

Q Interviewer

A Man with daughter (aged 9)

A Well, it features quite a lot, actually, because most people say that, like, iPads and YouTube and things take away the element of play from children, but with my daughter it's the opposite. She goes on YouTube and she watches these play videos, like with dolls or with LEGO, and then once she's watched it she goes away and then she recreates what she's just watched with her toys. So that's what she likes doing, in short.

Q Okay. And is there any...?

A And she's started asking for dolls and more LEGO and things now. Even though she's nine, she's started to grow out of it, but now it's all coming back, so...

Q Why do you think that might be?

A It's because of these videos on YouTube. So as long as I monitor what she's doing with these electronic devices, I think it's great. It's making her play more.

Q Do you think, then, that she likes to play with any particular sorts of devices or toys?

A Well, she only has one device. She has an iPad. So that's the only electronic... Well, she has a Nintendo Switch as well, sorry, but she prefers the iPad.

Q Why do you think that might be?

A I don't know. The iPad cost a lot less than the Nintendo Switch, but I think she likes the fact that it's YouTube and she can interact more on the iPad. She plays with Roblox as well.

Q Oh, okay, can you tell me a little bit about that?

A Well, I think Roblox is, what she likes about it is the element of building something. I mean, it's not like Minecraft, is it? It's, Roblox is, she builds her own houses and when she's built these houses in Roblox, again she goes to a doll house and recreates them there.

Q Right, okay.

A So I think that's why she... She likes combining the two, you see.

Q Right. And how often does she do that, then?

A Most days. Nearly every day, really. So you can always tell if she's been doing it, because she'll put her iPad down and then she's straight into the conservatory with her toys, so you can tell what she's doing.

So yes, most days.

Q And how long do you allow her to do that?

A With the electronic device, do you mean?

Q Is there a time limit as to how long she can play, probably on the iPad, yes.

A On the iPad, yes, we've never needed to set a time limit for my daughter. I have with my other children, but with my daughter she tends to, after half an hour she's put it down and she's away. So it's very rare that she's on it for say, maximum more than 45 minutes, and then she'll be back with her toys.

Whereas my boys did just stay on the Xbox or the tablet all day if you let them. But My daughter's different. Is that a girl thing? I don't know.

Q Okay. Is she generally playing on her own, then?

A Unless she has some friends round, or she sometimes ropes me in, especially with LEGO, because I like LEGO. So we can build LEGO together. With regards to her dolls, I will play with her sometimes. She sometimes gets her grandad to play as well. Unless she's got friends over, and then obviously they'll play with her.

Q Okay. And do you think that this sort of play is significant to her?

A Significant?

Q Yes.

A Yes, very. She does that... That's all she does. That's what she likes. If it wasn't for that I don't think she'd play with her normal toys as much as what she does. So not just significant to her, but significant to her parents as well.

Q Okay. Why do you feel that, then, you don't think she would play with her other toys if she didn't have access to the iPad?

A I think it's all down to school, really. Because some people at her school have been in trouble for, because they've let slip that they still play with dolls, or they still play with teddy bears. I mean, she's nine years old. But this is what children do now. But because she's discovered this thing on YouTube, it's making her go back to things.

And because she's combining it with YouTube as well, even her friends think it's quite good. So I think that's great.

Q Okay. So how do you think she's feeling then, while she's playing?

A How's she feeling?

Q Yes.

A I remember this question and now it's all coming back to me. Yes, she's feeling... I suppose she's feeling happy? Free, free to express herself. How else would she feel? I mean, a bit of anticipation as well, because when she's watching this video, she's anticipating what she's going to do, so it gets her excited and [overtalking], so...

Q Okay. And next question, does your daughter ever play when she's watching television?

A No. She plays when she's watching iPad and these YouTube videos, but my daughter barely ever watches telly, the actual TV, so... She doesn't watch

cartoons, or anything like that. She'll watch Disney movies and stuff, but even when you put a Disney movie she might watch half of it, and then she'll go away, and then she'll go back to the other half. The only time she'll sit through a full movie is when we take her to the cinema.

