iPads og god legestemning

Engl. transl.: iPads and good play atmosphere

# Keywords

* Ipad
* play
* childre
* digital media

# Details

## Year

2015

## Issued

2015

## Language

Danish

## Start Page

## End Page

## Editors

Brandt E.;Pedersen A.

## Authors

Karoff H. S.;Johansen S. L.

## Type

Book chapter

## Book title

Digital Pædagogik

## Publisher

Systime

## Topics

Literacy and skills

## Sample

Empirical examples where children use iPads in their playful activities

## Implications For Educators About

Professional development

# Abstract

Through a series of empirical examples where children use iPads in their playful activities, this chapter will show how children through their play practice create meaningful ways to be with each other. We can understand these meaningful ways as play moods through the mood perspective, where the key is that the children, by using the iPad, play to achieve the moods of the game. The iPad allows them to modulate different play moods together in a continuous movement between repetition of already known practices and openness to new forms of practice. With the mood perspective, it becomes possible to see the iPad as an effective tool for achieving moods, rather than a medium that destroys children's imaginative play. When we use the word iPad in this chapter - rather than the more general term tablet - it is for the sake of empirical material. It is important that it was precisely iPads that the children had in their hands, and the children also named their mobile, digital devices 'iPads'.

# Outcome

A portrait of play in 2014 through a number of perspectives.
An understanding of the iPad as an effective tool for achieving moods, rather than a medium that destroys children’s imaginative play. Finally, the social qualities of the iPad as well as the conditions of opportunity in relation to knowledge sharing are discussed.