

Q Emilie Scholey (researcher)  
A Woman with daughter aged 7, son aged 4  
B Daughter (age 7)

Q Oh, that's great, and so what I'll do is I'll get straight on with the questions, but before I do that, just to run through a few things. There's a lot of questions, obviously it's all based on technology, so when I talk about technology, just to let you know it's digital devices such as mobile phones, tablets, cameras, game consoles, computers, etc., and also media such as apps, websites and digital games.

They also want me to point out that that includes other things, such as robotics, creative coding, making and tinkering, such as 3D design, exploring [?] VR and AR. And we're also interested, obviously, it links with play, so we're thinking about things, adult-led play, child-led play, peer and sibling-led play, play using all the devices I've just mentioned, and also play where the influence of the devices can be seen, but when they're not present with them. Is that all clear? Is that all right?

A Yes, I understood.

Q Brilliant. Yes, there's a lot to get in. And I think, is it a child, is it a girl aged seven?

A Seven, yes.

Q Yes, so we'll focus on her when we ask the questions. That's great.

A Yes.

Q Brilliant, okay, great, we'll get started. So Question 1 is, all these questions to begin with relate to your child's play and technology. So how does technology feature in your child's play? Does your child like to play with particular devices, apps, toys, and if so, how? And also, we're interested, not just how but when, where, who with, how often. Is that okay?

A Yes.

Q I'll let you get started, so if you can think of anything that she likes to play with in particular, devices or app.

A She [overtalking] strategy games [unclear], stuff like Subway Surfer and then her and her brother then will take it in turns to see who can beat the highest score. Sorry, that is her. And then I also join in as well, because I'm quite competitive.

Q Yes. Is that on your, have you got a tablet? Is that a tablet or...?

A [Unclear], yes, that's on an iPad Mini.

Q Okay, and is that hers or yours or...?

A That's her device.

Q Okay, and any other devices she plays on? So she's got an iPad Mini, does she play...?

A She plays on my phone, and that's it really. She'll occasionally play on the X-Box, but that's normally on a Saturday.

Q Okay. What do you think when she's playing on these things? How does she appear to you? How do you know how she's feeling? Can you, kind of, see enjoyment or, you know, how does she..?

A Enjoyment, yes. She sometimes can get frustrated, but I see cues for that, and then she's told to come off and have a bit of a break.

Q Yes, and does she play when watching television?

A No, she's not a multi-tasker; it's one or the other.

Q Does she engage with apps and online sites such as YouTube, Netflix, CBB, CBBC, iTV?

A She does, yes.

Q Which?

A YouTube, Netflix and the CBBC website.

Q Okay, and can you tell me a little bit more about those things. What kind of things does she watch on them? So YouTube, for example, what does she watch?

A YouTube she watches JoJo Siwa, she follows, and Maddy. Yes, Maddy and her sister [unclear], she follows them and then she'll just watch her shows, shows that she would usually watch on telly, she sometimes watches on YouTube. So it's Captain Kirk [?] and so on.

Q Yes. And Netflix, what kind of things does she watch on Netflix?

A Captain Underpants.

Q Okay, and CBeebies?

A Yes, she'll watch. On CBeebies she's more the older end of the spectrum so we have Waffle Dog. It's hard to think of them. I'm so bad at names. She likes Gigglebiz as well on CBeebies.

Q Yes, and iTV, anything she watches on iTV?

A The Trekkies [?], when it's on.

Q Yes, and do any of these things have an impact on her play?

A Sometimes they will [unclear], if there's a card game, then they will re-enact a card game that they've played.

Q Yes. I was just thinking about the YouTube, Maddy and what was the other one you mentioned?

