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Issue  
**07**  
Nov. 2018

# SCROLLER

The media magazine for kids

Topic

## The Digital Kid's Room

**All under control?**  
Tom and Trixi learn about smart toys

**Cleverly combined**  
Chatting or chilling?  
It's the mix that counts

**Bye kid's room?**  
An interview with a student and a futurologist



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The new free children's magazine from Teachtoday

An initiative by 

# Meet

# Tom and Trixi

Have kid's rooms changed over the last 50 years? And what will they look like in the future? With these questions in mind, Tom and Trixi set out to track down the changes that children's rooms are going through in the digital age. They explored the advantages and disadvantages of digital media and learned what lies behind the term smart toys.

## TRIXI

Curious as ever, Trixi rushes to get the newest toys to see what they can do! Together with Tom, she takes a look into the children's rooms of yesterday, today and tomorrow. She experiences a shocking surprise with her new watch, and as always, her dog SCROLLER is in on it too.



## TOM

Tom, always the gadget-tinkerer, is tracking down digital technology. He encounters fast and powerful computers, sensors and cameras and sees the world through different eyes. In his eagerness to explore, he notices that he's being observed only very late.

## Let's go!

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# HELLO!

Analog or digital – that’s the question here! It’s clear that the world has changed a lot over the last decades and with it, kid’s rooms have changed, too. Where there used to be a cassette recorder, record player or sometimes even a television, today you can find laptops, tablets and smartphones.

And what will a kid’s room look like in the future? SCROLLER wanted to know exactly and had a look at children’s rooms of yesterday, today and tomorrow.

What makes a toy smart? Tom and Trixi have their first experiences with smart toys – and learn that those are not only super-practical, but can also have their pitfalls.

But why decide between analog and digital entertainment? Our infographic shows how a clever combination lets you get the most out of everything.

As there is no digital device for looking into the future yet, we asked an expert how the children’s room of tomorrow will look like: the futurologist Max Thinius gave us the answers.

No matter what the future looks like, it’s all about the right mix of analog and digital, because we are real people and not virtual reality, and we want to feel our emotions for real, not just virtually.

Have fun with the new SCROLLER,

*Annette*

Annette Reuter  
Group Corporate Responsibility  
Project Manager Initiative Teachtoday  
Deutsche Telekom AG

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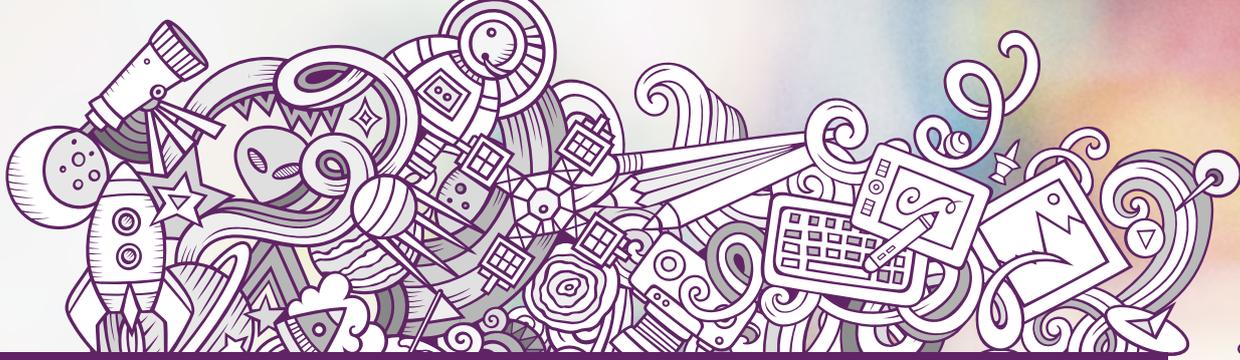
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# All under control?

## The talking toy

**Trixi got a Smartwatch as a birthday present from Tom. It's brightly colored. Not only does it show the time, it also allows Trixi to listen to music, send messages and even make phone calls.**

"The watch is really great," Trixi says to Tom. "And I can even listen to my favorite songs with it, that's awesome."

Tom grins cheekily. "But it can do a lot more than that. It shows me on my phone where you are at all times."

"What?" Trixi exclaims, sounding very upset. "That's not nice at all. You should have asked first if I even wanted that! If you can see where I am all the time, you are spying on me!"

