

New media can enhance quality play in childhood

The *Quality Play and Media 2014 Conference* in Adelaide at the Salvation Army Ingle Farm on July 8th looked at some of the potential benefits of children engaging with online technology. While there are some concerning potential pitfalls associated with its popularity which impacts on other areas of their lives, it can be used to enhance child development.



"Technology can enhance childhood extended play," keynote speaker Dr Kate Highfield suggested. "A balanced and appropriate approach is needed."

"It is the more creative productions of the current flood of apps that we need to encourage children to engage with. 85% of apps for kids are consumptive rather than creative," she told the one hundred child and family professionals who attended. "Pedagogy and content is most important. Technology is secondary".



Margaret Sims from the University of New England reminded participants that "Children are still playing. It's just different. 40% own tablet devices and 38% under two have used a mobile device."

She went on to look at some of the evidence around quality play and media that has

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been gathered at this early time in its development and pose the kind of questions we need to be asking about how children are using new media options.

Professor Sims launched a new book *Play and quality in early childhood: Educating superheroes and fairy princesses* at the conference.

The author and presenter Dr Glenn C Cupit asked the question. "Where do we get our scripts from?"

He went on to look at some of the elements of electronic games that can have the effect of grooming vulnerable children toward gambling, diminished creativity and gender stereotyping, before highlighting some of the positives of how media play-scripts can extend children's play experiences, particularly when they stem from children's interests.



There was also strong interest in a number of concurrent sessions built around the theme and a number of participants said that they found it hard to choose between what was on offer.

"We need to learn new ways to work with

new media" and "embrace technology but consider the context and child's well-being," participants commented.

Other take away learnings included:

- "It's not going away, dive in embrace it and be a filter for our kids"
- "Start having a conversation with the team at work around using media with children"
- "Do research on what apps are out there"
- "Promote creative media games as opposed to consumptive" and "offer children support to use and interpret content...ongoing conversations in families is important"

In summing up the day ACCM President, Elizabeth Handsley, Professor of Law at Flinders University, talked about being clear on just how new a world it is, the perennial need for balance, the importance of starting early and of ensuring that children don't miss out on outdoor play. "Active parent involvement is essential," she said.

ACCM partnered with *Salisbury Communities for Children* and a number of government and non-government supporters to host the event and a video of highlights can be found on their websites:

www.childrenandmedia.org.au
www.salisburyc4c.org

Stay posted for an educators' resource that is also being developed.

Karl Brettig
 Manager Salisbury Communities for Children

Play and quality in early childhood: Educating superheroes and fairy princesses

Dr C. Glenn Cupit

www.earlychildhoodaustralia.org.au/wp-content/uploads/2014/04/RIP1303.jpg



**QUALITY PLAY AND MEDIA
 CONFERENCE REPORT**
**CHANGING CURRICULUM
 FOR THE DIGITAL AGE**

**EDITORIAL:
 CHILDREN, TV TIME & QUALITY**

**CHILDREN AND MEDIA
 DISASTER COVERAGE**
**POSITIVE RESULTS WITH
 PARENT CONTROL**



no. 310 July 2014

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small screen is published at the beginning of each month and reports on the events of the previous month 11 issues per year (Dec/Jan double issue)

Published by
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Children and the Media
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ACCM is a national, non-profit community organisation. Its mission is to promote a quality media environment for Australian children.

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Contributions are welcome.

ACCM's movie and app review services are supported by grants from the
South Australian Government

ACCM's Website is designed and supported by



www.gocreate.com.au

ACCM acknowledges support from the
Romeo Family

EDITORIAL**Children, TV time, and quality.**

There's a big push on to deregulate screen media, with the excuse being "there's so much choice these days - 'old' forms of regulation are no longer needed. Why regulate TV when children are elsewhere?

Well, that plainly does not apply to Australian child viewers! Children's ongoing use of and attachment to TV is evident in the latest viewing figures to come out of the Longitudinal Study of Australian Children (LSAC 2014, chapter 4).

The study shows that TV is the major occupier of children's free time with 4-5yr old children watching for 100mins on school/ care days and 148mins on non-school/care days. Children 10-11yrs spent 91.5 mins on a school day and 185.2mins on a non-school day, with TV. This outstrips the 8 and 2 mins resp. that 4-5yrs spend with computers, including games, and the 27 and 80 mins by 10-11yr olds.

These figures make the retention and maintenance of the Children's TV quality quotas still relevant and important, even 35 yrs after their introduction.

