StoryTime:
Eliciting User Preference from Children for Book Recommendations

Ashlee Milton, Michael Green, Adam Keener, Joshua Ames, Michael D. Ekstrand, Sole Pera
PIReT - People and Information Research Team, Department of Computer Science
Boise State University, Idaho, 83725, USA.

Context
Reading is important for children to excel at learning
Recommender systems (RS) can help children find books that are engaging and match their reading skills
Traditional strategies for RS require historical data which is difficult to obtain for children

System Overview
Indicate grade level (treated as reading level)
Select a character, represented using images
Select a setting, which will be combined with the character to provide recommendations and click next
Explore recommendations which are based off stated preferences. Chose a book to see a summery
Return to the grade or selection pages at any time using the menu
Close the window to go back to the shelf of recommended books
Click on “Bookie the Book Gremlin” at any time to get help and close the window when done

Future Work
- Adapt the site to work seamlessly on multiple platforms
- Perform in depth user studies and evaluations to streamline the environment
- Expand to account for preference evolution

Acknowledgements
- Work partially funded by NSF Awards 1565937, 1751278, 1763649
- Thank you to the KidsTeam directed by Dr. Jerry Fails for their help while developing this concept