Q Right, okay. And does she ever play while she's watching Disney films, then?

A Not play, no. She'll sit there with me, or Mum, or some other family member with some popcorn, and then she'll go away when she gets a bit bored.

Q Okay. So, does your daughter's engagement with apps and other online sites, so YouTube or Netflix, or CBBC, or ITV, impact on how she plays?

A Yes. She models her play after what she's watched, so I suppose it impacts it. I mean, she does do some free play, don't get me wrong, but I'd say 75% of what she does is modelled totally after what she's just watched on YouTube or Roblox, or even Minecraft.

Q Okay. Does she ever change up what she's doing then, as to what she's seen on the TV? Does she ever mimic what she's seen on the TV and then change it slightly?

A Yes, she adds her own spin to it, if that's what...

Q Yes.

A Yes, so she'll do the actions, as well, that the dolls are doing, but she'll add the speech differently to what was on her video. So she'll have her own scenario but do it similar to what she's just seen. So she uses it for ideas, and her LEGO as well.

Q Right, okay. And does your daughter ever play on video games, on a mobile, or a tablet?

A Yes. So, play-wise, we're talking games, so she gets Roblox and Minecraft on her tablet, and occasionally some other games off the App Store, but not very much. Like ice cream games, or making your own cake, or something like that. Just to [unclear]. And Nintendo Switch, the main game she plays on that is Just Dance, so when she's jumping about the room and things like that.

The only time she'll ever use, she hasn't got a phone of her own, even though all her friends have, but she hasn't got a phone of her own.

The only time she uses my phone is if we're going somewhere in the car and she might ask for it. And she uses, what does she use on that? She's got hangman on that, and she does TikTok videos as well.

Q Oh, right, okay. Tell me about the TikTok videos. What sort of thing does she like to do on that?

A At the minute it's all about Christmas. So she does Christmas countdowns, and we had the naughty elves, so she does things with the naughty elves on TikTok. Just generally funny things that she finds funny. Things to do with school, as well, because that's like all her followers are really her classmates, and so forth, so... But me and her mum are obviously on it as well, to make sure what she

does, and how she responds to it.

Q Okay. So she's got her own account, then.

A Yes.

Q Right, okay. And how often does she like to go on... How often does she like to play on video games, then, or either on the mobile or the tablet or TikTok?

A Well, she does TikTok while, she probably does two or three videos a day, but a video is, what, 30 seconds on TikTok. So she might spend, I don't know, 25 minutes of the day doing TikTok videos.

Q Okay.

A Nintendo Switch, probably once a week if that. It's quite rare. And her tablet she'll probably just spend an hour or so watching her videos and then maybe playing the odd game.

Q Okay. Next question, does your daughter have any physical toys that relate to her online digital interests? So, for example, has she got any Minecraft blocks or any LEGO figures, or anything like that?

A Yes, she's got all the LEGO figures. She's got, they're all built up, she won't let us take them down. So they're all like, the LEGO's Friends, and she's got quite a few of them, like the hot dog van, and what else has she got? Like a big sound stage with the LEGO Friends.

And then she's got some of the Frozen, she's got a big Frozen, LEGO Frozen castle. A few various bits of the Disney Princesses, and, yes. And for Christmas we've got a LEGO Simpson house as well. But she likes building it as well, you know, following the instructions. She loves that, with regard to LEGO.

Q Does she ever play, within her physical toys that she has that are matched with the online stuff at the same time?

A Yes, at least once a day she's playing with her toys. But it could be, like, she'll probably spend about an hour playing. But at weekends it'll probably be a lot longer. I mean, she might spend, what, three hours on and off, playing with her physical toys?

Q Right, okay. And does your daughter ever play with toys that are digital? So, like, a laptop, or robots, or anything similar?

A She doesn't go on the laptop. She only goes on that if she's doing something for school. Other than the phone and the tablet that she very occasionally uses, no, she hasn't got any. I can't think of any digital toys she's got.

Q Okay. How does she use the laptop, then?

