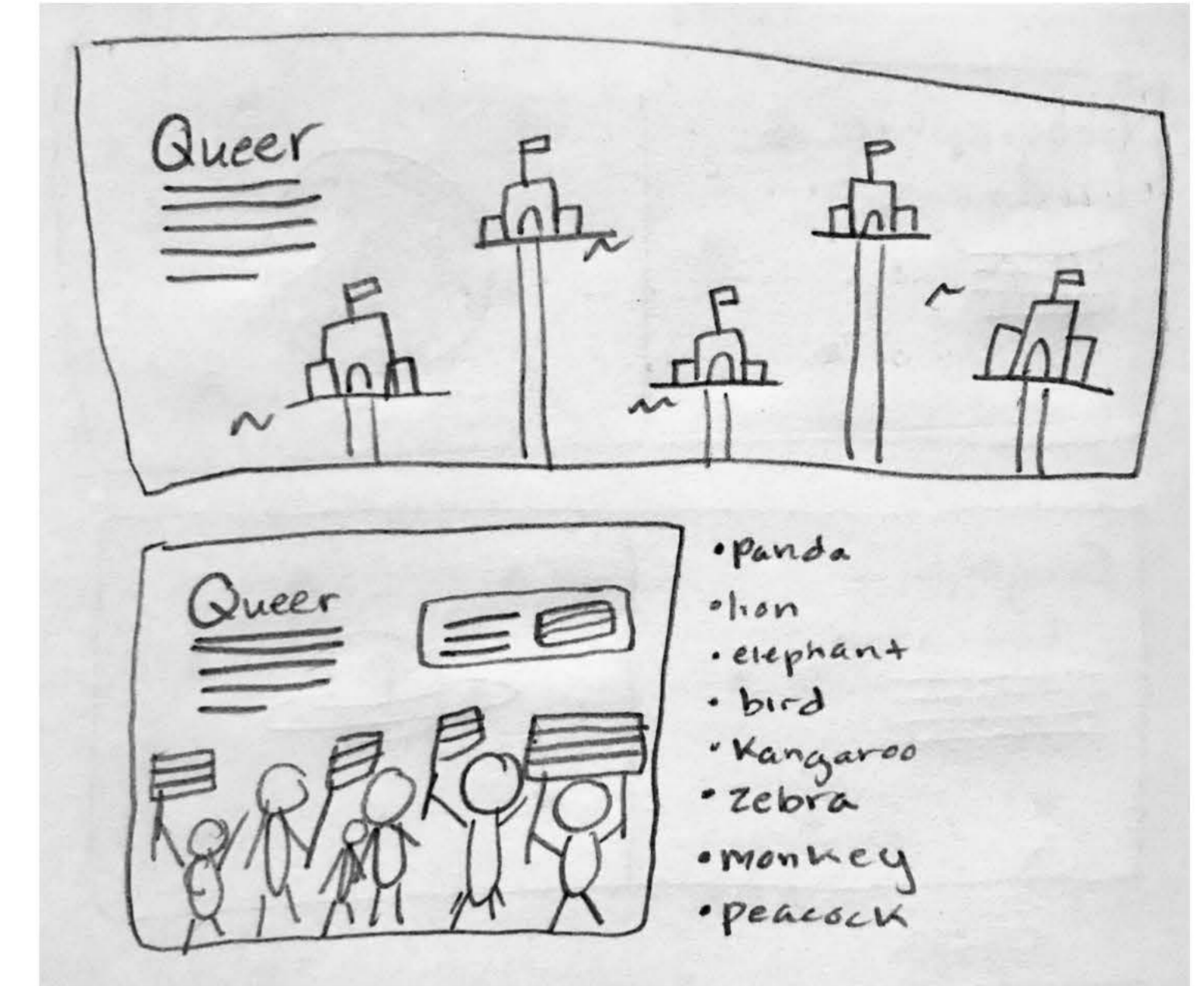
Iteration 1 - Outer Space



Iteration 2 - Airplane (Book Version) - Flying Proud



Interactions - Learn about pride flags



Iteration 3 - Pride Castles/Marching Band

Ideation

Focusing on the pride aspect of the word queer, I wanted to show off the pride flags being flown in the sky, held up in a marching band, or flown ontop of castles. I ended up going with one fist clutching different flags.

