Project Installment 2: Family Planning

Last Updated: *2017-10-20*

Group Members: *Keeley Abbott, Shashank Moghe, Malcolm Diller, and Chengxi Yang*

Data What's: Things you need to find out from your data (as in Figure C.3)

Relevant Questions	Research Papers	Technical Reports	Newspaper /Magazine Articles	Blog Post	Book	Need More Information
Preschoolers using media player software						
How many preschoolers have access to media player software?	X					
What are the demographics of preschoolers with access to media player software?		X	X			
How much time do preschoolers spend on media player software?	X	X				
How do preschoolers interact with media player software?					X	
What percentage of preschoolers use iTunes compared to other media player software?		X	X			
Preschoolers and digital media (Malcolm)			X			
What kinds of media do preschoolers typically access on media player software?		X				
Preschoolers and technology						
How do preschoolers interact with technology?	X					
What (if any) are the interface design guidelines currently associated with		X	X			

preschoolers?						
What are the developmental milestones (cognitive and physical) that affect preschooler technology use and comprehension?					X	X
Preschoolers and entertainment						
What do preschoolers do for fun?				X		
How do parents keep preschoolers entertained during free time?		X	X	X		
The family and technology						
How many media player software enabled devices are in the home?		X				
Where is/are the media player software enabled device(s) located in the house?		X				
What percentage of families have access to media player software?			X	X		
How many of the family members are using media player software?						X
Parents and their concerns						
What are parents concerns of the use of digital media software by preschoolers?			X			
How do parents control access to digital media software?			X			
What are the perceived benefits of preschooler access to digital media software?	X					
What are the perceived stigmas associated with preschooler use of digital media software?		X	X			
What are the developmental implications of digital media software usage by preschoolers?	X	X	X			

Data Where's: Sources you hope to read to find those things out (as in Figure C.4)

Category	Description	Date	Author	Source No.	Incorp into Persona?
Preschoolers using media players	Digital Childhood: Electronic Media and Technology Use Among Infants, Toddlers, and Preschoolers (Q1/4)	1–May–17	Vandewater et al.	1	
	Preschool children's learning with technology at home (Q1/4)	1–Aug–12	Plowman et al.	2	
	Apple Music vs the competition: How today's music streaming services compare (Q5)	13–Mar–17	Chance Miller	3	
	Which music streaming is best for kids? (Q5)	10–Mar–16	Angela Zimmerman	4	
	Zero to Eight: Children's Media Use in America (Q2)	25–Oct–11	Rideout, V.	5	
	How parents of young children manage digital devices at home: The role of	1–Sep–15	Livingstone et al.	6	

	role of income, education and parental style (Q2)			
	HCI for Kids (Q4)	2001	Amy Bruckman, Alisa Bandlow, and Andrea Forte	7
Preschoolers and digital media	Preschool children's learning with technology at home (Q1)	1–Aug–12	Plowman et al.	2
	Zero to Eight: Children's Media Use in America (Q1)	25–Oct–11	Rideout, V.	5
Preschoolers and technology	Documenting Young Children's Technology Use: Observations in the Home (Q1)	24–Apr–15	Lisa M. Given, et al.	8
	Effective Use of Color and Graphics in Applications for Children, Part I: Toddlers and Preschoolers (Q2)	3–Oct–11	Catalina Naranjo-Bock	9
	Families Matter: Designing Media for a Digital Age (Q2)	1–Jun–11	Takeuchi, Lori M.	10
	Designing a digital library for young	27–Jun–01	Allison Druin et al.	11

	children (Q2)				
	Physical and Cognitive Development in Early Childhood (pp. 197--231). In Life-span Development. (Q3)	2016	Santrok	12	
Preschoolers and entertainment	101 fun things to do with preschoolers (Q1)		Keren Perles	13	
	100 ways to keep little kids happy (Q2)	Apr-08	Nancy Rones	14	
	41 Ways to entertain your kids (Q2)	1-Aug-17	Rob Mansfield	15	
	Zero to Eight: Children's Media Use in America (Q2)	25-Oct-11	Rideout, V.	5	
The family and technology	Always connected: The new digital media habits of young children (Q1/2)	10-Mar-11	Gutnick et al.	16	
	49 Million U.S. Internet Homes Now Own a Connected TV or Attached Content Device, According to The NPD Group. (Q3)	7-Mar-16	The NPD Group, Inc.	17	
	One in Two	7-Mar-16	Janko	18	

	one in Two U.S. Households with Internet Access Has TV Hooked Up for Streaming (Q1/3)	7 Mar 16	Janko Roettgers	18
	Zero to Eight: Children's Media Use in America (Q2)	25-Oct-11	Rideout, V.	5
Parents and their concerns	Children and Adolescents and Digital Media (Q4/5)	1-Nov-16	Chassiako s et al.	19
	Everything You Wanted to Know About Kids and Technology But Were Too Distracted to Ask (Q1/4/5)	12-Jan-15	Pickerill , Martha	20
	Young Children's Learning With Digital Media (Q3)	20-Nov-09	Lieberman et al.	21
	Preschool children's learning with technology at home (Q5)	1-Aug-12	Plowman et al.	2
	How parents of young children manage digital devices at home: The role of income, education and parental style (Q2)	1-Sep-15	Livingsto ne et al.	6
	How and Why Parents Guide	24-Feb-15	Nikken, Peter and	22

	the Media Use of Young Children (Q2)		Schols, Marjon		
	Media and Young Children's Learning (Q5)	Spring–2018	Heather L. Kirkorian, Ellen A. Wartella, Daniel R. Anderson	23	

Data When's: A schedule of the data planning/collection/organization parts of Family planning and Conception/gestation. With real dates so that you can make these deadlines. (Action Plan)

Phase	Activity	Due Date	Related Milestone
Family Planning	Identify goals	13–Oct–17	Create relevant questions and start gathering sources (team)
	Gather data about relevant questions	13–Oct–17	Preschoolers using media player software (Shashank)
			Preschoolers and digital media & Preschoolers and Technology (Malcolm)
			Preschoolers and entertainment & The family and technology (Chengxi)
			Parents and their concerns (Keeley)
	Planning	20–Oct–17	Create an achievable action plan for proceeding with project

			(Keeley)
Conception and Gestation	Conception	23-Oct-17	Create an *ad hoc* persona (Keeley)
			Process data and collect *factoids* about population (Malcolm)
			Create affinity diagram with appropriate data sources (Malcolm, Shashank)
			Write up a *mainstream* use-case for digital media software (Chengxi)
	Early gestation	27-Oct-17	Create persona skeletons for underrepresented population (Keeley, Malcolm)
			Create persona skeletons for mainstream population (Chengxi, Shashank)
			Prioritize persona skeletons (team)
	Gestation	31-Oct-17	Generate persona document including data sources for underrepresented population -- looks like Abby document (Shashank, Malcolm)
			Generate persona document for mainstream population -- looks like Abby document (Keeley, Chengxi)