Family-Based Sleep Technologies: **Opportunities and Challenges**

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OVERVIEW

Sleep is a critical component of overall wellness, and pervasive and ubiquitous computing technologies have shown promise for allowing individuals to track and manage their sleep quality.

However, sleep quality is also affected by interpersonal factors, especially for families with young children. In this study, we adopted a family informatics approach to understand opportunities and challenges for sleep technologies at the family level.

FINDINGS

Family challanges

01 Bedtime

Families enjoyed togetherness and 'magic time' with a book. However, children wanted to extend the transition time from 'party' to slumber.

SOLUTIONS →

Be tired enough but not too excited

Drink and eat before bed but not too much and in advance

We conducted home-based interviews with 10 families with young children, asking them about their current practices, values, and perceived role for technology. We describe challenges across three phases: bedtime, nighttime, and waking. We show that familybased sleep technologies may have the greatest impact by supporting family activities and rituals, encouraging children's independence, and providing comfort.

METHODS

Most common family particpant:

Urban area of Indianapolis, IN



As a result parents sacrifice their personal time before sleep AND/OR practice cosleeping. This results in less than desireable sleep quality for parents.



02 Night & Early waking

Chidren sometimes woke during the night due to nightmares, night fears, or illness. Some children consistently woke up early despite parents' efforts.

SOLUTIONS →



Night waking requires parents to address the issue by staying with the child or allowing the child to co-sleep with them. As a result parents sleep is disrupted, especially for the parent who has the 'night shift' over children.

Technology acceptance

Families limit screen time for their children.



"I believe that it is not fair not to be welcome to our room when all the rest family [both parents] and even a dog are there" –F10

"...She falls asleep better with me and sleep is time when I can be actually together after my work day, so that's why I don't want to change it". –F4

Families were concerned of hacking devices over network OR health dangers of

Families avoid extra expenses, especially on devices that don't seem as useful

Looking for technologies that help to keep calmness and togetherness

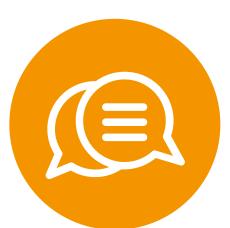


Rule enforcement

- 3-7 years old children
- Detached house
- White two-parent household



01 Sleep study questionnaire with all family members before visit



02 Home-based interview with all family



03 Observation. Home tour with focus on bedrooms



04 Iterative qualitative analyses

DISCUSSION

Design opportunities for family-based sleep technologies

Support

Encourage

family activities and rituals.

children's independence.

wifi or bluetooth.

Provide

daytime activities that promote consistent and restful sleep.

comfort at night.

FUTURE WORK

Narrow down problem to: 'How might we help children easily fall asleep independently, so they don't need parents every time for falling asleep?'

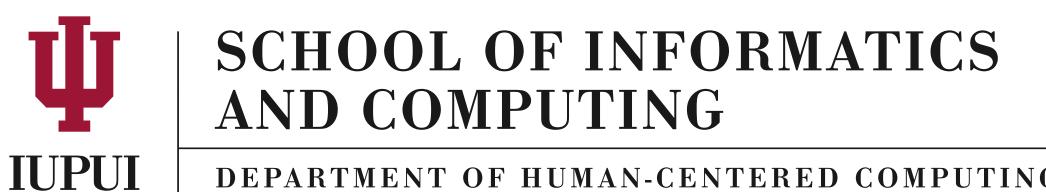
Generate at least 3 ideas, create video prototypes for them. Evaluate them with families.

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