New Cooney Center QuickReport: Discovering Kids' Apps

Our latest QuickReport explores the sources and strategies that families rely on when choosing apps for their kids, and surfaces critical next steps in examining young children’s digital equity.

Meet the 2017 National STEM Video Game Challenge Winners

We’re thrilled to introduce the 23 middle school and high school students who wowed the judges with original video game designs in the sixth and final cycle of the National STEM Video Game Challenge! Plus, catch up with 2015–2016 winner Olivia Thomas, whose participation in the STEM Challenge inspired an ambitious double major—and a new career path.
Judging a Book by More Than Its Cover—With Help From Science

Researcher Tamara Spiewak Toub explores the latest research into features of traditional and e-book reading experiences that support early learning.

How to Develop Effective Media Through Exposure and Empathy

Jennifer Kotler Clarke of Sesame Workshop shares two key strategies for developing diverse children's media.

High Chair Philosophers

What do sippy cups have to do with STEM learning? In a piece for Scientific American, Elisabeth McClure discusses the surprising connection—and what it means for parents.

The Diversity Sauce Podcast

Listen to the latest Diversity Sauce podcast from KIDMAP to stay up-to-date when it comes to diversity, inclusion, and equity in children's media.

Upcoming Events

- LEAP InnovatED Summit 2017 | August 28
  A convening for educators, ed tech innovators, and civic and philanthropic leaders to inspire, imagine, and innovate a new future for education.

- Digital Media and Learning Conference 2017 | October 4–6
  The Digital Media and Learning Conference is an annual event supported by the MacArthur Foundation and focused on fostering interdisciplinary and participatory dialog and linking theory, empirical study, policy, and practice.

View more on the Cooney Center Events Calendar

What We're Reading

- Tens Of Thousands More Women And Minorities Are Taking Computer Science
- How to Play Video Games With Your Kids
- Bridging the Divide Between Ed Tech Research and the Classroom
- Using Digital Games and Empathy as Teaching Tools