The best chance of this happening is if the system of independent classification of the C and P quality quota programs on commercial TV is preserved, and most importantly that those independent classifiers are committed to keeping the standards up.

The Australian Communications and Media Authority is presently reviewing submissions from stakeholders in its Children's Television Standards (CTS) system on whether it should permit industry to classify quota programs, and to have greater flexibility in scheduling C and P programs. ACCM has given a resounding NO to both propositions.

The move towards such changes seem to reflect the government's push to do away with the burden of unnecessary regulation.

Firstly, we can't see how self-classification of C and P programs reduces the regulatory burden for licensees. So far as we know, the vast majority of classification applications are made by producers, not licensees (see for example the ACMA's 2012-13 Annual Report, Appendix 5). A further reason to oppose this proposal is the likely impact on the market for C and P programming. If licensees do the classification, we believe that there will be a strong temptation to play it safe and go with known producers, reducing innovation and diversity in the content available. ACCM believes that children's interests will be better served by a vibrant and dynamic production industry and market. We could ask whether it's perhaps the ACMA's need for savings (ACMA received a budget infrastructure cut of \$1m), rather than the public interest, that is driving this proposal?

The scheduling of C and P programs, since their late 80's dispersal into C and P time bands, and

latterly off the main and on to the digital channels is making it very difficult for parents to find C and P programs. Licensees have always failed to promote them and it's little wonder that these programs have relatively small audiences. (Screen Australia 2013 Focus 2). What is needed with C and P programming – especially C programming and even more especially C drama – is proper promotion by licensees and consistency of scheduling so that Australian children and their parents are fully aware of, and encouraged to use, the excellent material that the CTS make available. The 2007 review of the CTS made it clear how defective the system is in this regard, yet little if anything has been done to correct it.

C programs, especially C Drama programs, can and have been some of our highest quality cultural output, and the licensees should be trumpeting that from the rooftops. (Screen Australia 2013 p1) It bewilders us that they should bury those programs the way they do.

The co-regulatory system's heavy reliance on consumer complaints for enforcement makes it crucial that consumers have the fullest possible information to enable them to judge whether a breach of the CTS has occurred in a C or P program, and whether it is worth complaining to ACMA. In the case of children's television one of the most important pieces of information is whether the material was broadcast during a C period.

The latest ACMA Annual Report lists numerous breaches regarding scheduling. If licensees have been so willing to breach their CTS obligations under the current system, this suggests that they do not regard that system as especially onerous. In summary, we suggest that changes to the media landscape are only a small part of the picture here; and that the industry's disposition against its CTS obligations goes back further and is more fundamental.

ACCM calls upon the ACMA to hold the line against this pressure to deregulate – that is, to protect corporate profits – at the expense of children, parents and carers. In our view the balance already favours the industry, considering how little they sacrifice in order to provide a very few hours of quality television for young Australians. There is no need to swing it even further in that direction.

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Barbara Biggins
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Hon CEO

Clips 'n' Cuts

small screen no. 310 July 2014

Young in net piracy danger

CHILDREN committing on-line piracy risk being psychologically scarred and having their identities stolen, say cyber safety experts.

Young Australians who illegally download movies and TV shows are being bombarded with high-risk advertising, including unregulated gambling sites and pornography.

"Research has found that only 1 per cent of ads on pirate sites could be called legitimate ads," Intellectual Property Awareness Foundation executive director Lori Flekser said.

"The other 99 per cent are made up of malware and high risk ads - largely pornography and gambling."

Cyber safety specialist Jeremy Blackman, from child protection charity The Alannah and Madeline Foundation, said "active parenting" was paramount to keeping kids and personal data safe online.

The Advertiser, 7 July 2014

KIDS SKYPE chats are as effective as live conversations at teaching toddlers new words, and significantly better than prerecorded videos because social interaction is the key. A study by researchers at Washington, Temple and Delaware universities, involved 36 children aged 24 to 30 months. The children were divided into three groups and were taught four nonsense words as action verbs: blicking (bouncing), twilling (swinging), frepping (shaking) and meeping (turning). A researcher spoke each word 12



times during 60-second demonstrations, using toys and dolls to illustrate the meaning. A group of toddlers watched live demonstrations by the researcher, another watched on Skype, and the third group viewed a DVD of the researcher speaking to a child off-screen. To test their understanding, the children had to find the action depicted by the nonsense word in video clips on a split-screen computer. Only one of the videos was paired with an audio clip that corresponded with the action matching the word. Eye-tracking technology measured video gazing time. Children who had learned the word were expected to spend more time looking at the correct video. Kids in the Skype group looked at the correct videos 67 per cent of the time; the live group scored 64 per cent; and the video group scored 50 per cent.

