
**Topic:**
The aim of this study was to examine kindergarteners gender differences of multimedia learning interfaces and try to isolate multimedia interface characteristics that interest girls more than boys and vice versa. This research is based on the premise that a friendly interface, using clear signs, must be designed in order to extract the educational potential of computers in education.

**Research assumptions/questions:**
- Preference of multimedia learning interfaces is different between boys and girls.
- How the different components of the interface create a positive emotional reaction to the media.

**Methodology:**
The research included 90 children from three kindergarten classes who used interactive media stories. Every group was exposed to interactive multimedia stories for improving reading skills. The educational programs allow the child to be active in the reading process by being exposed to visual, aural and dynamic communication modes. The young child only has to click the mouse to communicate with the book.

Three educational computer programs were chosen from different publishers. These programs had different designs in terms of the dominant colors, the quality of the animation and the sound, the variety of possibilities spread before the child, and the level of interactivity of the program.

Each child tried one learning program; each story was introduced to the same number of boys and girls. Immediately after the activity, the research subjects responded a questionnaire of 41 statements to obtain their level of satisfaction with the various interfaces. The children were asked to agree/disagree with the statements on a 10-point scale. The questions were about: display interface (seeing the information), conversation interface (communications between user and system), navigation interface (movement from place to place), and control interface (use of icons).

Due to the young age of the participants, researchers had to use the Pollimeter Ruler in a personal interview. This is an instrument for measuring behavior, based on visual moving elements, that facilitates almost anyone to present their opinion, on a continuous scale without difficulty. The Pollimeter has two units: a housing unit with a rectangular opening and a colored ruler that moves in the housing. The child moves the ruler to indicate his/her opinion by dividing the area seen in the window between two colors where black represents disagreement and white represents agreement. The shade chosen by the respondent corresponds to the scale of numbers seen only by the researcher. The structure of the Pollimeter makes possible that very young subjects express their opinion without difficulty.

**Findings:**
- Young children have great interest in reading computer stories as they find computer books enjoyable and able to be active in their own way. Each child can read the story
alone and can act at his/her own way and pace making the reading experience personal, easy, enjoyable and more interesting.
- There is a significant difference in the level of satisfaction between boys and girls depending on the design of the learning interfaces.
- Girls emphasized writing, colors, drawings, help and a calm-moderate game. On the other hand, boys emphasized control over the computer, sharp moves and many movements on the screen.
- The desire to write, at the same time learning, is rated with a higher frequency with girls compared to boys.
- Girls are more sensitive to color (visual aspects) than boys; whereas boys are more aware of movement than girls.

**Implications:**
It would be valuable to develop a model of styles of design for learning interfaces in order to reach a gender-free learning environment. This study and other studies cited in this article indicate that girls, compared to boys, are in an inferior position concerning their image of control of technologies and do not reach their full potential. Then, it is important to design educational computer programs with an approach for girls. If they appeal to girls, their desire to use and understand the material will be higher.

**Usefulness of the research:**
This study provides evidence regarding gender differences when human beings, especially children, when approaching educational computer programs. In addition, it reinforces the contribution that the development and use of computer-based learning programs bring in the education system. Moreover, something that caught my attention was the fact that researchers used a Pollimeters Rule to capture the children’s opinions regarding their computer experience along with a personal interview.