



Fun Follows Function: Ten Tips for Developing Quality Toys

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GENERAL RESOURCES

- ACM Digital Library
<http://portal.acm.org>
Incredible collection of research from a variety of computer fields
- Cynopsis Kids
<http://www.cynopsis.com/content/view/26/38/>
Daily newsfeed concentrating on children's entertainment
- Digiplay
<http://digiplay.info/>
Bibliography of game articles and research
- Future Lab
<http://www.futurelab.org.uk/>
UK based R&D non-profit dedicated to transforming the way people learn through technology
- Gamasutra
<http://www.gamasutra.com>
Resources for video game developers
- Games for Change Discussion List
<http://www.gamesforchange.org/ourwork>
Resources for organizations and individuals using digital games for social change
- Kaiser Family Foundation: Media and Health
<http://www.kff.org/entmedia/index.cfm>
Significant studies about children's media usage
- KidScreen
<http://www.kidscreen.com/>
Magazine, daily news-feed and conferences about the kids' entertainment industry
- NPD: Toy Industry
http://www.npd.com/corpServlet?nextpage=toys-categories_s.html
The leading source of toy industry market research
- PBS Parents Child Development Tracker
<http://www.pbs.org/parents/childdevelopment>
A representation of widely-held expectations for what an average child might achieve within a given year
- The Joan Ganz Cooney Center at Sesame Workshop
<http://joanganzcooneycenter.org/>
Resources on using digital media technologies to advance children's learning (especially publications section)
- The Preteen Alliance
<http://www.lpfch.org/informed/facts/etr.html>
Review of the pros and cons of various kinds of research methods with children ages 9-13
- Toy Industry Association
<http://www.toyassociation.org>
Trade association for producers and importers of toys, games and children's entertainment products
- Toy Wishes
<http://www.toywishes.com>
Toy industry trade publication

RECOMMENDED BOOKS

A Theory of Fun for Game Design

Raph Koster
Paraglyph Press 2005
A primer for any budding game designer

Augmented Learning: Research and Design of Mobile Educational Games

Eric Klopfer
MIT Press 2008
Argues for the educational advantages of handheld games

Don't Bother Me Mom -- I'm Learning

Marc Prensky, James Paul Gee
Paragon House Publishers 2006
A positive guide for parents concerned about their kids' video and computer game playing

Educational Research: Fundamentals for the consumer

James H. McMillan
Pearson 2008
Thorough overview of various research methods, but not a how-to manual

Ergonomics for Children: Designing products and places for toddler to teens

Rani Lueder & Valerie J. Berg Rice
Taylor & Francis 2008
Provides PD guidance on a broad range of issues for young children and adolescents

Evaluating Children's Interactive Products: Principles and Practices for Interaction Designers

Panos Markopoulos, Janet C Read, Stuart MacFarlane, Johanna Hoysniemi
Elsevier Science & Technology Books 2008
Great overview of how to evaluate interactive children's products

G Is for Growing: Thirty Years of Research on Children and Sesame Street

Shalom M. Fisch, Rosemarie T. Truglio
Lawrence Erlbaum Associates Inc. 2000
Collection and synthesis of key Sesame Street research studies

How the Child's Mind Develops

David Cohen
Routledge 2002
Overview of cognitive development

Into the Minds of Babes: How screen time affects children from birth to age five

Lisa Guernsey
Basic Books 2007
Addresses the ever-discussed issue of screen time with young children

Patterns in Game Design

Staffan Bjork, Jussi Holopainen
Charles River Media 2005
Focus is on general audience games, but has implications for mechanics and game play design

What Kids Buy: The Psychology of Marketing to Kids

Daniel Acuff, Robert H. Reiher
The Free Press 1999
Good for marketers looking to lean on child development research