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## BEHAVIORAL BACKGROUND FOR FUN INTERACTIVE CHILDREN'S FURNITURE DESIGN

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*This paper uses theoretical research and case analysis to ground the approach to the design of fun interactive furniture for children's physical and mental health. The results show that fun and interactive children's furniture design can break the traditional thinking pattern of children's furniture design, promote parent-child communication, change the way children use furniture, and mobilize children's enthusiasm.*

**Key words:** *Children's furniture, interactive needs, fun interaction, furniture design*

### INTRODUCTION

With the increasingly rich material living conditions of people, the demand for children's furniture products is gradually increasing. In order to fully meet the personalized needs of different families for children's furniture, it is necessary to conduct relevant market research and analysis from multiple levels and perspectives. According to relevant research results, children's groups prefer interactive, entertainment, and game furniture, but in the current children's furniture market in China, such furniture is very scarce. To promote the stable development of children's furniture industry, it is necessary to increase the research and application of children's furniture design elements based on of physical and psychological characteristics.

### PURPOSE

The purpose of the paper is to highlight the physiological and psychological characteristics of children's behavior that should be considered while designing interactive children's furniture to meet their daily learning, entertainment, and sports needs, thereby promoting parent-child interaction and creating a good family.

### RESULTS AND DISCUSSION

The characteristics of children's play behavior in the family environment are shown in the following aspects. Firstly, no matter when playing interactive games with parents or other peers of the same age, children do not sit on stools or sofas in a regular manner but prefer to play on the ground in a position that makes them feel convenient and comfortable, and they desire to be closer to their peers, with a strong need for intimacy. Secondly, children will intentionally or unintentionally "hide" themselves, and they are very fond of making tents, houses, and drilling



holes. They want to create a private small world through their own efforts. Third, it is difficult for children to focus on one point for a long time. There have been proven that children aged 5-6 can basically maintain concentration for about 6 minutes, and the length of concentration does not increase to around 30 minutes until they are 11 to 12 years old. Fourth, children prefer role playing interactive games. Due to the lack of life experience of young children, their imagination and hands-on practical abilities are both at an early stage of development. When faced with many new things in daily life, they will want to use role playing methods to assist in understanding. For example, most children have played games such as "cross house" in an attempt to generate more experience from different characters. Finally, children have strong imaginative, innovative, and exploratory abilities, and they will prefer hands-on building blocks, assembly, and construction games. For example, the "Lego" building blocks that are popular around the world not only have strong entertainment functions, but also can create opportunities for communication and interaction between parents and children [1].

The close interaction between parents and children should be based not only on basic body movements and language communication but highlight the fun and interactivity from the perspective of children's furniture. In fact, in the process of interacting with children, parents and children should be on an equal footing. When young children encounter difficult tasks in their daily entertainment and learning process, they will think of seeking help from their parents at the first time, and parents should take this opportunity to establish a close parent-child relationship with their children, so that children can feel the love and attention from their parents [2]. From this perspective, excellent children's furniture design must adhere to the principle of taking children as the foundation, try to meet their sense of achievement, maintain their self-esteem, and provide them with opportunities to express themselves and desires [3].



**Fig. 1.** The Play&Go floor mat.

In the process of using furniture, children can transform it into another shape and state through their own exploration and preferences to highlight the practicality,



interactivity, and exploratory functions of furniture. For example, the Play&Go floor mat (Fig.1) is a very satisfactory design, and the design of the pull-out structure also has a very high degree of interactivity. This type of design can provide children's furniture with the ability to stretch and retract. When it is unfolded, children can place books, play toys, and engage in various game activities on it, creating a very interesting small game space for children. Play&Go floor mats are available in a variety of sizes and patterns for customers to choose from and can be flexibly matched according to daily usage scenarios and the decoration characteristics of the home environment. The floor mat is equipped with a tie rope, which can be pulled tightly to store many children's toys and debris. On the one hand, this design can help parents save time cleaning up toys and debris, on the other hand, it can also help children develop a good habit of using and collecting them as they go. Children can easily pull the ropes at both ends of the floor mat to store debris in a very short time, effectively solving the problem of storing toys in the home environment.

### CONCLUSIONS

In summary, in recent years, with the gradual improvement of the national living conditions, the children's furniture industry has developed rapidly. More and more children's furniture designers will innovate in furniture materials, colors, and functions to meet the use needs of different types of families as much as possible. In fact, children's furniture not only has basic use functions, but also can promote positive interaction between parents and children, creating a more interesting family environment.

### REFERENCES

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### ЧЖАН Л., КОСЕНКО Д. ПОВЕДІНКОВІ ОСНОВИ РОЗВАЖАЛЬНОГО ІНТЕРАКТИВНОГО ДИЗАЙНУ ДИТЯЧИХ МЕБЛІВ

Ця робота використовує теоретичні дослідження та аналіз прикладів для обґрунтування підходу до дизайну розважальних інтерактивних меблів для фізичного та психічного здоров'я дітей. Результати показують, що розважальний інтерактивний дизайн дитячих меблів може змінити традиційну схему мислення щодо дизайну дитячих меблів, сприяти спілкуванню між батьками та дітьми, змінити спосіб використання дітьми меблів і мобілізувати дитячий ентузіазм.

**Ключові слова:** дитячі меблі, інтерактивні потреби, розважальна взаємодія, дизайн меблів