A She gets homework most weekends, she's only nine. But if she has to research something about the romans, or something like that, I'll sit with her and she'll go on with it. They have certain websites that they're allowed on at school, so she'll go on that and then type in the roman, and then research it. Or Wikipedia, or something like that.

- Q All right, okay. So do you feel, then, that she is quite savvy using the laptop?
- A Yes, definitely, oh yes. Yes, she's good at, she knows how to do things that you'll say, just do it... I know how to do it! Okay.
- Q Okay. And does your daughter ever play with any internet-enabled toys? For example, Furby?
- A No, she hasn't got any physical internet toys apart from perhaps my tablet.
- Q Okay. And does your daughter ever play with augmented reality?
- A Where you put a goggle set on?
- Q That is like, you know Pokemon Go?
- A Oh, no, she's not done any, no.
- Q Right, okay. Does she ever go on her mum's Snapchat, or your Snapchat?
- A No, she never goes on any.
- Q And how about virtual reality? So that's the one with the headset?
- A Nope, she's never done that either.
- Q Okay. And does your daughter ever have any interactions with artificial intelligence assistants, like Siri or Google or Alexa?
- A We have a Google Home and an Alexa in the house, but she never pays any attention to it. Apart from when we first got it she was studying to see where the woman was in the speaker, but that was it. She's never...
- Q Okay. So if she does interact with it, what types of things does she like to do?
- A The only time she ever interacts with the speakers is if we're playing with something, like asking it silly questions, or such, she might do that. Or she likes to sometimes take my phone and ask Google to do a joke, or something like that. But she has to be prompted to do that, you know, if other people are doing it as well. She won't just do it off her own bat. She just ignores it, really.
- Q Okay. And does your daughter's play in outdoor spaces feature technology in any way?
- A Not that I'm aware of, unless she does anything at school. But how do you mean by...?
- Q Do you think that, when she's playing, do you think that she's influenced by any of her technological toys, or things she's seen on...?
- A Yes, definitely, she's fully influenced by things like that. But when she's doing these she kind of like, doesn't react to the advertisements that are on there but she will react to what the video is about, like if it's some dolls or some LEGO figures in the supermarket she'll talk about that.
- But then if something comes on halfway through that's advertising, I don't know, some new doll or something, she won't pay attention to that. She wants

[overtalking] to come back to, so she's got a mind-set and she sticks to that.

Q Okay. So you don't feel, then, that she is affected by the advertisements.

A No, not to a level where she's actually verbalising it, like I want that, or what's that, Daddy? She doesn't...

Q Okay. And who would decide what sort of devices or digital toys, or digital games, or apps that your daughter can use?

A We have... Because she hasn't... It's all Android that we use, so we use Google Family. So every time she selects an app, it comes to my phone saying, My daughter wants to download this app, do you approve it? So I just tap yes, or no. So she's fully supervised on every single thing she does on the tablet.

Q Okay. And what guides your choices, then, as to whether she can download or not?

A Well, first of all, whether it's child-based, whether it looks okay. And then all the ones on the android app store have an age rating as well. So I go off them. And the price. But mostly the things she wants are free anyway, so...

Q Okay. So then, in your opinion, are there any types of devices or digital toys or games or apps that you think are particularly beneficial for promoting play?

A I'd say definitely the tablet, because that's what she goes through with the YouTube and such, and Minecraft, and Roblox. The action games for things like the Switch where you're jumping around, I think they're great for active play, when you're not just staring at a screen, you're actually moving around and dancing, and such.

And that's about it. But that's all she uses, so that's the only experience I've got in that area, really.

Q Okay. And then next bit of this question, this is like a four-parter. So, in your opinion are there any types of devices or digital toys, games, or apps, that you think would then limit how she plays?

A Yes. We're very reluctant to get her a mobile phone. Even though all her classmates and such have them, we just feel that if we got her a mobile phone she'd just spend more of her time actually staring at a device contacting her friends by text message, or such like that. So I'd say that would... If we got her a mobile phone it would take her away from the physical act of play and push her more into a digital area, which we're trying to balance out.

Q Okay. And then do you think that there are any sorts of digital toys or devices, games, or apps, that then promote her creativity?