"Oh Trixi, this way I can always keep an eye on you," replies Tom with a grin.

A few days later, Tom comes home excited. He just bought himself a toy robot with his allowance money.

He proudly shows it to Trixi. "Look," says Tom. "This is a real smart toy that can even talk."

Trixi looks at him skeptically. "Well, my teddy can talk, too."

Tom thinks quickly: "But can your teddy bear play games with you? Or help you with math?"

Trixi is curious: "How's that supposed to work?"

"It's simple, actually," Tom says. "Look, my robot is connected to an app on my phone. It's easy with Bluetooth. With the app I can write a message that the robot speaks. Or I ask him a question and he answers all by himself."

"Cool," Trixi is amazed. "Can I give it a try?" "Sure," Tom replies, "all you have to do is download the app."

A few minutes later, Trixi sits in the kitchen and opens the robot app. When the app connects to the robot via Bluetooth, she suddenly hears Tom's voice from her mobile phone.

He's busy talking to the robot right now. Trixi wonders. How is that possible? She quickly types a message into the app and then hears the robot talking in Tom's room.

"Hello Tom, Trixi can hear you!"

Tom is amazed. What did the robot just say? Then again, it says: "Tom, you don't know how to do this? Then go over to Trixi and ask her!"

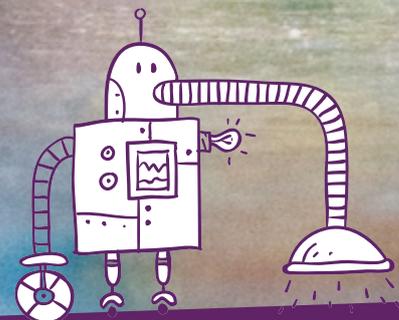
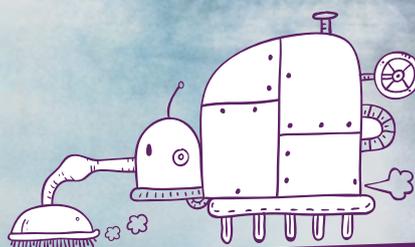
When Tom enters the kitchen, a big, wide grin stretches over Trixi's face.

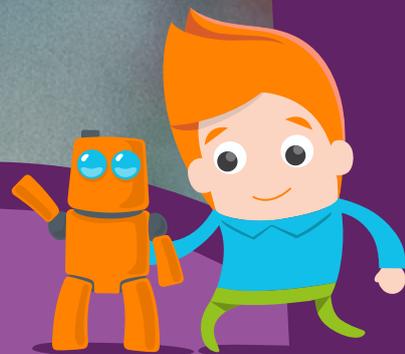
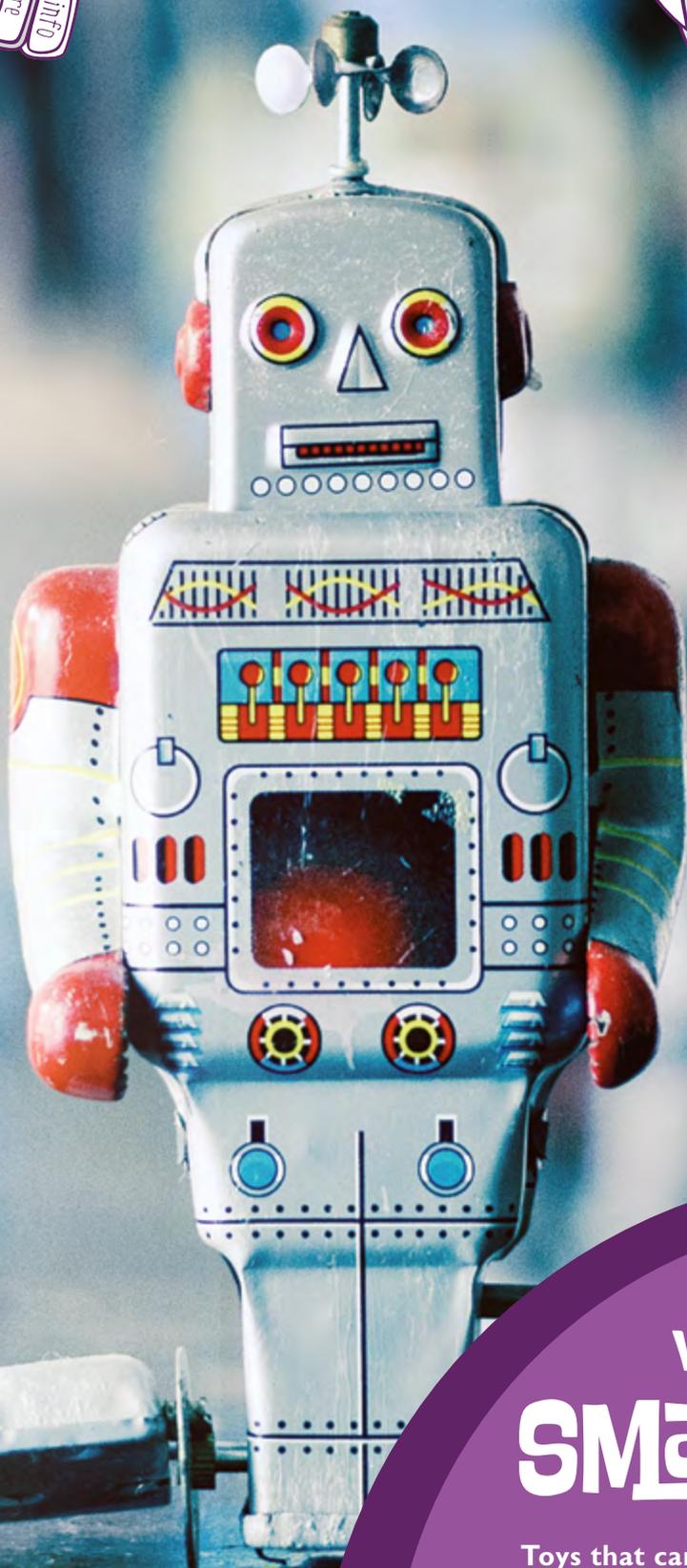
"You probably didn't know that your playmate can be turned into a spy so easily", Trixi says. "I could hear everything you said in the room on my smart-phone."

