Interactive and Playful Design of Preschool Children's Picture Books

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Abstract: The current early education of children has become one of the important hotspots of social concern. This is also the result of the increasing number of children in China and the importance parents attach to children's education. Preschool children's picture books are one of the important reading materials for children in the process of early learning, showing a great influence on children's values, the world's cognition and common sense. The current demand for preschool children's picture books is expanding, and many picture books have been put into the market in China. However, these picture books are presented in a single and traditional way, which cannot attract children and show no influence, leading to their own educational functions. Did not play its role. If preschool children's picture books want to be able to enhance their appeal, they need to play the gameplay and interactivity of the picture book itself, enrich the content of the picture book, and encourage children to have great interest and attention to the picture book.

1. Introduction

The existence of picture books for preschool children can have a greater impact on children's common sense of social life, natural laws, reason, values and so on. At this stage, children have not yet fully understood the text, and there is no way to understand the meaning by reading the text. Therefore, it is necessary to fully integrate the interaction and gameplay in the preschool children's picture books. Play to enable children to enhance their understanding of the content that the picture book should express in the interaction between the game and the picture book. However, the current design of the picture book on the market is relatively simple, lacking in interaction and gameplay, and there is no way to improve children's reading interest. This paper adds gameplay and interactivity to the preschool children's picture book as the main purpose of the research. Based on the design principles of the picture book, the gameplay and interaction are integrated into it, and the story content, presentation form and shape of the picture book are reconstructed. To enable children to learn and progress in knowledge in interactive and highly gamed picture books.

2. Problems in the design of preschool children's picture books

The current preschool children's picture books that are popular in the market are unattractive, the way of expression is old, there is no way to interact with preschool children, and part of the children's picture books on the market is imported, translated and re-invested. In the market, there are not many picture books for active design, and the forms are relatively simple. The expression of the story is in the form of pictures and texts, which is not suitable for the physiological development characteristics of school-age children [1]. Moreover, it can be found that in the design process of the picture book story, the role image homogenization is serious, there is no new innovation and conception, and in addition to the design method, such as color, line design is aging, while the traditional The design concept has rigidly designed the designer's design in the children's picture book. Some designers used a strong color in the process of designing the content of the picture book, ignoring the actual feeling of children's reading [2].

3. Preschool children's picture book gameplay and interactive design principles

3.1 Effectively improve children's concentration

Through the process of designing preschool children's picture books, some game factors can be added to them to encourage children to focus on the game on the picture book, and further let children explore the story of the tree species. Children's picture books are basically selected by parents. In this way, parents judge the quality of the picture according to the aesthetics and needs of adults. This leads to the selection of picture books that are not suitable for children. The main reason is that children themselves are writing The level of cognition and understanding is not deep, and the connotations and meanings expressed by them cannot be understood by children. In general, children perceive the outside world through five sensory perceptions, and generate cognitive levels to the outside world. Lieutenant General's gameplay and interactivity are fully integrated into the story that guides children into the picture book, guarantees the emotions that can infect children, and encourages children to increase their concentration [3].

3.2 Strengthening the expression and transmission of information

The preschool children's picture book itself is to tell a story and to express and transmit the information. School-age children have a small amount of literacy and lack the basis for reading. As a result, there is basically no way for children to read text messages, and children do not understand the meaning and meaning. Through the parents' explanation and expression of the story, it is difficult for children to actively acquire the corresponding knowledge, and there is no way to realize the true meaning and connotation. Based on such a situation, if a gameplay and interactive picture book is adopted, it can effectively improve the input level of preschool children into the story, obtain more effective information, and fully understand the desired picture book. The meaning of the expression and the corresponding content.

3.3 Coexistence of educational, gameplay and interaction

The existence of picture books is mainly to influence and form the common sense, social interaction, moral education and values of preschool children. While the picture book is full of gameplay and interactivity, it is necessary to be able to highlight its educational nature. Its educational highlights enable children to receive positive life attitudes and emotional values hat they want to express from the narrative of life philosophies, through games and interactions, and to enable children to bring themselves The good behavior habits are cultivated, and the expression and communication of emotions are smoother, which encourages children to have the ability to distinguish and judge right and wrong, so that children can effectively reflect on what is happening in life [4].

3.4 Improve the aesthetic value

Gameplay and interactive preschool children's picture books can cultivate children's aesthetic values. In the process of reading picture books, they are influenced by pictures, interactions and games, and further realize the concept and value orientation of beauty. Although children's own lack of rational cognition and aesthetic cultivation are not perfect, if they can incorporate aesthetically pleasing art into gameplay and interactive preschool children's picture books, they can also attract children's attention. At the same time, it is attracted by such things, so that children can cultivate a higher level of aesthetic value in the process. And guide children to form correct aesthetic standards, so that children can pursue and judge things with beauty.

4. Preschool children's picture book interactive and game design

4.1 The theoretical method of interaction and game design of preschool children's picture books

In the process of adding interactive thinking and gameplay to the preschool children's picture book,

it is necessary to clarify that the current target activity is set in a fun direction, and it is necessary to be able to pay attention to the game. Effectively improve the level, resulting in a steady stream of fresh [5].

