

# Project Installment 2: Family Planning

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## 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
<b>Preschoolers using media player software</b>						
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			
<b>Preschoolers and digital media (Malcolm)</b>			X			
What kinds of media do preschoolers typically access on media player software?		X				
<b>Preschoolers and technology</b>						
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
<b>Preschoolers and entertainment</b>						
What do preschoolers do for fun?				X		
How do parents keep preschoolers entertained during free time?		X	X	X		
<b>The family and technology</b>						
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
<b>Parents and their concerns</b>						
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 ?
<i>Preschoolers using media players</i>	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	
<b>Preschoolers and digital media</b>	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	
<b>Preschoolers and technology</b>	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	
<b>Preschoolers and entertainment</b>	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	
<b>The family and technology</b>	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	Janke	18	

	One in Two U.S. Households with Internet Access Has TV Hooked Up for Streaming (Q1/3)	7-Mar-10	Junke Roettgers	10	
	Zero to Eight: Children's Media Use in America (Q2)	25-Oct-11	Rideout, V.	5	
<b>Parents and their concerns</b>	Children and Adolescents and Digital Media (Q4/5)	1-Nov-16	Chassiakos 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	Livingstone 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
<b>Family Planning</b>	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)
<b><i>Conception and Gestation</i></b>	Conception	23-Oct-17	Create an <i>ad hoc</i> persona (Keeley)
			Process data and collect <i>factoids</i> about population (Malcolm)
			Create affinity diagram with appropriate data sources (Malcolm, Shashank)
			Write up a <i>mainstream</i> 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)