

# Young Children's Informal Learning from Video Games

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# American children live in a media saturated environment

- According to a 2005 Kaiser Family Foundation study the typical American child lives in a home with:
  - 3.5 TVs
  - 2.1 videogame players
  - 1.5 computers
  - 68% have TVs and 49% have videogame players in their bedrooms
  - 31% have computers and 20% have Internet access in their bedrooms

# Young Children's Use of Media

- Zero to Six Year Old's time spent/day
- Watching TV 65 minutes
- Watching videos 38 minutes
- Listening to music 59 minutes
- Reading/read to 39 minutes
- Using computer 10 minutes
- Playing videogames 5 minutes
- Total screen time 1 hour 58 minutes

# Video game use among 0 to 6 year olds

- 31% of 0-3 year olds and 70% of 4-6 year olds have used a computer
- 14% of 0-3 year olds and 50% of 4-6 year olds play videogames

# Two major studies of informal learning from videogames

- Ann Thai et al. (June 2009) Gamechanger: Investing in digital play to advance children's learning and health. Joan Ganz Cooney Center at Sesame Workshop.
- E. Klopfer, S. Ostewil and K. Salen (2009) Moving learning games forward: Obstacles, opportunities and openness. Cambridge, MA: The Education Arcade.

# What do we know about learning from videogames?

- From Gamechanger:

“Well designed digital games show significant potential to promote children’s growth and healthy development. They can foster skills and knowledge that help children with academic learning, as well as habits which contribute to better health.”

# Optimal learning outcomes from well-designed videogames

- Motivation to learn
- Perception and coordination
- Thinking and problem-solving
- Knowledge
- Skills and behaviors
- Self-concepts
- Social relationships
- Attitudes and values
- Self-regulation and therapy

# What needs to be done?

- Create a public dialogue about serious games
- Educate parents about serious games
- More research on game development
- Develop a public/private partnership to develop serious games

Thank you!