Q is for

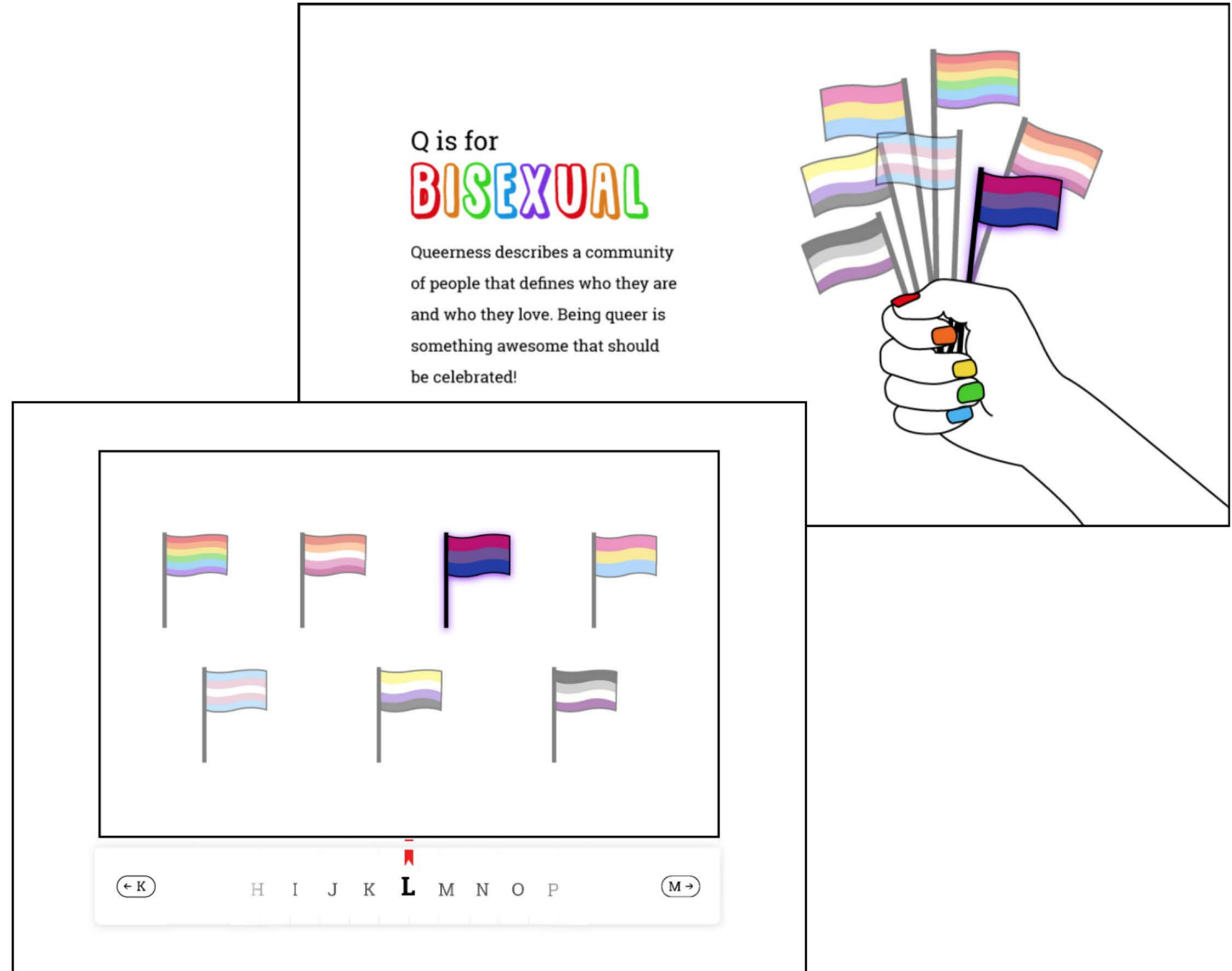
QUEER

Queerness describes a community of people that defines who they are and who they love. Being queer is something awesome that should be celebrated!



Interaction

To interact with the projector screen, the user will tap on a pride flag on the lower screen, which will highlight the flag up above. The word “Queer” in the title will change to show what each pride flag stands for. This is to show the user that all of these terms can be used under the word “Queer.”