WSJ

The Australian, 7 July 2014

GADGETS IT seems perfect for worried parents. Kindy and early-year schoolchildren could soon be wearing **phone watches** especially designed for them. SK Telecom, South Korea's largest mobile carrier, says it will start selling 3G wrist phones for three to eight-year-olds. Children can make and receive calls from the device, which can run independently from a smartphone. Parents can key in 30 contacts for their kids: calls from other numbers won't get through. There's an **SOS button** to alert parents and even police.



CHRIS GRIFFITH
The Australian, 16 July 2010

Career opportunities

One possible redeeming feature of *The Voice Kids* is hopefully these junior wannabes will learn the stark realities of life early in their "career". When the fickle entertainment industry has wrung them dry and they can't even get an unpaid gig at the local pub, perhaps they will hear voices of ghosts from the past. Judges who promised to "buy their albums" said they "owned the stage" and would "go to their concerts". Unfortunately kids, their caravan will have moved on laden with false hope, empty promises and tired cliches.

Keith Harkin, Cannons Creek

The Age Green Guide, 3 July 2014

CHILDREN HAVING CAREFREE AND RELAXED CHILDHOOD?

Percentage support	Total	Sex		Age			Area	
		Male	Female	18-34	35-49	50+	5 capital cities	X-city
Australia was better 50 years ago	65	59	71	46	72	74	62	70
Australia is better today	21	25	16	35	15	14	23	17
About the same	11	12	10	14	10	9	12	10
Don't know	3	4	3	4	4	2	3	3

Question: Thinking about Australia today as compared with 50 years ago, please tell me if you think Australia was better 50 years ago, if Australia is better today, or if you think it is about the same. Firstly... Children being able to have a carefree and relaxed childhood?

THE GREAT AUSTRALIAN SURVEY

50
THE AUSTRALIAN

EXCLUSIVE

NATASHA BITA

FREE-RANGE children of the 1960s enjoyed a more carefree childhood than today's crop of coddled kids, yet most Australians believe the modern "millennials" have more opportunities.

An exclusive Newspoll survey for *The Weekend Australian* reveals two out of three Australians believe children lived a more "carefree and relaxed" existence 50 years ago.

In a criticism of modern "helicopter parenting", National Children's Commissioner Megan Mitchell is urging parents to give switched-on kids more time and space to play on their own — and outdoors.

"Children today are more supervised, more timetabled, and are bombarded with things to think about and manage, which is a legacy of the cyber world," she said yesterday.

"They are exposed to much more of the world's ills than previous generations. They have a pervasive feeling they're not safe."

Ms Mitchell said children

needed to "wander and explore the world on their own".

"We should protect kids, but we shouldn't protect them to the point we impede their healthy development. Obviously, we have to make sure they are safe, but optimal brain development comes with unstructured, unsupervised exploration of the world through play."

She said 70 per cent of children spent more than two hours a day in front of a screen, in breach of national health guidelines, while 60 per cent spent less than an hour a day in active play or sport.

"There's something to be said for going out and exhausting yourself."

Clare Patrick wants her children Zoe, 8, and Sam, 5, to experience the same sort of "free-range" childhood she enjoyed growing up in the 1970s and 80s.

As secretary of the Woodhill State School parents and citizens association, she is helping organise its annual bilycart derby, to be held next Saturday to raise funds for the southern Queensland school an hour's drive south of Brisbane.

"We lived on acreage and we'd disappear the whole weekend in the paddocks, building cubby houses or down at the creek playing on a flying fox and a raft," Ms Patrick said yesterday.

"I want my kids to have that same sense of adventure — we love technology, but we want them to use their imaginations, a sense of fun and creativity."

"They've got to learn to be independent — there's no good coddling them or they can't survive in this world."

Aside from national nostalgia for an old-style upbringing, Newspoll found that two out of three Australians believed children had a better quality education and more career choices than in the 1960s.

Half of Australians believe a child with "good creative thinking skills" is more likely to get ahead in life than kids who excel in English or maths.

One in four Australians thinks maths is the key to success, and one in five rates English as the most important skill.