- A Pranks, yes. She does try to attempt pranks. She's not quite at that level yet, but yes, she does try and re-enact them on her brother.
- Q Okay, that's interesting. And does she play any video games, mobile or tablet games? You mentioned the surf one. Any other ones that she plays?
- A Subway Surfer, just trying to think about it, and cooking games, she loves cooking games. So Cooking Fever, I think one is called, and she also plays Minecraft.
- Q Yes, and how often would she play these things? I mean, does she play them after school?
- A After school; she's allowed an hour after school.
- Q Okay, and is that every day?
- A Most days, unless obviously, as a punishment, her tablet does get taken away if she hasn't behaved well.
- Q Yes, and where would she play on it?
- A Always in the living room, always under adult supervision, because you never know.
- Q Yes, and does she have any physical toys that relate to her online interests? So you've mentioned Minecraft, so you've given the example here as Minecraft block [?] figures. Does she have anything that she, kind of, plays that's physical, that links to any of the things that she watches or plays on?
- A No, she's got some JoJo Siwa memorabilia, like headphones and clothing, but that's it, really.
- Q Yes, okay. I've moving onto the next question. Does she play with any digital toys? I mean, they've got examples here as Leap Pad toy, probably a bit young for her, laptops, robots, any kind of digital toys that might link to the internet?
- A A zoom camera, but that's only to win [?] a downloaded game or to upload pictures.
- Q Right, okay, and how often would she play on that now?
- A Couple of times a week.
- Q The next question was, does she play with any internet-enabled toys such as Furby robots, but you've said no to that, haven't you?
- A No.
- Q And how about augmented reality or virtual reality equipment? Do you have anything like that?
- A No.
- Q And does she play with any artificial intelligence systems, such as Alexa, Siri, Google?

- A Google, she would talk to Google on her tablet to ask it to search for a video.
- Q Okay, and how often would she use that?
- A Every time she watches YouTube.
- Q Okay, and does she find that works quite well for her? She enjoys using that?
- A Yes. I think it's more laziness rather than [unclear] type it in.
- Q Okay, and when she plays in outdoor spaces, does any outdoor play feature technology in any way, or show the influence of technology in any way?
- A No, not really.
- Q No? How about LEGO? Does she play with LEGO or any similar toys?
- A She does, yes.
- Q Can you tell me a bit about LEGO? Does she own any LEGO?
- A Yes, the LEGO set, just like the multipack box and LEGO Duplo.
- Q Right okay, and how often would she play with the LEGO?
- A Couple of times a week. She enjoys LEGO, yes.
- Q And what type of things does she do with it?
- A She will build houses; they tend to build little cities with the LEGO.
- Q Yes, and how about anything else, like the films, LEGO films? Does she like the LEGO films?
- A Yes, she does enjoy the LEGO films.
- Q Okay, and has she ever been to Legoland or anything like that?
- A No, we haven't.
- Q Okay. Moving onto the next series of questions, these relate to your view on her play and technology. Who decides which devices, toys, games, apps she uses, and what guides these choices?
- A Me. Her friends usually, what they're talking about at school, if her friends have a certain app on their device then she will want to download it at home.
- Q Yes. Can you give me any examples of that, where she's mentioned it?
- A Minecraft.
- Q Minecraft, okay. How often does she play with Minecraft?
- A She plays quite a lot.
- Q Yes, she enjoys that.
- A You know, about four or five times a week.

- Q Yes. So Question 2 has four parts to it, but in your view, what types of devices, digital toys, games, apps, do you think promote play and why?
- A I think YouTube quite a lot, because I think that can influence ideas that they have, for example, the pranks. It's just like that. I do think it does influence them or types of games that they play. [Overtalking] on YouTube.
- Q What types of pranks has she done? Can you give me any examples?
- A Well, she's very much into jumping out now, that's just one of her pranks. And also, her and her brother will watch other kids playing with toys, and then if they have that toy they will then go and play with it, or they, for example, with cars they will build little ramps and stuff for cars.
- Q Oh, interesting. Okay, and how about a limits play? Any of the devices or toys or games she's got, or apps that you feel limits her play, and why?
- A On the flipside, YouTube, because I think they get so engrossed in it, that you do have to say, it's time out, it's time to come off.
- Q Yes, okay. And which of those things I mentioned, the apps, the toys, devices, games, do you feel promotes creativity. So not play but creativity. I guess it's creating play, but more creativity in her?
- A I'd say Minecraft, because it encourages her to get the LEGO out, to play with the LEGO, to join in with her brother when he's playing with his LEGO.
- Q Yes, and how old's her brother?
- A He's four.
- Q Okay, which ones of those things would you say limits creativity, out of the apps, devices, toys, which ones do you think?
- A YouTube.
- Q YouTube, okay. What kinds of toys or products do you think LEGO should be developing for children in this digital age?
- A I think something that you could maybe show on a screen and the children can then build that, so it's on the screen at the same time.
- Q That's a nice idea, that's lovely.
- A To visualise what they're going to make, how it should look and then re-enact it.
- Q That's great. We're interested in children's active engagement with play and technology. When playing with technology, how far do you feel she's actively engaged, for example, interested, focused on the activity?
- A Always. She gives it her full focus [overtalking].
- Q Okay, yes. We're interested in the ways that she finds play with technology meaningful and relates to her everyday experiences in life. When playing with technology, how far does your child find the play to be meaningful to them in their everyday lives?

