Editorial

This one-day Workshop on "Interactive Learning Environments for Children", organised by the ERCIM Working Group on "User Interfaces for All" (ERCIM WG UI4ALL) in the context of the *i3* Spring Days 2000, aims to facilitate the exchange of knowledge and experience between researchers and practitioners from the fields of HCI, Universal Access and Design for All, and from the *i3* community.

The ERCIM WG UI4ALL community promotes the vision of *User Interfaces for All,* which advocates the proactive realisation of the Design for All principle in the field of Human-Computer Interaction, and involves the development of user interfaces to interactive applications and telematic services, which provide universal access and quality in use to potentially *all* users, i.e., people with different cultural, educational, training and employment background, novice and experienced computer users, the very young and the elderly, and people with different types of disabilities, in various interaction contexts and scenarios of use.

The *i3* community, on the other hand, has attained in recent years a considerable amount of work targeted to young children, one of the most challenging categories of "non-average" users. Combining education and leisure activities, supporting novel paradigms of teaching, creating environments that foster collaboration and knowledge sharing, are only some examples of issues that have received attention and led to innovation in the field to date.

The goals of this Workshop are to consolidate recent work, and to stimulate further discussion, on the state of the art in user interfaces that are intended for use by children. The proceedings of this workshop confirm our expectations that there are many common research themes between the fields of *User Interfaces for All* and *i3*, and we hope that the Workshop will serve as a catalyst for a lively, continued and fruitful exchange between the two research communities.

The Workshop has attracted considerable interest on a European level. Following a peer review process, the proceedings include three main categories of articles accepted for presentation at the Workshop: 6 long papers, 5 short papers, and 1 position paper.

I would like to thank all contributors and participants who have made this workshop a successful international event. My sincere appreciation to the Programme Committee for the valuable feedback in ascertaining the scientific quality of this workshop. Finally, I would like to thank the *i3* community in general, and Prof. Niels Ole Bernsen and Dr. Thomas Rist in particular, for their suggestions, encouragement and support in organising this Workshop.

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Workshop Chair

Workshop Programme Committee