Ms Mitchell noted the 60s were also "difficult times" for children. "The poor boys would come back in tears from school for being caned," she said.

Australian Institute of Family Studies director Alan Hayes said parents were "more anxious" today, possibly because they had fewer children than families did in the 60s. "We have become a much more threat-orientated society, concerned about risk."

Weekend Australian, 19-20 July

Kids know cute when they see it

LONDON: Children as young as three recognise "cute" features that encourage care-giving in adults, a study has found.

Even before they start school, children rate puppies, kittens and babies as "cuter" than their adult counterparts.

Cuteness is wrapped up in what psychologists call "baby schema" — a set of infantile features such as a round face, high forehead, big eyes and a small nose and mouth.

Baby schema has been shown to stimulate protective, care-giving behaviour and reduced aggression in adults.

Marta Borgi, from the University of Lincoln, who led the new research, said: "Our results provide the first rigorous demonstration that a visual preference for these traits emerges very early during development."

"Independently of the species viewed, children in our study spent more time looking at images with a higher degree of these baby-like features."

The researchers conducted two experiments with children aged three to six. One tracked eye movements to see which facial areas children were drawn to. The other assessed how cute children rated animals and humans with infantile traits.

Images of human adults and babies, dogs, puppies, cats and kittens were manipulated to make them appear "cuter". The same photos were also made less cute by giving subjects more adult-like features, such as a narrow face and small eyes.

The Australian, 22 July 2014 ^{PA}

Bold timeslot for soap

Why is Channel Ten permitted to show *The Bold and the Beautiful* at 4.30pm on weekdays, or any other day for that matter? Many recent episodes have depicted sexual activity and excessive drinking. This is inappropriate for showing at this time. Personally, I find the show hilarious, and inoffensive, but it's not after-school viewing.

Nigel Wheeler, Meadow Heights

The Age Green Guide, 26 June 2014

Out of order disorder

GAME PLAYING ANDREW MASTERSON

What was true in the past is never necessarily so in the future. Thus, each new home-entertainment technology produces deep fears and wrung hands over its potentially harmful effects on the young.

The current technology-driven mental condition du jour is called internet gaming disorder, or IGD. Evidence gathered from around the world in 2013 was strong enough for IGD to be included in the new fifth edition of psychiatry's standard reference, the *Diagnostic and Statistical Manual of Mental Disorders*, or *DSM-5*. The editors stopped short of giving the disorder full recognition, calling for more research instead.

IGD, according to the literature, arises in some people who spend large amounts of time playing video games, especially online multiplayer games.

Sufferers, say the *DSM* authors, "play compulsively, to the exclusion of other interests, and their persistent and recurrent online activity results in clinically significant impairment or distress".

IGD can result in damage to career and family. Logging off from the game can invoke severe withdrawal behaviours.

It sounds like nasty stuff, but the current state of the research leaves some critical questions unanswered. How precisely are the symptoms to be measured? Is internet gaming the cause of the behavioural problems, or a strategy employed to deal with pre-existing matters? In short, does internet gaming disorder actually exist?

"I don't care what it's called," says Jocelyn Brewer, a psychologist with the non-profit thinktank Network for Internet Investigation Research Australia. "If it's negatively affecting your life, then we need to treat it."

Brewer, among other researchers, notes that people in the grips of attention deficit hyperactivity disorder, obsessive-compulsive disorder and other conditions will turn to immersive internet games as a way of managing their symptoms. It is crucial, she says, that therapies related to IGD first look for other factors.

"While games might be the 'thing' they're 'addicted' to, I would suggest there is probably a level of vulnerability to biological, psychological or social factors which predispose people to become hardcore gamers. The underlying factor is the key, not blaming game mechanics and design."

There is also another matter in the IGD mix. At present, despite more than 250 academic papers published on the subject, there is nothing even close to a consensus among researchers regarding the condition's definition or measurement.



Long slog: Gaming solid for 10 hours is hard work, says psychologist Jocelyn Brewer.

An editorial late in 2013 in the prominent journal *Addiction* called urgent attention to the matter. Vastly different classification systems across the studies, the journal noted, meant estimates of the prevalence of IGD among gamers ranged from less than 1 per cent to more than 50 per cent.

Addiction warned that without an urgent and agreed set of diagnostic criteria, the inclusion of IGD in the *DSM* would be "highly controversial". There was a risk it would be likened to trivial conditions, such as chocolate addiction, "thereby undermining the seriousness of psychiatric disorders."