A I think, for example, when she's watch JoJo Siwa, I think that, because it's quite popular and it's what her friends talk about at school, it's conversations they have, stuff they buy of JoJo's merchandise.

Q I don't know JoJo. What is JoJo Siwa?

A JoJo Siwa, you know the big headphones that all the kids are wearing at the minute, it's her. She's designed them all, so she started that craze.

Q Right, okay. So that's the in thing at the moment.

A Yes, very much so.

Q And does she talk to you about this? Why does she find...?

A Yes, she'll often ask us to come and watch the video she's watching, if it's really funny, and engages us when she's watching.

Q Right, okay, that's interesting. We're interested in the ways your child might try things out and then try to make improvements, so set themselves challenges when playing with technology. So when playing with technology, how far do you think she enjoys trying to try things out and make improvements?

A She always tries to make it bigger and better. She's very competitive, so it is always she has to have something extra; she's very much creative.

Q Right. Can you give me some examples of that?

A For instance the things that she might not be able to do on Minecraft she will then create with her own LEGO and say, I wish I could get this onto Minecraft.

Q Oh right, that's really interesting. Any other examples? I was just thinking about what you said about the baking. Does she like cooking and baking as well?

A Oh she does, yes, she's a little baker.

Q Can you expand on that a little bit?

A For instance, she wants to make banana bread at the moment, this is her thing. So she's very much wanting to get her hands mucky, try new things, she's just [overtalking]. Sorry.

Q No, it's fine. So this is obviously based on the fact that she plays with cooking games.

A Yes, she does, baking and smoothies.

Q And smoothies. And does she watch anything on TV or anything that relates to cooking or baking that she enjoys watching?

A The Junior Bake-off that was on a couple of weeks ago. She loved that.

Q Oh, that was wonderful, wasn't it? Yes, that was really good. I enjoyed watching that. So the next series of questions relate to her play with technology and her emotions and wellbeing. So we're exploring the link between play with

technology and children's emotions and wellbeing. Do you have any thoughts on this topic that you'd like to share?

A I think that sometimes, if she's been on that for an angle [?], so I feel like her attitude does change. Then when she's asked to come off it, I feel like she can get very stropky.

Q Right, and how do you manage that? What do you do to...?

A If she keeps behaving in that way, then it will be taken off her, the privilege of having the tablet. The more misbehaved she is then the more days it continues, so yes, she's good at trying to control her emotions now.

Q Yes. We're interested in how far your child enjoys play with technology. When playing with technology, is your child joyful, happy, cheerful in general? I mean, you said she is, haven't you? How would you, kind of, have you noticed that?

A She's laughing. She's a laugher, so usually she's laughing at something very funny.

Q Yes, and what are the range of emotions would you say you see when she's involved with play with technology, and why do you think that is?

A I think it challenges them sometimes, doesn't it? They see something and then they want to do it, or they want to do it bigger and better. But she's very happy when she's on there.

Q And what types of technology do you think your child is most likely to get bored with quickly, when playing, if any, and why do you think that is?

A That's an interesting question actually. I wouldn't know how to answer that.

Q No, it's a hard one, isn't it? [Unclear] the questions. Of the ones we've mentioned, so the iPad and the TV and, you know, LEGO and different toys and things, which ones does she spend less time on or is it quicker to move on from?

A Games, really. She's playing a game, sometimes she gets a bit bored with it. She'll think, oh, I'll get up and I'll play instead.

Q Yes. And what other games has she got then, because you mentioned a few but are there any other ones you can think of that she's got?

A [Overtalking] tablet.

Q Tablet, yes, what are the games she's got on it?

A What games have you got on your tablet?

B Roblox.

A Roblox.

Q Oh yes, that's a good one.

A She downloaded that two days ago. Minecraft, what's this slip and slide game that you've got, [B]? Yes, but what is it? Oh no, she's [unclear], sorry.