"That's so not cool," Tom sighs. "Somehow all these intelligent devices can also be quite annoying," he adds with a frown.

"Oh, Tom, you can't see it that way either. Remember the bed covers that automatically tuck you in?"

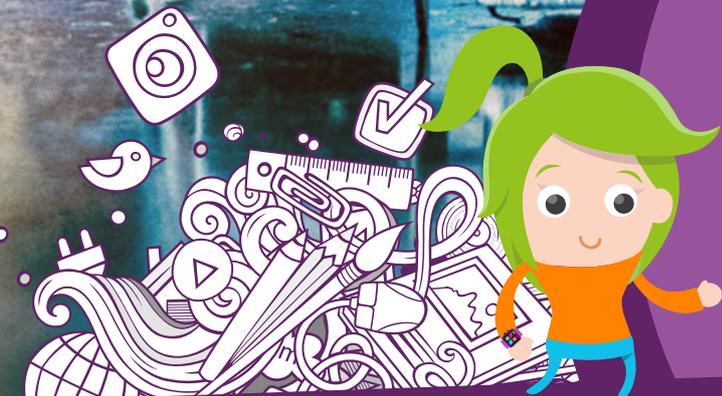
"That's right," says Tom. "The automatic bedspread really is a great invention."





## WHAT ARE SMART TOYS?

Toys that can access the Internet via apps on mobile phones are called “intelligent” or smart toys. With the help of technology, dolls, robots, dinosaurs and Barbies can answer questions or even perform actions. That’s not always a good thing: Toys with a speech recognition function can store conversations without you noticing or knowing at all.



# Cleverly combined

## Chatting or chilling?

School's out. All your friends are home already and you're sitting in your room. Now what? Oh, the agony of choice! Watch the next episode of your favorite series, practice card tricks or rather chat with friends? A clever combination is the solution. Check out all the stuff you can do, and what you can get out of it.

### Board games

A classic board game invented in 1907/1908 is "Sorry!" It comes from the Indian game of Pachisi.

Communication 

Team play 

Perseverance 



### Painting

Back in the Stone Age, there were cave paintings already. The hunting of animals was often portrayed in order to depict everyday life and nature.

Creativity 

Perseverance 

Team play 



### Making music

Sounds, beats and music make for a good mood. Making music yourself stimulates and promotes creativity.