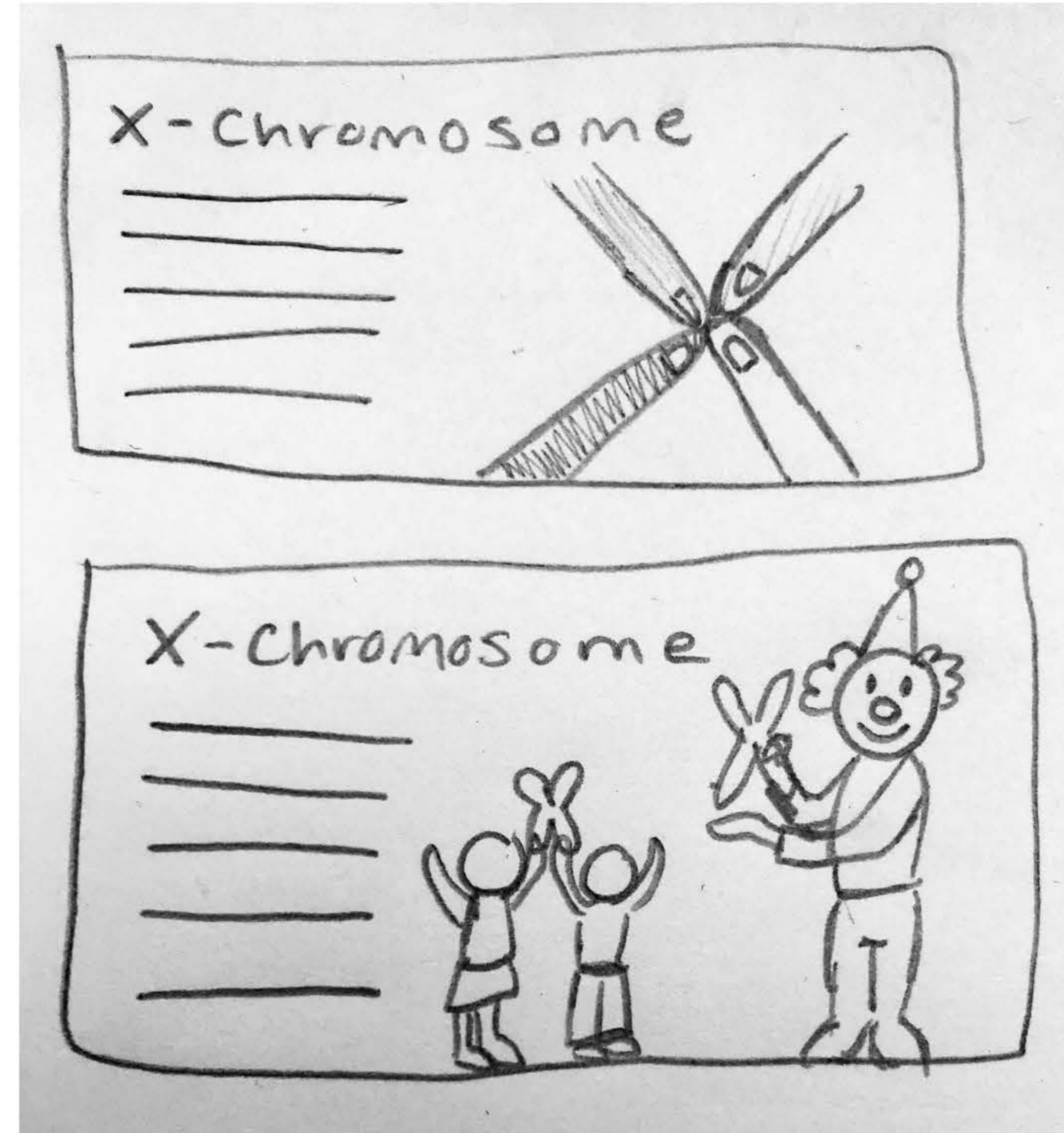
X is for X-Chromosome

Although everyone in the world is different and it may seem like there is no common ground with everyone, we all have an X-Chromosome. Some have 2, some have 1 and some have a Y, but deep down we can all find one similarity in each other.

These pages will have a microscope theme of looking down at our DNA to show our chromosomes. A scientist at his desk is looking through a microscope, down at the chromosomes.



Iteration 1 - Beach Party



Iteration 2 - Monochromatic fingers/balloons



Iteration 3 - Scientist looking into microscope

Ideation

It was difficult for me to really dig deeper into the word X-Chromosome and match the imagery to to the text. Although it took me a few iterations, I finally got a working idea relating to science.