A Definitely in regard to the likes of TikTok, which, creativity, because she's actually physically making a video or a little clip, so we find that's really creative for her. And the likes of YouTube and Roblox... Not YouTube, sorry, Minecraft and Roblox, when she's actually physically creating an environment digitally, and using her imagination and, yes.

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Q Okay. And you mentioned earlier on that she really likes LEGO. Do you think that that, then, is promoting her creativity?

A Not as much digitally, because we're not really aware of any digital... We do have a LEGO game and such, but it's not LEGO, it's just the characters on screen jumping around, and just the general gameplay.

But the actual physical act of the LEGO off the digital world, yes, because she can create a... She likes following the instructions up to a point. She loves the structured play of LEGO in that respect.

But we also have a big box of loose bricks, she can express herself and build whatever she wants, really. Her own house that she just seen on YouTube, or a chair for her dolls, or... Also she combines the LEGO with other toys as well. I think it would be great if LEGO built something like a Roblox game, or something like that. But they don't.

Q Okay. Do you think that there are any sorts of types of devices or toys or games or apps that are limiting with her creativity?

A In regard to my daughter, she doesn't go on anything like that. But if she interacted with some of the games that my boys play, like things like Fortnite on the Xbox and things, I would say that that would severely limit her creativity, because you're not being creative at all. You're just going round shooting someone or such.

But my daughter doesn't seem to excited with games like that, even though she's got some [unclear] games for her Switch. But she doesn't like that. She prefers creative, and using her mind, and creating things.

Q Okay. And while she's playing with, so this is the next question. When she's playing with digital toys or on technology, how far do you feel that your daughter is actively engaged in what she's doing?

A It depends on what she's doing, I suppose, but quite often, if she's watching a doll video... She has two iPads, you see. So she might have... Or use one of her brothers'. She'll have one at the side where she's watching these doll videos with her headphones on, and on the other one she might be playing Roblox or Minecraft and creating the things she can see in the video onto the Minecraft app, or such.

So, she's fully engaging physically in what she's doing, but she's only 50% engaged with both different aspects, if you understand what I mean. But she's combining them into something she wants. It's a difficult one, that.

Q Next question. So, while she's playing with her technology toys or digital toys do you think that particular play is meaningful to her?

A I'd say it's meaningful to her more when she is playing with someone else, because she is actually getting something out of it, some more interaction. However when she's playing on her own, it's meaningful to her at that present moment, but not as a long-term thing. Because with the likes of LEGO and things it's there to be recreated, isn't it, and wiped away and rebuilt.

So I would say, in terms of when she's playing with someone I would say yes, it's meaningful to her a lot, because she's creating memories and she's creating happiness and things. But when she's just playing on her own, it's all about that one moment.

Q Okay. Next question. So, when she's playing with her technology again, how far does your daughter seem to be enjoying trying new things and then making improvements as to what she's been doing?

A That's the good thing about LEGO, I suppose. There are always improvements to make.

Q You can talk about that. It's not just specific about digital.

A Oh, sorry. You kept mentioning digital.

Q No, it does mention digital in the interview but I think it is also quite significant if she is not into the digital side of things as well. So if you want to... You can talk about the LEGO.

A I mean, the LEGO, like I say, there are always improvements to be made, so she might make this Elsa castle or this Friends hot dog van, but because we have loose bricks as well, she improves on it with her own designs, or adding something to it that's not in the instructions, or such.

So she likes improving on what she's done. Similar, back to the digital devices, if she builds something on Roblox or Minecraft she'll then go back to that same saved world, or saved area, and, say, extend a house, because she's seen something outside which has stirred her on to add an extension to her digital house, or she has little villages that she creates on Minecraft so she'll add and improve this village, create a zoo on it or a hotel.

So she's always looking back at what she's done and trying to improve it. She likes drawing as well, and it's the same structure with that. She'll keep going with something until she gets it right. Even though we think it's quite good she might screw it up and throw it away because she said it's awful. But then she'll start again and improve it and improve it. So she's quite focused in that regard.