Creativity 

Action 

Relaxation 



### Smartphone

A smartphone is an “intelligent mobile phone” because it combines many functions. In 1993, the first smartphone with a touchscreen was launched.



Communication 

Team play 

Perseverance 

### Console

The best-selling game console is the PlayStation 2, just ahead of Nintendo DS and Gameboy. The PS2 was sold 158 million times around the world.



Action 

Team play 

Relaxation 

### Television

In 1967, color TV was introduced in Germany. Back then, it was super-expensive: You had to pay 2,000 to 4,000 marks for a new TV!



Relaxation 

Perseverance 

Creativity 

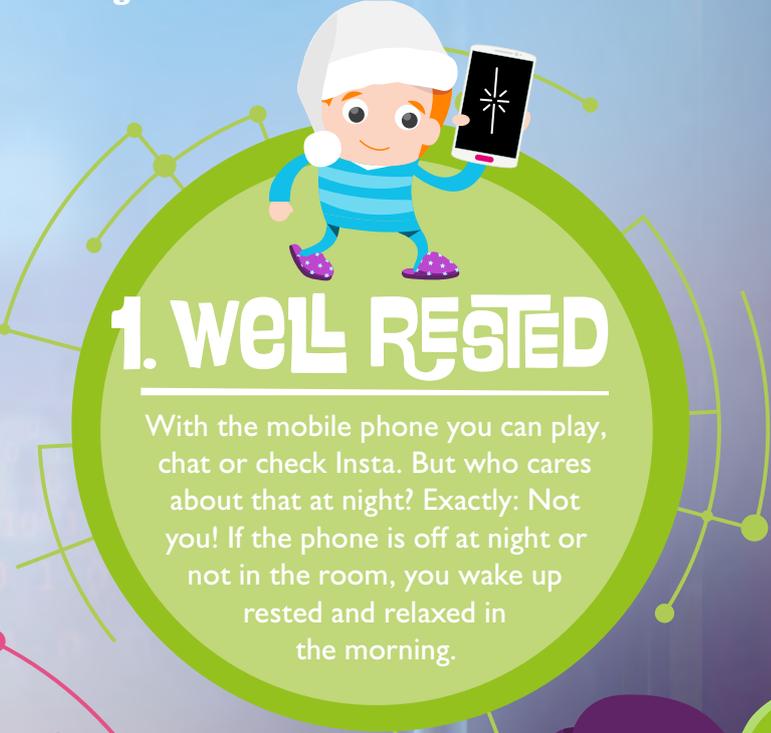
## IT'S THE MIX THAT COUNTS:

Whether analog or digital entertainment – a healthy mix is important. In the graphic you can see what the different activities offer you (thumbs up) and what they don't (thumbs down). We have set a total of six categories for this: communication, team play, relaxation, action, creativity and perseverance.

WE'LL  
DONE!