- Q It's fine, we got a few more games, didn't we? Are there any other ones?
- A This game that she's talking about now is on her dad's phone.
- Q Okay, so she's got some of those games on her dad's phone?
- A She does, yes. She has [unclear].
- Q What's it called, sorry?
- A Aquapark.
- Q Aquapark, okay. Not heard of that one.
- A I think it's a strategy, like a slip and slide, kind of, game.
- Q Right, and she enjoys that one?
- A Yes, [overtalking] competitive.
- Q If she's there, can we ask her why she likes that one?
- A Why do you like that one so much, the Aquapark?
- B It's because you give yourself a challenge, see if you can beat other people, [unclear].
- A Because it gives yourself a challenge to beat other people and get yourself to the top of the board.
- Q Oh, interesting, thank you.
- B [Unclear] the other parts of the [unclear].
- A Oh, because you get to race in different races, the better you do, and that opens other parts of the park.
- Q Oh, do you know, this is brilliant, I'm so glad she's in the background.
- A Oh, I know, it comes in handy sometimes, doesn't it?
- Q I know. So I guess there's two parts to this question. The second part is basically asking, the way she gets bored with something, you mentioned she moves on from game to game, is there any examples of this where, in other types of play that she does, or is it different to when she gets bored playing games that aren't technological?
- A I think she gets bored in the same kind of way. It's kind of, like, oh, yes, I'm just getting a bit fed up now with it. If it's very repetitive, you get bored quite easily don't you? Yes, if it's very boring, like just a tapping game, then she tends to move on quite fast.
- Q Right, so I guess in games where she's playing imaginative or pretend games where she's not actually working with technology, like you said, if...
- A Yes, I think if it's mundane and you're not having to think about it, or if it's like, just a tap or swipe game, she tends to get bored rather fast.

- Q Okay, We're interested in her social interactions in relation to her play with technology. When playing with technology that allows for social interaction, would you say she engages well with others, in general?
- A Well, with the Minecraft, you can add your friends, but I haven't allowed her to open a part of the game that lets you interact with other people, because anybody could add her, and she may click on the wrong button or something, and then she's talking to a stranger.
- So I've blocked all parts where you can actually activate any kind of chat. She knows some friends but she's still not willing to chat to [unclear].
- Q Which types of technology do you feel support social play, in your view? So the iPad, the TV, the...?
- A Say if her cousin comes up, because her cousin's got the same game on her device, then they will play together, and compare how far, like within the Minecraft, they will compare each other's land, to see, for example, [B] wants to see what her cousin's made and then her cousin will want to see how far [B] has got with hers.
- Q Yes, that's interesting. So the next series of questions are about your role, parents' role in technology-mediated play. When your child's play involves technology, do you ever play with her, and if so, how?
- A Yes, I do like to play with her.
- Q Do you? What kind of things do you like playing?
- A I like the cooking games; I like them ones, don't I?
- Q Which cooking games have you got?
- A What's the name of the cooking game that's on my phone, [B]? Do you know what it's called? Food Truck the one on mine's called, and what was that game where you and mummy used to play, where you make the smoothies? The Smurfett's Café. It's like the Trolls game, she says.
- Q Okay, so what kind of things do you have to do in those games? Obviously you're making smoothies?
- A So in the smoothies you have to add the right ingredients as it's shown, in the right order, and then you'd get to choose your own toppings to put on top. But then she got a bit bored of that one.
- Q Okay, why did she get bored with that one?
- A Why did you get bored? Because it was just a swipe and tap game.
- Q Right, doesn't like swipe and tap?
- A No, I don't think she's a fan of swipe and tap.
- Q What kind of games does she like then? You mentioned the Minecraft, so it's like the building, you see kind of things...?