Two of the leading researchers in the IGD arena are based at the University of Adelaide's School of Psychology. Associate professor Paul Delfabbro and colleague Dr Daniel King published their latest findings in the *Journal of Clinical Psychology* in April.

They reported there was a significant lack of understanding among researchers and clinicians regarding the thought processes of hardcore gamers. They also found current treatment methods were applied despite little or no evidence that they worked.

Many psychologists, they noted, used a method called cognitive behaviour therapy (CBT) to treat IGD cases. The use of that therapy has shown some benefit for compulsive gamblers, but, Delfabbro said at the time, "gamers aren't like gamblers".

"For a start," he continued, "the games involve skill, whereas most CBT for gamblers focuses on addressing mistaken beliefs about chance and randomness."

For Jocelyn Brewer at NIIRA it is the skill involved in playing internet games that might provide a way through the jumble of claims and wayward measurements that comprise the debate about treating IGD.

"Gaming isn't a relaxing pursuit," she says. "Gaming solid for 10 hours is hard work."

She suggests that in some cases anti-social behaviours linked to long periods of gaming develop because the games themselves deliver inappropriate messages about resolving social issues. You don't like someone? You shoot them. Simple.

UNWRAP COTTON-WOOL KIDS

Play too little and get fat. Play too hard and get hurt

CAROLINE FINCH

ACCORDING to a Newspan poll published in *The Weekend Australian* ("Parents pine for the days in the old schoolyard", July 19-20), two out of three Australians believe that children now — compared to those 50 years ago — lead overly supervised and protected lives. National Children's Commissioner Megan Mitchell urges parents to let their kids to wander and explore.

It's the free-range kids v the cotton-wool kids debate. Do we encourage our kids to play sport, to play ball in the playground and to swim at the beach or should we take extreme measures to make them safe from injury by making sure they don't take up football or soccer, basketball or cricket? Oh — but then they are more at risk of getting fat and dying younger through inactivity.

At one level, we know of the growing incidence of diabetes and obesity in our kids — too much television and computers and not enough sport. Then there is research, from the Australian Centre for Research into Injury in Sport and Its Prevention, stating that children's sports injuries are a larger health burden in Victoria than road injuries. And this injury rate is increasing.

So what's a parent to do?

Only six out of 10 children aged between five and 14 participate in sport outside of school, according to the Australian Bureau of Statistics. The Australian Health Survey conducted in April 2012 found that 25 per cent of Australian children and teenagers, aged five to 17, are overweight or obese, indicating that we need to foster a more sports-minded culture that encourages

children to be physically active.

According to the ABS, in the 12 months before April 2012 in Australia 1.7 million children aged five to 14, or 60 per cent, participated in at least one sport outside of school hours that had been organised by a school, club or association.

That's a lot of kids playing organised sport. At this centre, we are aware of the rise of both sports injuries and obesity in our kids. We are studying how to make our kids safer when they play sport — from the types of headgear they should wear to how parents and coaches should deal with sports-related concussion and the long-term effects of childhood injury, such as arthritis.

We want children to be able to play sport.

What gets lost in the debate however is that we seem only to hear talk of the two ends of the spectrum: competitive sport or the hours children spend in front of a screen. Preventing obesity doesn't necessarily come from getting Erin into the netball team or enrolling James in Little Athletics (although obviously this creates a more active child) but there are types of activity that we can encourage our kids to do that won't set them up for injury — walking to school every second day, cycling down to the shops, getting the kids to play a game of kick-to-kick in the oval after school — for sheer fun, not to see who can beat whom.

Competitive sport isn't going away. Our kids want to grow up to be the next Patty Mills or Nick Kyrgios. And we are working hard to make sure they stay safe when they do play competitive sport. Lots of support and encouragement, working together with sport and very little cotton wool.

But there is another type of sport we seem to forget about: the hilarious, no rules, hit and miss, mucking around type that used to happen all the time in parks and back yards.

No one can guarantee that these games won't lead to injury.

But I can guarantee that these games will get your kids away from the computer and the TV and one step further away from being at risk of heart disease, obesity and diabetes.

Caroline Finch is director of the Federation University Australian Centre for Research into Injury in Sport and Its Prevention.

The Australian, 22 July 2014

Size matters even to kids

CHILDREN are developing strong body-size attitudes from as young as three years, and are associating thinner figures with positive characteristics.