Q Where do you think she gets these creative ideas from, then?

A I'd say it's my dad who, her granddad. Great at drawing, brilliant at creating stories and children's stories. He makes them homemade cards every year with stories in them for all his grandchildren. And he's also created some personalised books which feature each of them in. So she tends to get everything off him.

I mean, I'm quite creative in my mind, but I can't draw, I'm rubbish at drawing, and things like that. I like building LEGO, I'm quite creative with that. But as a whole I'd say she gets a lot of the influence off her granddad, yes.

Q And how about in her external environment?

A Sorry, in what way?

Q I mean in, like, does she see something while she's outside and then you think that it then translates back on to screen?

A Well, when we went to Chester Zoo in the summer, she came back home and she wanted Roblox. And she made her zoo. So she likes... Yes, up to a point, not every day or every week, but if she sees something quite significant, like when we go to Spain or when we were at Chester Zoo, or something like that, she would recreate some of that either in LEGO or drawing, or on a digital device on Minecraft or Roblox. So she is quite influenced in her surroundings, the outside world.

Q Okay. Next question. So we're also interested in exploring the link between play with technology and children's emotions and wellbeing. Do you have any thoughts on this topic?

A I'm not [unclear].

Q The link between play with technology.

A There's a lot of happiness and excitement I find when she feels, when she personally feels she's succeeded in whatever she sets out to do.

Whether it's a digital device or her physical toys, if she has actually physically succeeded, she expresses that in excitement and happiness, and she'll, like, asking people to take a picture of it, a memory, just to give her that sense that she's accomplished something and she's done well, basically. A bit of feedback for her.

And on the opposite end of the spectrum, I suppose, when she's watching these videos, or such, she'll turn it off, she'll turn her iPad off or digital device off if it's a sad story, or if it's upsetting her, or something like that. Because she's quite emotional when it comes to a play [?] or a digital device, or watching something on YouTube.

So yes, I suppose the link would be dependent on what she's watching, I suppose. But... It's quite a hard question. Deep. She will... It will affect her emotionally depending on what she's seen or what she's been doing, so there's definitely a link between the digital.

Q That's fine.

A If that makes sense or not.

Q Yes, I think I understand what you mean, yes, I do. So, next question, then, what range of other emotions do you see while your daughter is playing with her technologies?

A Well, that's back to the previous question, I suppose.

Q I guess it was.

A Yes, a lot of emotion, I can say. If she's playing with the technology, and she's succeeding, and everything's going great, you can see she's happy, she's excited and contented. And at the total opposite end of the spectrum, if it's not going well, if she can't do it, if she's not succeeding, she can get quite upset, quite angry at it. Not physically angry, but just upset that she can't do it the first time.

Like, most children expect to be able to do it straight away, don't they? They don't... But she does, if she can't pick it up quite quick she can get upset and a

bit emotional, and that's when, I suppose, good parenting comes in.

Q Okay. Next question. So, what types of technology does your daughter most get bored with while she's playing?

A While she's playing?

Q Yes.

A Well, it's not playing, but going back to the TV earlier but, I suppose it's not playing but it's interacting with something on the screen. And I don't know what it is, she doesn't watch any cartoons or such on telly.

And any film, unless it's the odd one, like if it's something like Frozen, she will watch all the way through. However, she just tends to get quite bored when she's watching a film.

Q Why do you think that might be?

A I've tried to ask her about this several times, why can't you watch it? She says, I don't know. I just [unclear]. It's fair enough, I'm not going to press her. But unless we go to the cinema. I mean, we went to see Frozen 2 last weekend. And I thought, I'll do something a bit different to try and keep her interacted and keep her interested.

And we went on, I took her to 4DX at Cineworld, where the seats move and [unclear] sprays on you, and it snows, and things like that. It helped her fully concentrate on the movie all the way through.

Q Okay. So you felt that helped engage her.

A Yes, definitely. And it did, because I suppose it's using all your senses, isn't it? Not just your visual and hearing. So it's full engagement.

Q Okay. So do you think, then, that while she gets bored while she's watching a cartoon or a film, do you think that she becomes bored differently when she's playing outside with another toy, for example?

