Children’s Peer Interaction While Playing the Digital Emotion Detectives Game

# Details

## Year

Not reported

## Scope

Local

## Countries

Finland

## Type

Empirical research – Qualitative

## Methodologies

Experimental / Quasi-experimental

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

5-6 years old

## Funder

Finnish Cultural Foundation; University of Jyväskylä

## Funder Types

* National Research Council
* National Government / Ministry
* University

## Consents

* Consent obtained from parents
* Consent obtained from teachers / caretakers
* Consent obtained from children

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

# Goals

"The aim was to explore this digital game as a collaborative learning environment, particularly the interaction and game play features that emerged during children’s play."