What Happens When Storytime is Over?

Did you know that beyond storytime, librarians are actively seeking out conversations about family media use, and can offer resources and expertise to families with questions about newer forms of media, too? In the age of digital devices, librarians have become media mentors, a role that is a natural fit.

This month we’re kicking off a series of posts on media mentorship, a term coined by Lisa Guernsey in 2014. We’re thrilled to have Claudia Haines and Cen Campbell, authors of the recently released Becoming a Media Mentor: A Guide for Working with Children and Families, share their expertise as librarians.

Learn More »

What would you ask a librarian about apps and digital media use to support early learning? Let us know on Twitter to have your questions answered by an expert Media Mentor!

Calling All Producers: Creating Media for Hispanic-Latino Families

The Aprendiendo Juntos Council (AJC) is proud to present the Research2Practice (R2P) series, which aims to make research and findings from AJC members’ work available to stakeholders working directly with Hispanic-Latino families.

Our first tipsheet, “Calling All Producers: Creating Media for Hispanic-Latino Families,” was written by Aaron Morris, Senior Manager of PBS Kids Community Engagement Content, Ready to Learn to share helpful suggestions for media producers looking to create content that successfully engages Hispanic-Latino families.

Read On »

DIGITAL GAMES AND FAMILY LIFE

Understanding when, where, and how kids play video games

47% of children ages 4 to 13 who play digital games do so every day.
New Infographic: Understanding Digital Games and Family Life

As digital game platforms have become increasingly affordable and accessible over the past forty years, it’s become clear that games aren’t just fun to play—they can also motivate and inform players of all ages.

As part of our Families and Media Project, the Joan Ganz Cooney Center conducted a survey of nearly 700 parents whose 4–13-year old children play video games. We are pleased to present this data as a series of infographics. First up, learn what parents reported about the places children play video games, how often and how long they play during typical sessions, and the kinds of devices they are likely to use.

Celebrating the 5th Annual National STEM Video Game Challenge

Submissions for the 2016 National STEM Video Game Challenge closed Monday, August 15 and we’re extremely impressed by the nearly 5,000 students across the United States who registered. As we enter the final stage of the judging process, we’re excited to share what’s next for the STEM Challenge—and to reflect on what we’ve accomplished in just five years.

What We’re Reading

- Is Gaming the Future of Classroom Learning?
- Tips for Navigating the Digital Wild West of Educational Apps
- Teen Lives and Futures Depend on the Internet. What Happens If They Can’t Afford It?
- Developing Kid’s Media with Diversity in Mind

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