A What, the boredom?

Q Yes, do you think it's like a different sort of boredom?

A I suppose, yes, because when you're sat watching a film she's still and she's not moving, she gets fidgety. But when she's playing with her toys she's actually moving around and being more active. Of course, also, when you're playing with a toy, every single toy is slightly different, isn't it? So she's interacting with numerous different stimuli, if you will, so I suppose stems the keeping her active and keeping the boredom away.

But even when she's playing with a toy it'll only be for a set amount of time, and she might go away and do something different and then go back to it. So my daughter's attention span isn't great really, but even where toys are concerned.

Q Okay. Can you tell me what sorts of technology you think support social play?

A I suppose when it's summer and she gets her outdoor toys out it creates social

play, because quite a lot of balls and bats, they are team sports so it creates the social element where you've got to play with someone.

In terms of inside I think LEGO creates a lot of social play. I mean, LEGO is used throughout... I think they use LEGO in her school, they use it in old folks' homes, I believe, now, and all that, and the social aspect of LEGO, when you're interacting, every single build or every single person builds something differently.

My daughter just loves that. She picks up on that because she's watching everyone else and getting ideas.

And we have, like, you know you play charades, or something like that? We sometimes do the same... Or Pictionary, or something. We do the same but with LEGO. So LEGO is just, I find it really social. But on the other side of the spectrum it's a great thing to play on your own and have some solitude, and go into your own little world.

Q Okay. Next question, then. So when your daughter's play does involve technology, do you ever play with her?

A Do I have to?

Q Do you ever, do you ever play with her?

A Yes, of course I do, yes.

Q Can you tell me how?

A Yes. In terms of the games, I don't play with her for... I'll watch her for things like Roblox and she'll ask me to do something and then she'll do it. But I suppose the main element of me playing with her is, I do do Just Dance occasionally on the Switch for a bit of fun, but she likes, in terms of the digital games, things like hangman and general word games, which we always play together.

So yes, I do play with her quite often. But with My daughter, she sometimes likes playing on her own quite a lot as well. So I will play with her when she wants, or when we're having family time. But I know when to step back and give her her own space, if you will.

Q Okay. So you've just mentioned hangman there, or like other games where there is a little bit of social interaction. Do you think that then she engages well with other people while she's doing those games?

A Oh yes, she loves it. She especially likes taking control of the game or creating her words herself for other people to guess. Yes, she likes all sorts of word games, things like not just on the digital but she likes... She's one of the only children I know that likes Scrabble and complicated games like Monopoly and such.

Yes, she loves the aspect of play and interaction with other people. We've got cupboards full of board games that she likes. She always takes a board game when they have a bring your own game to school or such, she likes to take a board game in then.

Q Okay. So do you think that there are any devices, or digital toys, or digital games

or apps that are better than other apps for playing together with your daughter?

A The Switch and quite a lot of Nintendo products, actually, are ideal for dual play, or even four players. They come with many joysticks and they have all the, like the Wii used to be, when you're physically playing tennis, or such, on the TV screen.

I think Nintendo have it down, really, in terms of digital multi-player games, I'd definitely say. But other things like phones and tablets, because it's one screen and it's quite a small screen, unless you're dual-playing with someone on the other side of the world, or connected online they're more aimed at sole play, I feel, anyway.

Q Do you allow her to do any of those games, then?

A When she's interacting with other people?

Q Yes.

A Minecraft and Roblox she does. But we have software, like I'm saying, software on her tablet where she can, if one of the, where they can talk to people, if it flags certain words it'll come up on my phone to say what's happening. But she tends to ignore everyone that she doesn't know anyway. She has her classmates on there, and they're the only ones she interacts with. She's quite sensible, really, for a nine-year-old girl.

But we've got the technology on there anyway, because I've had trouble with my other children with things like that, so... But she's more sensible than the boys.

Q Okay. And then, if you're ever using your own phone, then, does your daughter ever ask to play on it?