In the process of designing gameplay and interactive picturebooks for preschool children, it is necessary to be able to extend its graphic and context settings, and integrate gameplay and interactive thinking into it. The actual expression and the interactions and specific behaviors that children can generate with the book.

In addition, it is necessary to be able to reorganize and design the game elements. The game elements include pictures, binding forms, texts, etc., which are interesting and interesting in the process of design, and can play and interact with preschool children. Sexual picture books show strong performance meaning and reading experience, which can adjust and disrupt the game element mechanism, which makes the picture book have endless interest and attraction [6].

Finally, although gameplay and interactivity can enhance the fun of the picture book, it needs to be quantified to improve the quality of the picture book and the reader's interest in the picture book. Strengthening the gameplay and interactivity in the design of preschool children's picture books is a major way and method for readers to improve their reading interest, which will enable readers to demonstrate their use of thinking ability and thinking in the process of further reading. The construction of the system. Therefore, designers need to be able to discover the incentive principles of their audiences and think about the coordinated use of gameplay and interactivity [7].

4.2 Interactivity and Gameplay Design and Application of Preschool Children's Picture Book

The current school-age children's picture book design process emphasizes the use of new media as a medium, adding gameplay and interactivity to preschool children's picture books, which enables preschool children to interact with them in the process of interacting with them. The content of the performance has a more intuitive understanding and cognition. At the same time, adding more gameplay and interactivity to preschool children's picture books has become one of the trends in current picture book design.

4.2.1 Interactivity and gameplay are highlighted in the form of binding

The use and application of the interactive and game design concept and the frame design of the picture book design can effectively highlight the fun of the picture book, and the interest of children can be greatly mobilized. Before designing preschool children's picture books, designers should be able to discover their educational value and find nodes that can be integrated into gameplay and interactivity. This node can effectively stimulate children's interest and curiosity, so that children can continue to The picture book is explored to further deepen and strengthen the construction of its own aesthetic value. The interaction and the strong gameplay can make children reach out to those pictures and stories, and leave suspense, so that children are interested in continuing to explore [8]. For example, in the picture book "Magic Theft Mystery", these characteristics are fully embodied. By performing the password operation in the picture book, it is possible to explore the still picture and solve the problem. In the process of gameplay and interactive picture book design, in addition to vivid characters, pictures and story logic, the characteristics of the display are in the aspect of binding design, so that readers can continue to participate from these designs. In the process of interacting with the story, in the process of interactive and game-like reading, the imagination and thinking ability of preschool children can be continuously improved, and the children can construct a three-dimensional cognitive space in their hearts. Further explore the connotation and significance of preschool children's picture books [9].

4.2.2 The design of digital interactive picture book of electronic media

The current development of electronic technology has produced a digital gameplay and interactive preschool children interactive picture book, mainly using animation as the main picture book form, and with the game as an aid. This form is compared with the traditional paper medium, the main difference is that the image used, the sound color processing, the tactile perception and other technologies have undergone major changes [10]. The existence of digital interactive picture book

promotes gameplay and interactivity in which it reflects a multi-layered performance, not just a simple transformation in carrier and form. In the process of reading digital books, children can interact with them through media production, animation, etc., touching the reading page, etc. This interactive process enables preschool children to re-set their characters and background. And dialogue, showing a strong gameplay and interactivity, but also fully express the expressive power of the picture book, children can experience more happiness and interest through such picture books, the children's reading ability. Behavioral habits and psychological development are effectively cultivated [11].

4.2.3 Use gameplay and interactivity in graphic design

Because the physiological characteristics of children's development determine that these pictures are mainly based on the function of enlightenment, in the process of graphic design and adding gameplay and interactivity, it is necessary to effectively increase the number of pictures used, and the use of words is relatively high. less. Strengthening the self-design and the ability of hands-on operation for children, by participating in the amount of gameplay and interactivity, children can arrange for those pictures and texts, and encourage children to stimulate their own inquiry ability and hobbies. In the process of graphic design and gameplay and interaction, it is necessary to be Abstracted, implied and gamified, which makes the graphic design show strong interest and interaction. In the process of using this kind of reading, the child's hands-on ability can be strengthened, and a new understanding and cognition of the content and knowledge in the picture book [12].

5. Conclusion

The addition of gameplay and interactivity in the design process of preschool children's picture books is one of the trends of picture book design. Through the process of innovative design, it can show the interaction of humanities and emotional values between picture books and school-age children. At the same time, its existence in terms of gameplay, entertainment and interactivity can give children a new reading experience. Participating in interactive and gameplay to the design of school-age children's picture books not only changes the form of their design, but also has an important impact on the current design ideas and ideas, and promotes the existence of the picture book to be more targeted and reasonable. Sexuality guarantees children to play games, learn knowledge and build their own reading habits and reading thinking, which greatly realizes the educational function of school-age children's picture books.

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