- A What makes you like a game? What does a game have to have for you to like it, to really enjoy it?
- B It has to have adventurous stuff.
- A Adventurous stuff.
- Q What a great word.
- A And playful.
- Q So adventurous and playful.
- B Things that you would, inspiration games.
- A Inspiration games. She's coming out with all these big words [overtalking].
- Q I know, amazing. This is great. And the truck game, sorry, it was your Food Truck thing that you mentioned, so you've got the smoothie game and...
- A Yes, Food Truck.
- Q What was that one?
- A Well, a customer will come with an order and then you have to complete the order, and you're timed, so you have about two minutes to complete all the orders in the right way, to move onto the next level.
- Q Okay, how does she feel about playing under time conditions?
- A How do you feel when we tell you to come off, that you can't play on it for too long? She will feel sad because she can't play it, but then she'll go round the house and she'll find something to re-enact the game.
- Q Okay, that's good, isn't it?
- A [Overtalking] just play it?
- Q I was thinking actually, I'm glad you answered that question, but I was thinking as well about how Food Truck and you said you've got a time to do it in on a game, and it counts down. Does she react well to that kind of, where you're in a situation where you've got to quickly...?
- A I think you like it when it's got a timer, don't you, when you have to complete something in a certain time? It makes you work faster, doesn't it?
- B Yes, I [unclear], it gives you [unclear].
- A It's good to challenge yourself to do in that time.
- Q Okay, that's good, and how often do you play together then, these types of games?
- A A few times a week. [Unclear] play the Truck with you, a few times a week.
- Q And is that in the living room, you said?
- A Yes, that is.

- Q Yes. Are there some devices, toys, games, apps, that are better than others for playing together? You mentioned the food games and the games where, you know, smoothies. Any other ones where you feel like, and you've mentioned Minecraft [overtalking]?
- A She doesn't like me playing on Minecraft with her, just in case I take over or build something that she doesn't like, and I'm not very good at it, so I tend to get things wrong, and she doesn't really appreciate that. But if it's, like, a levelled game, with levels in, then she tends to ask me to join in then.
- Q Okay, any example you can give me?
- A Food Truck is a level game. What's your other level games? What other ones have you got levels on? The slip Aquapark isn't levels is it?
- B No.
- A The Aquapark one? But I don't really play that with her because I'm not very good. But she very much enjoys it.
- Q Does she play that with her daddy then, because you mentioned that's on her dad's phone?
- A What games do you play with dad? Disney Rush on the X-Box she likes to play with dad. So for example, there's a cars game on there where you do racing and Toy Story game where you have to save one of the characters, she likes to play that with her dad.
- Q Oh, are these all on the X-Box?
- A Yes, on the X-Box.
- Q All right, okay.
- A [Overtalking] FIFA.
- Q And FIFA too? Does she had a favourite one for the X-Box, that she likes playing?
- A What's your favourite game on the X-Box? Oh, Brave, the Disney film, Brave, she plays it on the X-Box as well, and that's her favourite.
- Q Okay, that's interesting.
- A And that's a levelled game as well.
- Q And how often does she play with her father on the X-Box?
- A That'll be on a Saturday.
- Q Right, oh yes, it's Saturday [unclear]. So if you're using your own devices, does your child ever ask to play on them with you? If so, what sorts of things do you play together, obviously talking about phones? I don't know if you own your own tablets as well, but does she ever come over to ask if she can use your devices?

- A Yes, because she downloaded the Food Truck game on my phone first, so normally, if her tablet hasn't got any battery, she will come and ask me if she can have my phone.
- Q Okay, and you mentioned her father's phone. Does he have certain apps on there that she enjoys playing with him?
- A Yes, the Kids YouTube app on there, and he's got [B]'s slip and slide game on there.
- Q Right, okay. Do you ever initiate play using technology with her, and if so, can you give me an example?
- A No, I prefer to get down on the floor and actually play with them, rather than on the tablet.
- Q Okay, and what kind of games do you play with her that's not...?
- A We do building games, don't we, and roleplaying games? She pretends to have a baby.
- Q Yes, so she likes playing with dolls.
- A I'll push that round.
- Q Yes, so she plays with dolls and things, does she?
- A Yes, she does.
- Q Anything else that you do?
- A And she often wants to do my hair.
- Q Right, okay. So we'll move onto the next, I think this is the last section actually. Questions about your general perceptions of technologies. Do you think certain technologies offer more positive or negative experiences for your child? Which ones and why? So if we start with positive ones, which kind of technologies do you feel are more positive for her, and why?
- A I think Minecraft is a good one because I think it encourages creativity, to come up with your own concepts of where your house is, how your house will look.
- Q Yes. How long has she had Minecraft for, do you say?
- A I'm [unclear] since the summer holidays, I would say. So about the start of August.
- Q Yes. Is that because a lot of her friends have got it as well, so it's quite popular?
- A That's because her cousin comes up for the day sometimes in the summer holidays and she had it, and [B] wanted to download because she had it. Yes, because it was quite interesting, she thought. And her friends kept telling her about Minecraft. So it's very peer-motivated, that download.
- Q That's great. I'm glad she's there in the background, she's being very helpful. Any other positive technologies that you feel she has?