X is for

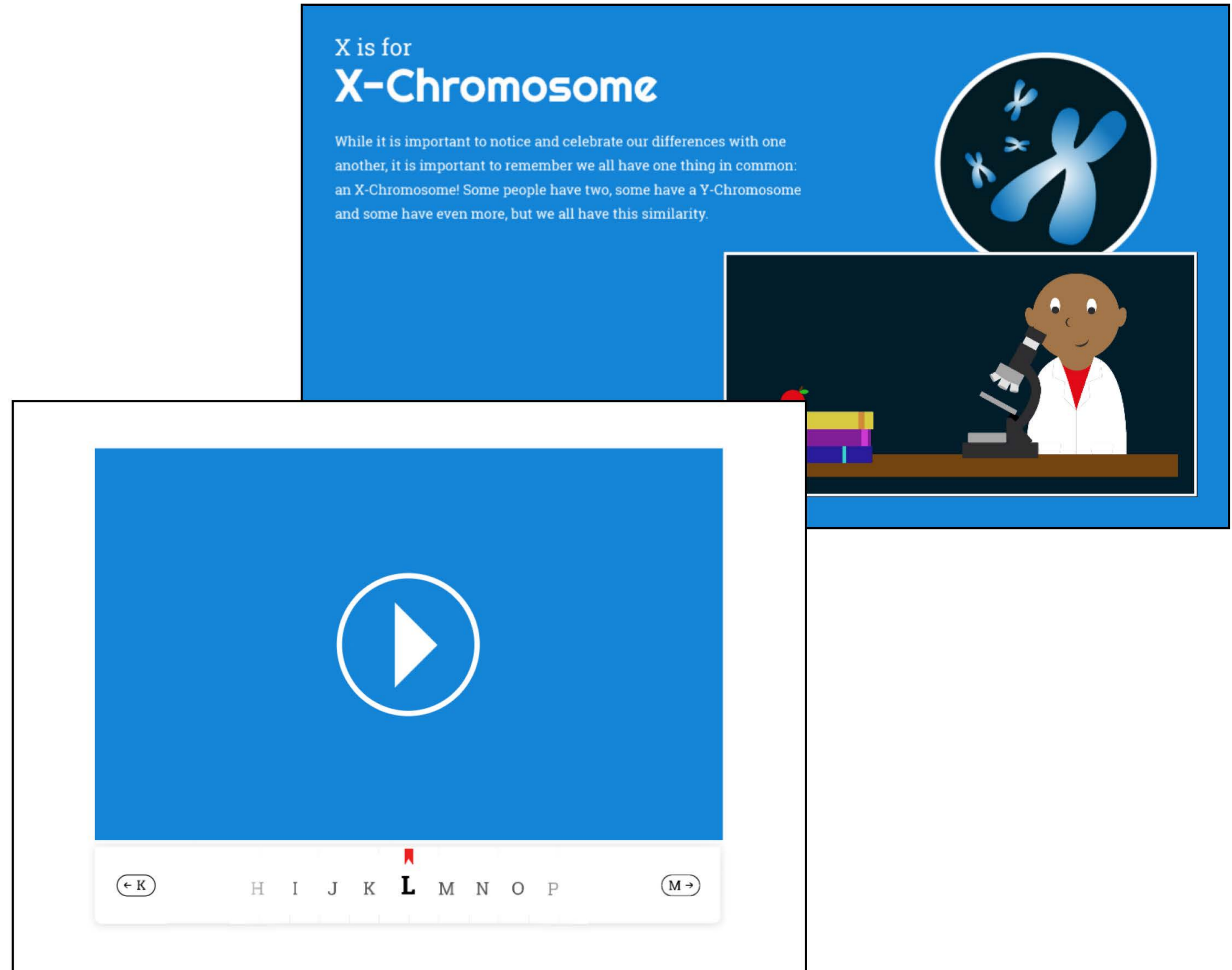
X-Chromosome

While it is important to notice and celebrate our differences with one another, it is important to remember we all have one thing in common: an X-Chromosome! Some people have two, some have a Y-Chromosome and some have even more, but we all have this similarity.



Interaction

To interact with the projector screen, the user will tap on the play button to play a video on the screen above. The scientist will tilt his head and close one eye to look into the microscope as his books and apple fall down onto the table. The short video can be played repeatedly by tapping on the play button.



Final Takeaways

After this whole process of researching, designing and creating a children's storybook all the way from ideation to print, I have learned a lot about:

Myself

I learned more about the publishing process, as well as my design process from start to finish. I spent a lot of time researching different ideas and next time I know to try and be more decisive in the future.

Groups

I learned how to function in a large group, managing a lot of different ideas and feedback. It took some effort to balance everyone's own visions to form one cohesive idea.

Thank You!