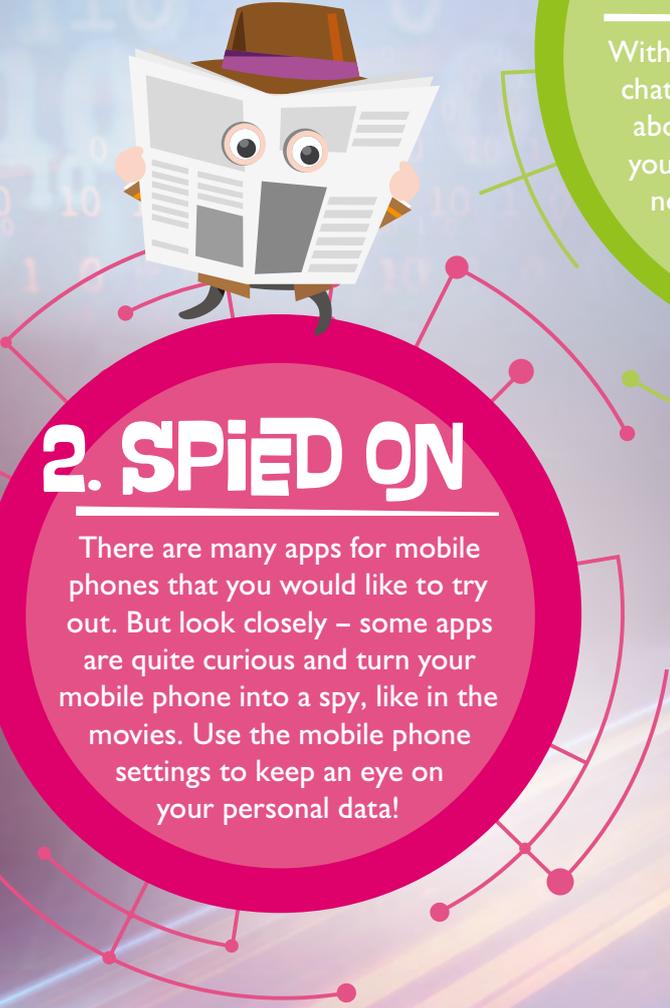
# TIPS TO BE TOUGH FOR YOUR ROOM

You probably also have digital devices in your room: a gaming console, a smartphone or tablet to play on, chat and study with. The digital world is diverse and there is much to experience. With our tips to be tough, we'll help you make sure your digital room remains a cool place to hang.



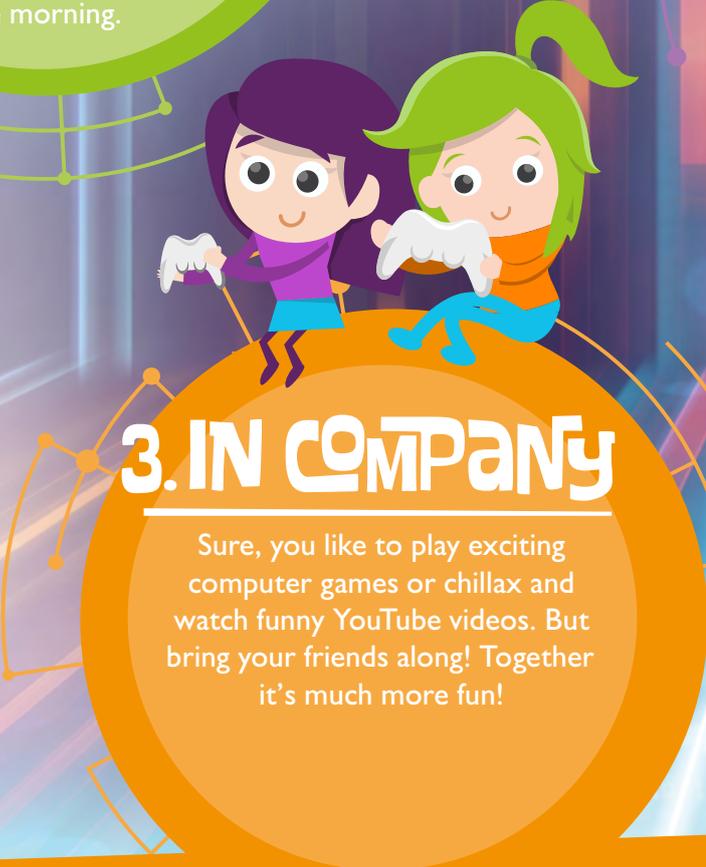
## 1. WELL RESTED

With the mobile phone you can play, chat or check Insta. But who cares about that at night? Exactly: Not you! If the phone is off at night or not in the room, you wake up rested and relaxed in the morning.



## 2. SPIED ON

There are many apps for mobile phones that you would like to try out. But look closely – some apps are quite curious and turn your mobile phone into a spy, like in the movies. Use the mobile phone settings to keep an eye on your personal data!



## 3. IN COMPANY

Sure, you like to play exciting computer games or chillax and watch funny YouTube videos. But bring your friends along! Together it's much more fun!



## 5. GET MOVING!

Your favorite series is on TV, everyone is writing in the chat and you're cruising through level after level in the game app? Alright, but don't forget your legs, they want to jump through some levels every now and then.



## 4. LISTEN UP

Headphones are totally useful. When you listen to music, headphones put out sick sound and while playing a game you feel like you're right in the middle of it. But the quiet sounds of everyday life are not bad either, so take out the earbuds once in a while and listen up!



## WHAT IS DIGITAL?

We live in a digital world. What does that actually mean? It means that electronic devices and software (apps, computer programs etc.) play an important role almost everywhere in our world. Devices and software process all sorts of information – like pictures, city maps and music – as numerical codes. Thanks to the enormous computing power of today's devices, all sorts of information are easily accessible to us.