A Yes. She plays, like if we're going on a car journey or such, or we're in a restaurant and we're waiting for the food, she likes to play hangman. That's one of the big things in restaurants and such. The only other time she'll use my phone is to record something on TikTok, use the camera. That's the only time she asks for my phone.

Q Okay. And are there any sorts of devices or apps that your daughter can only access with you or another member of the family around?

A No, we don't have any type of apps that... I wouldn't actually let her on something that... She'd have to access with me anyway. I wouldn't feel it was appropriate.

Q Right, okay. And do you ever initiate play using any sort of technology or toy with your daughter?

A LEGO. Yes, I love to say, shall we get the LEGO out, or such, and a big smile comes across her face. More things like LEGO because I'm not very good at playing with dolls and such like that. But I will if she asks, but for me actually initiating it, LEGO, board games, and I wouldn't...

I'm not a big technology person anyway, so I don't use the... My kids do, but I don't use the Xbox or anything like that, or play games online. So I wouldn't

physically set up a game like that to play together.

Obviously, if they ask me that's fine, I'll do that, but I'm more of a board games, LEGO-type person.

Q Okay. So would you then initiate a board game sort of play with her?

A Yes, definitely. We have family game nights quite often which we always initiate. And just the issue of, if you're looking at when you think she's feeling a bit down or something's happened at school, and that's when I like to initiate a board game with her as well, and LEGO.

Q Okay. Can you give me an example of a board game that you would like to play?

A One of her favourites is Connect 4, because it's really fast-paced, and things like that. Then we've got... I can't name all the board games, I'm sorry, we've got that many. She likes Monopoly, she loves Monopoly. But sometimes she finds it a bit hard, so my brother, for Christmas, he just bought her a Frozen 2 Monopoly, I think that will quickly become one of her favourites.

There's another game that she loves, I can't think what it's called. Another game where you have to model something, draw something, act something, or do a question, I can't remember.

Q Charades? Is it charades?

A It's like charades but it's a combination of a few different ones. That's another game she loves. We have one where it's like, it's not electric but it's got batteries, it connects with our digital and it's like an alphabet on a big circle and you have to press a letter and name something, so it might be household objects, or things you'll find outside.

Quickly press the letter, say your thing, then it moves onto the next person. They press their letter and then it moves on before it buzzes. She likes all types of word games like that, as well. She likes using her mind, really, to play these board games.

Q Okay. So, next question, do you think there are certain technologies that offer a more positive or negative experience for your daughter?

A Is there what, sorry?

Q Do you think that there are certain types of technology that offer more positive or negative experiences for your daughter?

A Positive ones would definitely be the ones, like I say, where she needs to use her mind, or think, or be creative about the play, about the play of the game. Negative ones, the only time My daughter's had a negative with a game is if it's either too complicated or if it involves a lot of questions that she doesn't know, like trivia-based or something like that. If she doesn't know the answer she gets a bit, I can't play this game, you know. She gets a bit frustrated with it. So they're the only positive and negative aspects of gaming that... I don't really ever notice.

00:46:40

Q Okay. Next question, do you have any concerns regarding your daughter's experiences with digital toys or technology?

A I'm always concerned when she's online, just for obvious reasons. That's we have all the parent protection apps installed on her device. But even though you've still got them, you still, it's still always at the back of your mind. I'm always walking up to her and looking at her screen from behind. I do that to all my children, not just my daughter.

It just worries me what they've got access to really. I would probably [inaudible] restricted access, even with all the parent things in place, there's ways round these things. And the kids nowadays, like we said before, are so tech-savvy you can't help but worry.

Q Okay And what do you... Go on, sorry.

A I was going to say, and the child devices that you can buy, they're too restrictive for the child to actually enjoy anything, so it's quite a balancing act, I suppose.

Q Okay. So what, then, do you think has shaped those worries?

A What the worries, sorry?

Q What do you think's shaped them?

A Shaped?

Q Yes, what do you think's made you feel that way?

A Well, my son's had a few problems when he, about a year ago with social media, and putting something on Snapchat he shouldn't have put on, using words that they don't understand the meaning of, creates these backlashes. That's why none of my children apart from my 16-year-old are allowed on any type of social media, apart from TikTok, which we have full control over, and YouTube.

