Young Children’s Tablet Computer Play

# Details

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## Authors

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# Abstract

The author reviews the research and scholarly literature about young children’s play with tablet computers and identifies four major topics relevant to the subject—digital literacy, learning, transgressive and creative play, and parental involvement. He finds that young children’s tablet computer play relies not only on technology, but also on sociocultural conditions. He argues that research should pay greater attention to transgressive play and should in general treat play as an autotelic concept because the nuances of play are as important as its function. He calls attention to the lack of affordances for creativity in apps for young children, explores the need for parental involvement in young children’s tablet computer play, and discusses the importance of agency and access in such play. Key words: digital media; iPad; tablet computer; play and young children

# Outcome

"This review has shown that research about young children and their use of tablet computers most often deals with perspectives regarding digital literacy, learning, and parental mediation. These studies underscore how young children’s tablet computer play is integrated in socially dense contexts. The studies also reveal that young children stand to learn a lot from playing with tablet computers and that playful behavior leads to proficiency in handling tablet computers autonomously, especially when adults, through interest and guidance, support these activities." (p. 228)