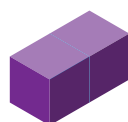


Designing for Children's Well-Being in Digital Play

The Responsible Innovation in Technology for Children (RITEC) project developed, with children from around the world, a framework that maps how the design of children's digital experiences affects their well-being and provides guidance as to how informed design choices can promote positive well-being outcomes.

The RITEC-8 Framework was developed working with 787 Children, mainly aged 8-12 years, in 18 countries (Albania, Australia, Brazil, Bulgaria, Chile, China, Cyprus, Indonesia, Iraq, Jordan, Pakistan, South Africa, Taiwan, Tanzania, Tunisia, UK, Uruguay, USA)



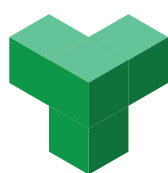
Safety and security

Children feel safe and are kept safe while engaging in digital play.



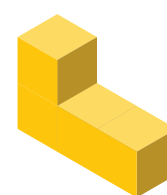
Autonomy

Children freely choose how to engage with digital play, and experience feelings of agency, choice and freedom while playing.



Diversity, equity and inclusion

Digital play experiences are designed to represent diverse children and childhoods and serve the access needs of as many different children as possible.



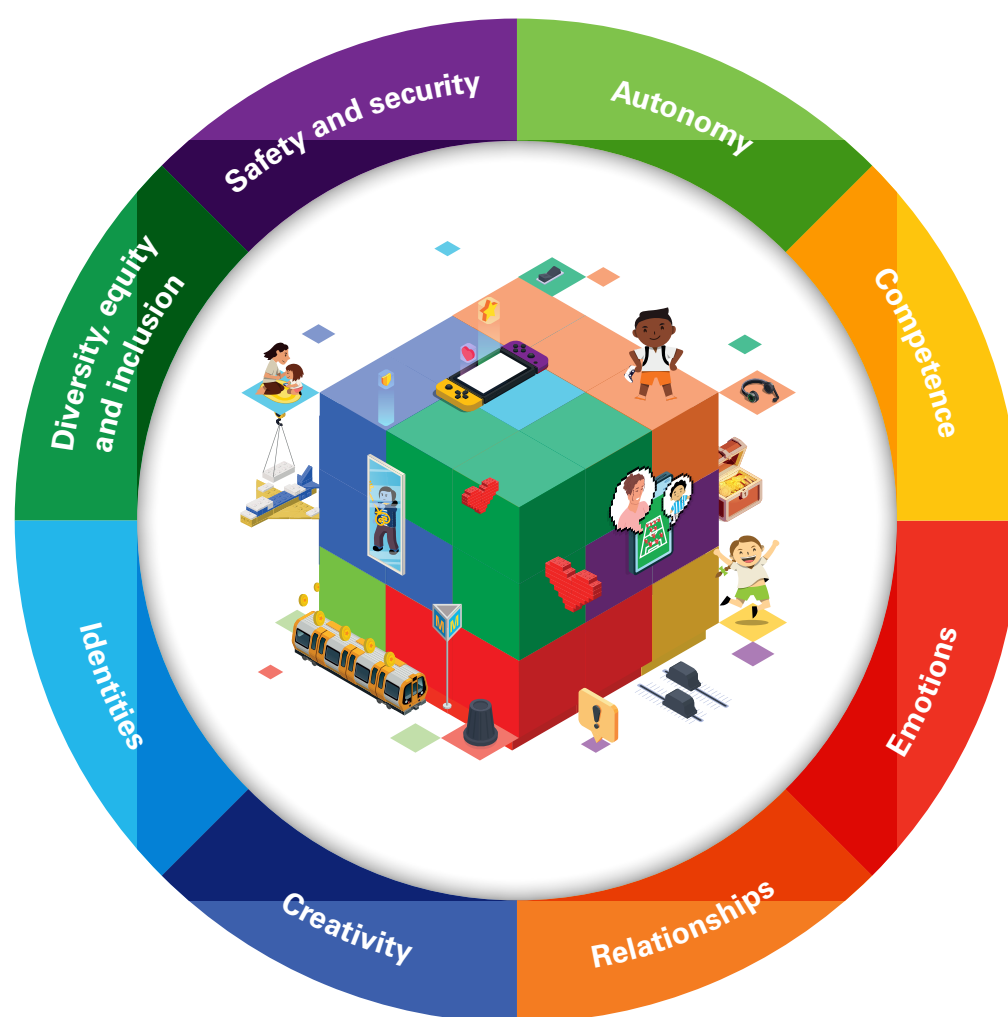
Competence

Digital play experiences contribute positively towards children's perceptions of their effectiveness, ability and skills, facilitating a sense of mastery.



Identities

Digital play experiences provide children with opportunities to explore, construct and express facets of themselves and others.



Emotions

Digital play experiences allow children to experience and recognize a range of emotions, and provides opportunities to learn how to regulate them.



Creativity

Digital play experiences encourage children to engage curiously and use their imagination to build, invent and experiment.



Relationships

Digital play experiences facilitate social connection with others and a sense of belonging

RITEC is a collaboration between UNICEF and The LEGO Group and funded by The LEGO Foundation. The project collaborators include the Young and Resilient Research Centre at Western Sydney University; the CREATE Lab at New York University; the Graduate Center, City University of New York; the University of Sheffield; the Australian Research Council Centre of Excellence for the Digital Child; and the Joan Ganz Cooney Center.

This poster was created by UNICEF (2024), as part of the RITEC Design Toolbox.

