

Development of Smartphone Application

Children's Own Museum" as an Element of Family Portfolio

Tomomi SATO

tomomi@e-sato,net

Satoru KONNO

Switch entertainment Inc., Japan

Junko ARAKI

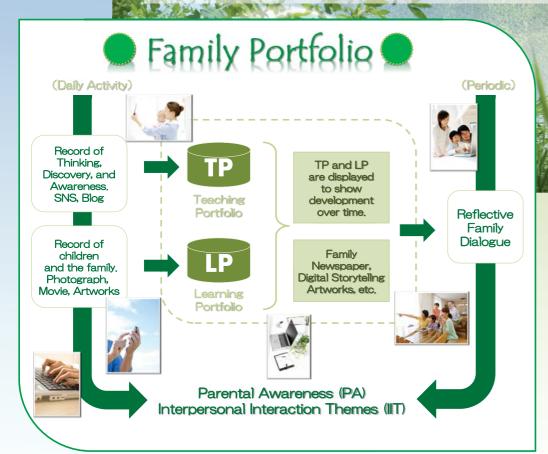
SANNO University, Japan arakijunko17@gmail.com

Shinichi SATO

Nihon Fukushi University, Japan satoshin@n-fukushi,ac,jp

Abstract:

The authors developed a smartphone application called "Children's Own Museum," intended to compose a part of a family portfolio. The application includes a function to store pictures of objects designed by children, under the principle that it is important to record objects made by children as well as their pictures. A function to view works according to a timeline and a function to confirm the process of creating works were also implemented. Parents can record not only their children's works but also their own works, and by doing so can promote communication among family members. These functions will help users grow and develop as a family and will improve "parental awareness" and "interpersonal interaction themes."





1. Start-up window



Children's Own Museum is developed for smart phones, It relies on the smart phone's embedded camera.

family members



All works are displayed, organized Upon selecting a work, the details by registered member.

Works of a particular family member



of the work will be shown,

Screen to post pictures



A user selects from among the stored pictures in his/her smart phone to get a larger picture of the work.

Screen to post comments



A user inputs title and/or comments: why and where he/she produced the work, what it is, how he/she feels about it, etc.

Screen to post works



A user can post multiple pictures of a work, for example, pictures taken from the front, back, and sides.