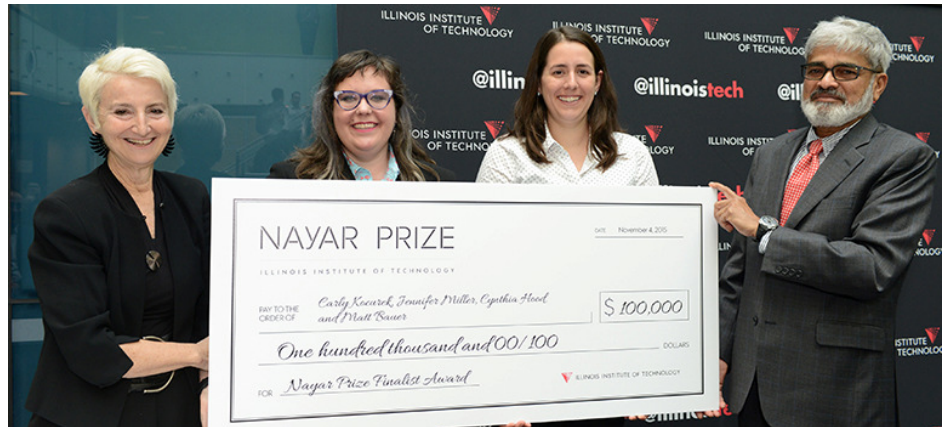


Nayar Prize I Quarterly Progress Report February, 2016

Project: Game Development for Early Language Acquisition in High-Risk Children
Team: Carly A. Kocurek, Jennifer Miller, Cynthia Hood, Matt Bauer

Progress

Since the beginning of the project cycle we have begun collecting qualitative interviews with children, caregivers (parents), and early-childhood educators using an interdisciplinary, mixed-methods approach. We are coding and analyzing the results of these



interviews as they are completed. Additionally, we have begun coding existing popular media (games, television, books) intended for 2-3-year-old children. All data is being analyzed to better understand what makes interactive media appealing to the target demographic and which approaches best optimize learning outcomes. We have hired three graduate research assistants (two from psychology and one from humanities) and are also working with four undergraduates (one from computer science, one from humanities, and two from psychology). All student research assistants have been trained to participate in data collection and are currently working alongside faculty research in data collection.

Publication Plans

We have manuscripts in preparation for submission to *The Journal of Children and Media* and *The Journal of Early Childhood Research*. We are also developing submissions for conferences, including *Games, Learning, and Society* (July 2016) and *Technology and Media in Children's Development* (October 2016). Additionally, several of the student researchers are collaborating on a poster presentation for the Illinois Tech Research Day (April 2016).

impact

Future Work

We are on track to submit our game development document to the development team later this month and anticipate having a testable prototype of the game in hand this summer. We will continue collecting data through spring and summer, which will inform future revisions and expansions of the game and also lead to further publications; there is currently a dearth of research on the effects of media on children in the age range we are addressing in this project.