So things like Twitter, Facebook, Snapchat, or even Instagram, they're not allowed on any of them. Across the media, as well, what you hear, things in the media about different children. It's worrying.

Q Yes. So, next question, then, are you concerned about the safety aspects of internet-enabled toys, and what are those concerns?

A We don't have any... Like I say, we don't have any internet-enabled toys apart from the actual physical tablets and such. But, like you mentioned in the survey, earlier, of so many things in the media about the lack of security in these internet-connected toys that can easily be hacked. Because quite a lot of them have cameras in them, don't they, and sensors, and things like that.

And knowing that they could be hacked from an outside source, used to spy in your home or such, I think it's quite worrying. Because if you're buying a Furby, the last thing on your mind would be how secure it is. You wouldn't even consider that when you're buying a toy such as that for your child.

So I think it's quite worrying, really.

Q Okay. And do you have any concerns regarding data privacy in relation to your

daughter?

A You mean like sharing information and such?

Q Yes.

A Yes, I mean, I'm always going on at them about what they should share, especially on TikTok and things like that. And, in fact, my son does some YouTube videos, or used to, [unclear] and things like that, and I'm constantly watching these videos and going over them, saying, make sure you hide everything that, things in the background and stuff that can identify you, and you can see your address.

And they know my mantra now, they know what I'm going to say, so it has been drilled into them. Unfortunately for my son it got drilled into him the wrong way. But my daughter's just... I suppose she's learnt from her brother's mistakes and the fact that, once the mistakes happen, parents, like myself, step up our protectiveness of what they can share and stuff.

But they don't trust any of the companies and stuff that say, we don't share information, and such like that. It's hard to believe, especially social media.

Q Yes. And do you think that your daughter's use of technology has either a positive or a negative influence on family life in any way?

A She doesn't use it in a way that would result in a negative influence. So she's not on something for too much time, or... We don't allow iPads or telephones at the kitchen table while we're eating. So not so much with my daughter in a negative way. In a positive way I'd say definitely, because, like I said earlier, it's making her engage with her physical toys more than what she used to.

So she's gone back to how she was when she was seven. So the positive influence is that she's spending more time physically interacting with her physical toys, and also being more active as well, not just sat on her backside watching a screen.

Q Okay. And then next question, so what advice or guidance would you offer to new parents on issues relating to data privacy and safety in relation to their child?

A For a new parent I'd definitely advise them to ban social media, up until they feel their child is responsible enough to use it responsibly. I mean, every child's different, so it's the parent's responsibility for that. I'd also advise them to invest in a good parent security system on phones, on iPads, also on the broadband, as well, to make sure there's a good parental control on the entire broadband network on the home.

I mean, some people might think £10 a month's a lot of money for a parent protection system, but if it keeps your child safe it's quite a little investment, really. Especially if you've got a new child, it does seem a lot of money, but I'd say it's definitely worth it. And keep your eye on what your child's doing. I mean, it might get on their nerves but the things that you can save them from, it's better, really.

Q Okay. And then, final question. Does your daughter own any LEGO products or anything similar?

A Lots and lots. She subscribes to the monthly LEGO magazine. She's got a lot of the LEGO Friends LEGO sets. She's got a lot of the LEGO Disney Princess LEGO sets, plus we have boxes of loose bricks. She's not got any Technic LEGO. And that, in terms of LEGO it's... I'm just trying to think. I think that's it, really.

Oh, we've got the LEGO games as well, even though she doesn't go on the Xbox much, but we've got the Xbox games from my other sons. And she likes the movies as well, the LEGO movies.

Q Right. Which ones does she like?

A The main ones, the LEGO with Emmet... LEGO one and LEGO two. She's not that much into superheroes, so not the Batman one, or such like that. But my boys watch them, but she likes the Emmet and Wyldstyle movies.

Q Has she ever been to Legoland?

A She's not, no. Maybe I should. That sounds awful, that, doesn't it? She loves LEGO and I've never took her to Legoland.