

Towards designing language and cognition experiments on touchscreens: Gesture prevalence in infancy

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Introduction

Kids love touchscreens!

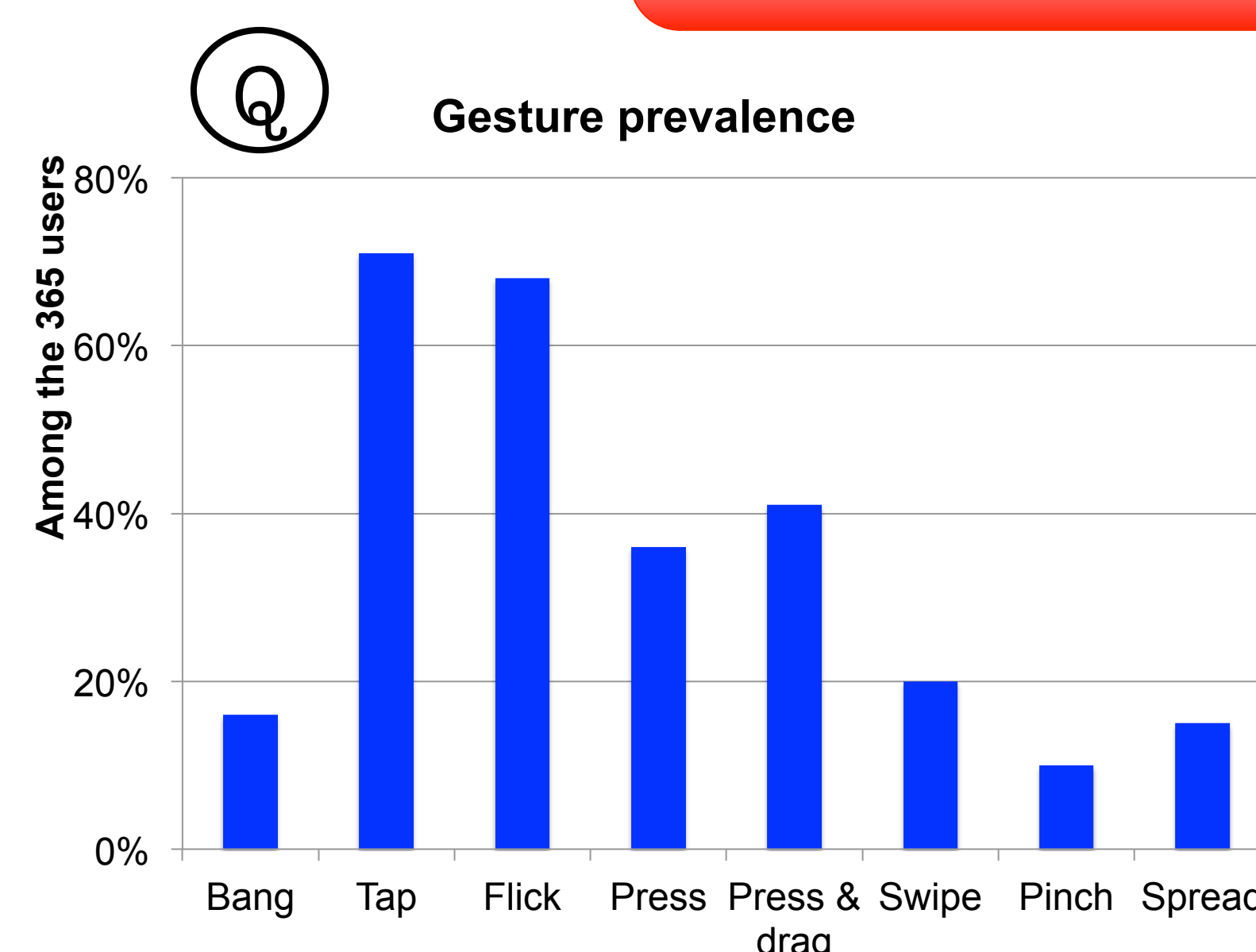
Zero screen time under 2

Could we use touchscreens to study language and cognition?

