W3: EDD Element A Interview Experts

Interview Information

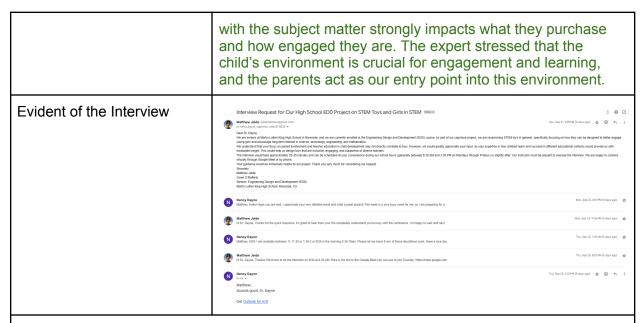
(minimum of two per team member)

Meeting Date: 9/30/25 Meeting Location: Virtual Meet

Team Members Attending: Matthew Jeide, Owen O'Rafferty

Problem Statement:

First Name Last Name	Nancy Dayne					
Field of Study	Child Development					
Consultant WorkSite/Role	Professor at California State University, Long Beach					
Contact Information	Phone: 562.985.4491 Email: nancy.dayne@csulb.edu					
Date Scheduled and Time	9/30/25 at 8:30am					
Type of Interview*	Virtual Meet (Google Meet)					
Questions and Response Summary	Questions How does gendered marketing influence parent—child interaction with STEM toys? Would dual marketing (gender-neutral + "STEM for girls") be beneficial in reaching a wider audience? What types of toys (construction, coding, robotics, etc.) are most effective in sparking interest in STEM? How can parental involvement be encouraged? Fundamentally, do boys and girls learn any differently due to biology and or society? Obstacles Socialization and ingrained gender norms influence parents' choices. Parental prejudice may influence the purchase of gender-inclusive or specific products. Parental familiarity with STEM (e.g., coding) may influence their purchasing decisions.					
Voice of the Expert	The expert reinforced that children do not inherently differ in STEM ability; disparities come from socialization and cultural expectations. They recommended a neutral or mixed-color design to avoid reinforcing stereotypes. They also highlighted the critical role of parents; their comfort					



Notes: Meeting #

Main focus: designing an educational STEM toy that avoids gender stereotypes while remaining accessible.

Gender & Marketing

- Boys and girls biologically show no inherent STEM differences; disparities arise from socialization and cultural expectations.
- Packaging and colors strongly influence parent/child perception.

Parental Involvement

- Parents play the largest role in how kids use STEM toys.
- Not only do parents purchase the toys, but their guidance also heavily increases child engagement with the toys.
- We absolutely need to do more market research on the parents.

Toy Type & Cost

- Depending on our final market, either parents or teachers, we can concentrate value into one toy or spread it out across multiple toys for a classroom setting.
- Price is a big factor; we are still considering the competitive range to be \$20-\$40 for parents.
- Expensive toys (\$100+) don't necessarily provide more learning value.

Market Reality

• The "STEM" label is a broad category. Need to prove authentic educational value.

Next steps:

- Consider gender-neutral design.
- Prototype should encourage parent-child interaction and be affordable, accessible, and genuinely educational.

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Engineering Design & Development

*Proof of video call: Must ask for permission to take a screenshot of the screen.