

Q Alex Hetherington (researcher)
A Man with daughter (aged 6)

Q I'm contacting you on behalf of the University of Sheffield. There's a few things I need to go through before we begin the questions and if you like we can get straight into it.

A Sounds good.

Q Within the interview technologies is going to be a word that is used a lot, and this is going to refer to digital devices such as mobile phones, tablets, cameras, game consoles and computers, and also media such as apps, websites and digital games. We're also interested in [unclear] such as with robotics and creative coding like Scratch and Scratch IR, as well as making and tinkering, designing digital artefacts, anything involved with 3D printing, virtual reality and augmented reality, things like that. It's okay if none of those things are present in your child's life, it's just the focus of the questions.

There's not a right or wrong answer to any of the questions that I'm going to be asking, it's just that the questions strongly reflect the focus of the study. We're also interested in different kinds of play, this refers to adult led play, child led play, peer and sibling play, as well as play using digital devices and media, and play which also shows the influence of digital devices and media when they are physically not present in the child's life. If you have more than one child, we would like to ask you to focus your answers on a single child if possible, between the ages of 3 and 11. If that's not possible, I understand, but it's just a request I've got to make. Are there any questions before we begin?

A No.

Q We'll run straight into it then. Does your child like to play with particular devices, app or toys and if so, how?

A Some apps on mobile phones and most often it's watching videos on YouTube on the mobile phone.

Q How often does this watching occur?

A Probably most days.

Q For very long each day?

A Half an hour.

Q Any particular time of day?

A Generally it's after she's done her homework or her piano.

Q In the evenings?

A Yes.

- Q Is there any particular place that this happens?
- A In her bedroom.
- Q Does she own a mobile phone?
- A No.
- Q Is it her parent's mobile phone?
- A Yes.
- Q Is she usually alone during this time or is anyone with her?
- A Alone, but we're within a couple of metres.
- Q So it's supervised always?
- A Not closely supervised.
- Q Why do you think that your child enjoys this activity?
- A I think all children do. Much like watching TV.
- Q What do you think the child is feeling during this activity?
- A Distracted.
- Q How do you get that impression?
- A Silence.
- Q Does your child play while watching television and if so how?
- A Generally if the TV is on she will be watching it, focussed rather than playing at the same time.
- Q Does you child have any other engagement with online apps such as things like Netflix, CBeebies, CBBC, ITV?
- A She'll watch some things on Netflix. CBBC not so much. Disney Channel she watches sometimes.
- Q Do you think this kind of contact impacts her play when she's not watching those media?
- A Not noticeably, no.
- Q Does your child play video games on mobile or tablet?
- A Not video. Some number puzzles and word puzzles.
- Q Do you know which these are specifically? Do you know any names?
- A Sum Dog I remember.
- Q Does your child have any musical toys that relate to their online digital interests?
- A Nothing online, no.

- Q Do they have any physical toys that relate to their digital interests, things like Minecraft or any figures from media?
- A No.
- Q Does your child play with any toys that are digital, like leap pads, laptops, robots?
- A No, the closest is an electric organ.
- Q Does your child play with any internet enabled toys?
- A No.
- Q Does your child play with anything that involves augmented reality or virtual reality?
- A No.
- Q Anything that involves artificial intelligence systems things like Alexa, Siri, or Google Home?
- A No.
- Q Does your child play in outdoor spaces?
- A Yes.
- Q Does that ever feature any technology?
- A No.
- Q Moving on to the next set of questions. This is specifically involving LEGO for this set of questions. Does your child have any LEGO or similar products?
- A Yes.
- Q What kind, could you give me a quick rundown?
- A It started with Duplo, now it's LEGO Friends seems to be the main interest.
- Q Is there any other aspects of LEGO other than the physical toys that she has, things like bags, accessories, any media like films?
- A No.
- Q Have you been to Legoland?
- A In the UK, yes.
- Q How long ago was that and how many times?
- A Just once, probably two years ago.
- Q That's that section done as well. The next section is about questions relating to your views on children's play and technology. Who decides which devices, digital toys and games your child will use and what guides these choices?
- A Both parents decide. There's no real guiding, just what feels natural.

