Using Digital Sandbox Gaming to Improve Creativity Within Boys’ Writing

# Details

## Year

Not reported

## Scope

Local

## Countries

United Kingdom

## Type

Empirical research – Experiment/Intervention

## Methodologies

## Researched Groups

Children

## Children Ages

Kids (6-10 Years old)

## Funder

N/A

## Has Formal Ethical Clearance

## Consents

## Informed Consent

Consent obtained

## Data Set Availability

Not mentioned

# Goals

To explore if a technology-based intervention may aid teachers in supporting boys to develop creativity within their writing.