A YouTube because it does offer creativity, but sometimes the videos will be a little bit scary. Like what's the one where they built the fort inside the house? Who was that? What YouTube...? Trinity and Madison, that one. You didn't like that. You got a bit freaked by that one, didn't you? You know, they kept looking in the attic.

Q Is that a separate thing, so Trinity and Madison, is that an actual...?

A You can subscribe to watch it on YouTube, it's a channel.

Q Right, so she's not watching that again. She's decided not to watch that again or is that just...?

A No, I don't think she's watched that since.

Q Okay. And anything negative that you feel, obviously for that one you just mentioned? Any negative technology?

A Sometimes I think it makes them antisocial. Like, sometimes, if she hasn't had to be [unclear] and I'm trying to involve her in something, then she'll tell me no because she wants to use the tablet. We've been there; sometimes they can have a reverse effect. Don't you? Sometimes you just don't want to play; you'd rather go on YouTube or play with your tablet. She said yes.

Q Do you have any other concerns about her experience with technologies?

A No, she's had pretty good experience. We haven't had any things that pop up that shouldn't do, or hasn't had any bad experiences with apps or anything, so she's doing good.

Q That's good. Moving onto Question 3 on this section, are you concerned about the safety aspect of the internet-enabled toys? I don't think she's got any internet-enabled toys, has she?

A No.

Q Any other concerns about data privacy in relation to her, you mentioned Minecraft and obviously accepting other people as part of that. Any other types of concerns you've got regarding technologies?

A No, not really. I mean, there was the thing where a Momo Coucher [?] that kept popping up on YouTube videos. That was quite... But that never happened to us, luckily, so apart from that, yes, that was the only thing. I mean, because [overtalking] had mentioned it at school as well. Yes, I think we kept her off YouTube for a while after that.

Q Yes, and do you think that her use of technology influences family life in a positive way?

A I think it can be something for the family to do. I think it can be quite inclusive, so that's a good thing.

Q Any other examples how it's influenced your family life positively?

A No, I can't, actually.

- Q No, that's fine. I know it's difficult, putting you on the spot. Any examples where you feel, I mean, you mentioned a few, where it's been a negative influence on your family life? That's where I guess you mentioned, you know, when it's time to stop, because you've got the time restrictions.
- A Yes, she doesn't like that. I think she tries to bribe us sometimes. I'll be good if...
- Q Yes, that's interesting.
- A Yes. If you give me my tablet I'll be good. So she tries reverse psychology. I mean, it doesn't work, but she does try.
- Q Yes. Any other types, anything else you can think of?
- A No. You'll think I'm mad.
- Q No, it's fine.
- A When you're on the phone, it's [overtalking].
- Q I know, it's so hard.
- A [Overtalking] you've got time to think, but haven't got time to think.
- Q I know, it's so hard. It's easy for me because I'm asking the questions, but I feel like it's difficult when you're on the spot. Do you have any concerns about your child's use of technologies or about the use of technologies at home in any other way?
- A No, not that I can think of.
- Q Okay. I mean, I'm just thinking about her age and going forwards, do you ever worry about the future and, like you've mentioned, [overtalking].
- A Yes, I do. I think with social media, as she gets older, I am slightly concerned about that, because more when she goes into secondary school, I would say that online bullying scares me a little bit, because you don't necessarily see it all. So that would be my only thing.
- Q Yes. Does she own a computer? I meant to ask you. You've got the X-Box and you've got the iPad Mini.
- A Yes, I've got a laptop, but it broke, so nobody uses it.
- Q No. And then the last question we've got before we finish is, what advice or guidance would you offer new parents on issues relating to data privacy and safety, in relation to your child?
- A Always turn the child safe settings on, on the internet and physically on any tablet or device that they use.
- Q Yes, that's great advice. Anything else?
- A I think that if your child is using a device they still must be in the same room as you. I don't think they should, for instance, take it upstairs into their bedroom. I think it should always be kept where they are watched over and monitored.

Q Okay, that's great, thank you very much. We've come to the end of the questions. Is there anything else you want to add? I'm trying to think, is there anything we've missed? I think you've put in a lot, you've said some really amazing things though. Thank you so much, and thanks, [B], as well.

A Well, I've really enjoyed it [overtalking].

Q I know, it's been great talking to you both.