- Q In your view what types of digital devices and toys promote play?
- A I'd say if anything they're a distraction from play.
- Q Why do you feel that way?
- A Because it's more linear, whereas when she playing on her own or with friends it's more freeform.
- Q Do you think that digital devices, toys and games can promote creativity?
- A She enjoys drawing on iPad, so some elements, yes.
- Q Does she ever watch any media on YouTube about drawing?
- A About making, so similar.
- Q What kind of toys and products do you think LEGO should be developing for children in the digital age?
- A I don't have any particular thoughts.
- Q We're interested in children's active engagement with technology and play. In play and technology how far is your child actively engaged, interested and focussed on the activity in general?
- A If she's playing a game on an app she's pretty focused. Interest will last up till about 15 minutes.
- Q When playing with technology how far does your child find their play to be meaningful to them and their everyday interests in general?
- A No more or less than anything else.
- Q When playing with technology how far does your child enjoy trying things out and making improvement?
- A Not noticeably.
- Q That's the end of that section, we'll move on to the next section. This is about play with technology and children's emotions and wellbeing. We're exploring the link between playing with technology and children's emotions and wellbeing. Do you have any thoughts on this topic that you would like to share?
- A If anything it's try do it in moderation, it's a neutral effect.
- Q When playing with technology is your child happy and cheerful in general?
- A Yes.
- Q What other range of emotions do you see when your child is involved in playing with technologies?
- A Occasionally frustration if things aren't working how she expects. Pretty cheerful.
- Q Is your child likely to ever get bored when playing with technology?

- A Yes.
- Q Why do you think this is?
- A Kids that age have a fairly low attention span.
- Q Is this similar to the way they become bored when other kinds of play that don't involve technology?
- A Probably quicker.
- Q We're interested in children's social interaction in relation to their play with technology. When playing with technology that allows for social interaction would you say your child engages with others as well?
- A Doesn't really use any technology for social interaction yet.
- Q What types of technology can support social play in your view, if any?
- A Once you start going online, which she doesn't do yet. I'll caveat that because she does watch YouTube, but that's about the limit of online.
- Q Does she watch YouTube for Kids or is it full YouTube with the online interaction enabled?
- A It's full YouTube.
- Q Does she ever engage in any kind of interaction using YouTube that you know of?
- A No.
- Q We're going into the next questions. This is about your role in technology mediated play. When your child's play involves technology do you ever play with her?
- A If it's something new to make sure she understands what she's doing, but otherwise not.
- Q Are there some devices, digital toys or apps that you believe are better for playing with your child than others?
- A No.
- Q If you're using your own devices does your child ever ask you to play on them with you?
- A Yes.
- Q Do you ever play together with your child on those devices?
- A Occasionally.
- Q What shape did that play take, what do you do?
- A If I'm playing a game she'll have a go at doing it alongside me.

- Q Do you ever initiate play using technology?
- A No.
- Q The next section is the last section. Do you think certain technologies offer more positive or negative experiences for your child?
- A It's neutral. It depends on the software and the situation.
- Q Could you give me some examples of positive and negative experiences in different situations?
- A If somebody asks where she is actually practising spelling or songs, they are beneficial.
- Q Are there any situations where you think she's having a negative experience as a result of the technology?
- A I haven't noticed any yet.
- Q Do you have any concerns about your child's future experience with technologies?
- A She starts growing up in the modern world, so, yes, there's concerns but nothing big.
- Q What do you think has shaped those concerns?
- A The internet gives you access to the big bad world.
- Q Are you concerned about data privacy in relation to your child?
- A Yes.
- Q What specific concerns do you have about this and what shaped those concerns?
- A What you do online is there permanently.
- Q Do you think your children's use of technologies influences family life in a positive way?
- A It gives us some peace and quiet.
- Q Do you think your child's use of technology influences family life in a negative way?
- A No.
- Q Do you have any concerns about your child's use of technologies outside of the home?
- A Currently the only outside the home is led by school, so fairly safe.
- Q What advice or guidance would you offer to new parents on issues relating to data privacy and safety?
- A Be aware that they're probably going to be better at it than you are.

Q Is there anything else that you have to say in regards to the topics we talked about?

A I don't think so. It feels like it went very fast.

Q Thank you very much for your time.

A Thank you.