Early results from the world's largest study of body image in early childhood, run by La Trobe University, show that both boys and girls develop size stereotypes early.

The study follows children from the ages of three to eight to determine at what age, and how, their observations can turn into body dissatisfaction.

Children were shown pictures of different bodies and asked about positive and negative characteristics, and what body shape they would want.

Dr Stephanie Damiano said that while there was so far little evidence of body dissatisfaction in children aged three and four, they typically wanted to be bigger.

The Advertiser, 28 June 2014

TECH PARENTS can lay off a little: **smartphones and tablet devices before bed** may not be detrimental to kids' sleep. "A lot of people assume there's a direct link," says Michael Gradisar, a clinical psychologist from Flinders University. "There's been a series of studies done at Flinders University and other research institutions

internationally that shows technology use in the bedroom doesn't have big effects on **young people's sleep.**" He says an hour before bed does not seem to have a significant impact on sleep — but anything longer than two hours is not good.

SEAN PARNELL

The Australian, 8 July 2014

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8-10 September 2014
 Kuala Lumpur, Malaysia

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WORLD NEWS

Children and media coverage of disasters

At a time when our screens seem to be full of media coverage of the MH17 tragedy and deaths of children in Gaza, parents may themselves be upset and wondering about the effects on their children.

Parents who are concerned about how to deal with this seemingly unavoidable media coverage can find information on the ACCM website, at

http://childrenandmedia.org.au/assets/files/resources/fact-sheets/program-types/children_disaster_Q&A.pdf

Positive results with parent control

A new US study involving 1300 school-aged children has found that children get more sleep, do better at school, behave better and have other health benefits when parents take control by limiting computer and television time and content.

Researcher Douglas Gentile, Associate Professor of Psychology at Iowa State University said that because the effect is not immediate, parents may think it is not worth the effort to monitor and limit their children's media use. However, the results indicate that parents have more power than they realize.

The study found a ripple effect associated with the benefits of limiting both screen time and media content.

Researchers expected to see the resulting direct impact on sleep, academics and behavior. However, limited screen time also indirectly affected body mass index. The study found that children got more sleep if parents limited screen time, which also resulted in lower risk of obesity. Parental

limiting of exposure to violent media resulted in increased prosocial behavior and lowered aggressive behavior seven months later.

Data were collected at the start of the program and seven months later at the end of the program. By looking at these factors collectively with a group of children over a school year, it was easier for researchers to identify patterns that are hard to recognize in individual children.

The study also provides further evidence of why doctors should talk to parents about screen time and their children. The researchers recommend that doctors talk with parents about setting limits and actively monitoring media use. This can include talking with children about media content, explaining the purpose of various media and providing overall guidance.

<http://www.news.iastate.edu/news/2014/03/31/parentalmonitoring#sthash.EovOmcvn.dpuf>

Changing curriculum for the digital age.

Senior school sociology students in the UK are soon to be studying topics such as social media, the culture of selfies, online safety and privacy. The topics are part of a new course drawn up by OCR, one of England's biggest exam boards.

The organisation said that the qualification will include looking at "evidence-based research on globalisation in the digital era", and that students will analyse how societies manage the positive and negative impacts of media based topics such as freedom of information, privacy, online safety, equality of access to technology and gender stereotyping.

The new course has been approved for teaching from September 2015.

<http://www.ocr.org.uk/news/view/ocr-sociology-as-a-level-accredited-with-social-media-cybercrime-and-selfies/>

Children's brand knowledge associated with being overweight

A US research team has found that children who are familiar with logos and other images from fast-food restaurants, soft drinks and not-so-healthy snack food brands, the more likely the child is to be overweight or obese. The children, aged between three and five, were tested by being given pictures of food-related logos, such as the MacDonalds golden arches. They were then given pictures of food items, packaging and cartoon characters and asked to match the items with their corresponding brand logos. Children who could identify the most tended to have higher body mass indexes, or BMIs.

<http://www.sciencedirect.com/science/article/pii/S0195666314002578>

US Girl Scouts organisation hosts first-ever video game course

According to the Gamasutra website, the Girl Scout Leadership Institute has hosted its first-ever video game programming course, through which it hopes to encourage more girls to get into a career in the male-dominated world of making games. During the course, girls aged 13 to 16 were taught how to design objects and people for their own virtual 3D world.

http://www.gamasutra.com/view/news/220842/The_Girl_Scouts_hosts_its_firstever_video_game_course.php