THOUGHT  
FIRST!

# A BIG LABORATORY



Katharina, 13 years old

Student from Berlin

Katharina's room is her sanctuary, where she learns, studies and pursues her hobbies. Will this be different in the future? SCROLLER met Katharina and the futurologist Max Thinius.



My room is my retreat. It's where I spend most of my time when I get home. It's my own little world. I have a laptop that I use for my homework. I have a smartphone, of course. But other than that, I don't own that many digital devices. I read a lot, it relaxes me and I can withdraw into my own universe. I do have an e-book reader that I can take anywhere I go.



I think it would be great if there were more opportunities for joint learning while staying in my room. So I wouldn't have to go to school, but could discover things for myself. Parents interfere way too often. If you want a child to grow up, you have to give her space. That goes for my room as well as my phone.



When my parents say that I shouldn't use social media so much and tell me to go out instead, I often think: Why should I go meet up if I just have a quick question or want to know what's up? People used to write letters to each other. With digital media we have other possibilities, which we should use!

What's  
it like  
today?

Will  
that  
change?

Are  
it  
future?



## WHAT IS FUTUROLOGY?

You know the word future, and "ology" is about studying – so "futuresology" means studying the future! Futuresology tries to predict developments and explain what's going to happen. Which is not only about technology, but also about exploring how people will live together, what role work will play or what norms and values future generations will grow up with.



**Max Thinius**

**Futurologist and author**

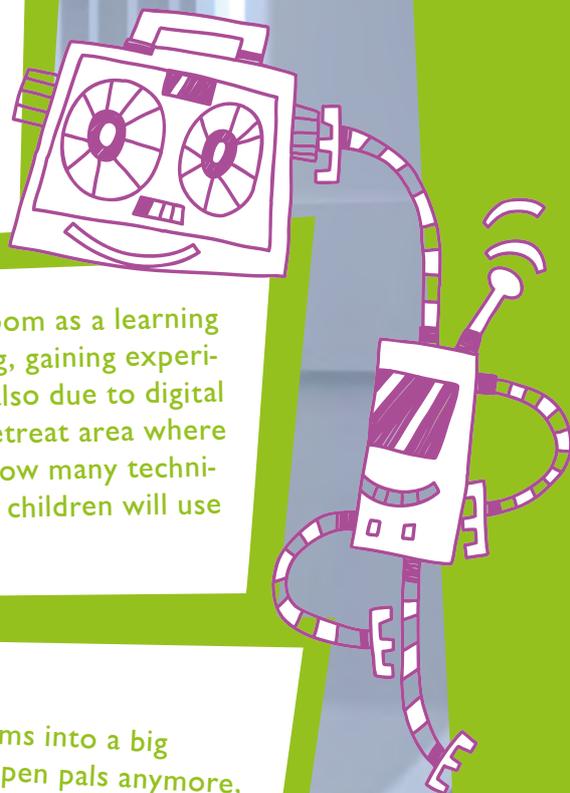
**Max Thinius talks and writes about the future, about digitization and how it will change our everyday lives. He brings people together, tries to still their fear of the future and explains societal trends and new possibilities.**



Children look for places where they can just be unobserved. In the future, those places will be more and more in the digital world, because the Internet is totally ingenious for that. There are whole new areas where they can learn and try things out by themselves. Learning will thus be much more integrated into everyday life.

Children will spend more time out of school. The classroom as a learning space will increasingly fade into the background. Learning, gaining experience and having fun will go hand in hand in the future – also due to digital possibilities. But their own room will continue to be a retreat area where children can rest. It will therefore not be a question of how many technical devices are in the children's room, but rather of how children will use them.

I think the digital media will turn children's rooms into a big laboratory. Maybe in the future there won't be pen pals anymore, but the trade-off is having video friendships with children all over the world. Digital communication is bringing the world closer together. So, children can explain their cultures to each other, face-to-face.



CHECK OUT OUR WEBSITE:

WWW.SCROLLER.DE/EN/



## TEST YOURSELF!

How good are you at dealing with media? Do you think you know it all? Try our Media Competency Test.

## TIPS TO BE TOUGH

With our tough tips, you'll be off to a good start in the digital world. Discover the tips.

## OUT AND ABOUT

Our kid reporters are out and about, asking many important questions; and they're getting exciting answers. Have a look!

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