YES!

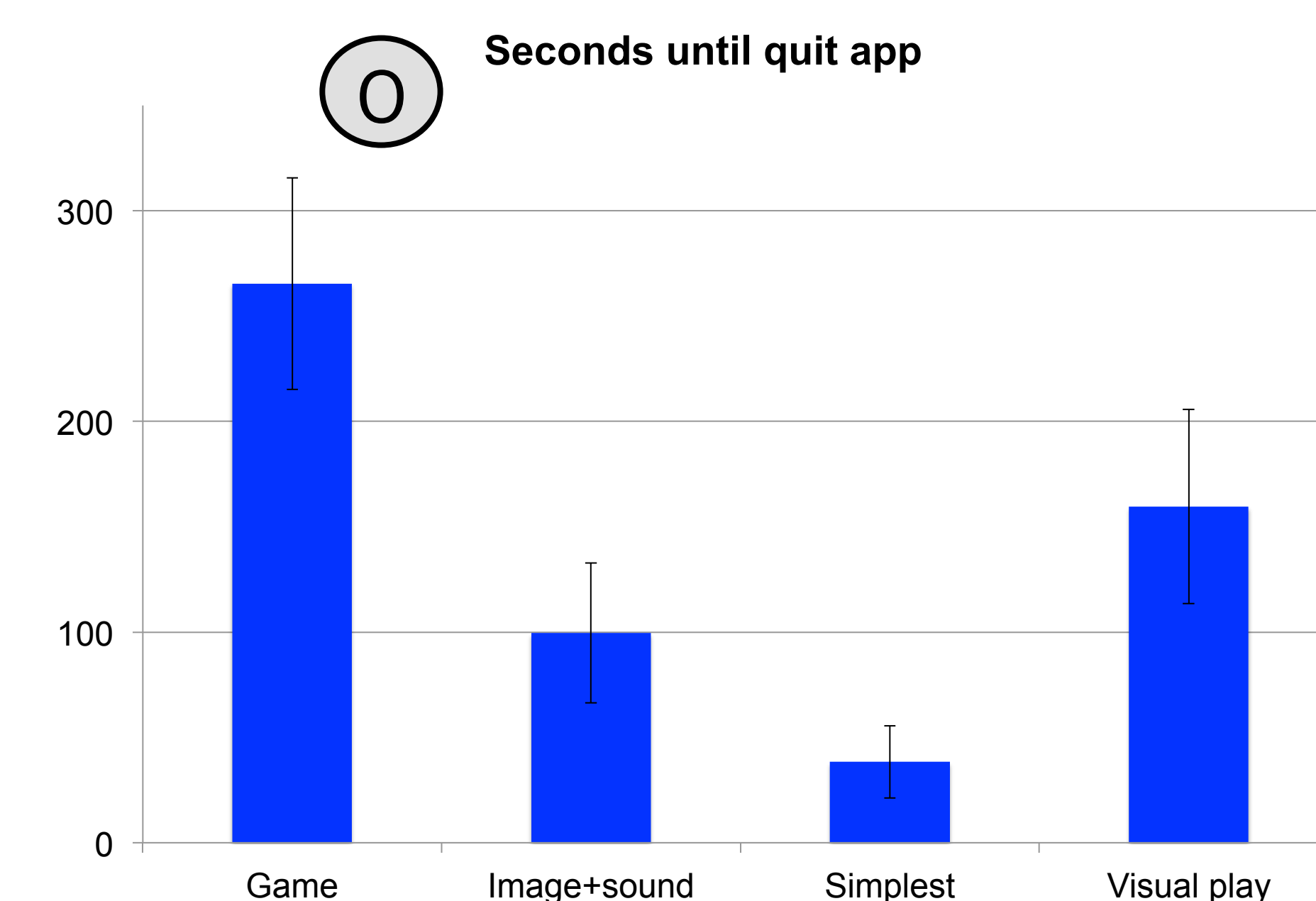
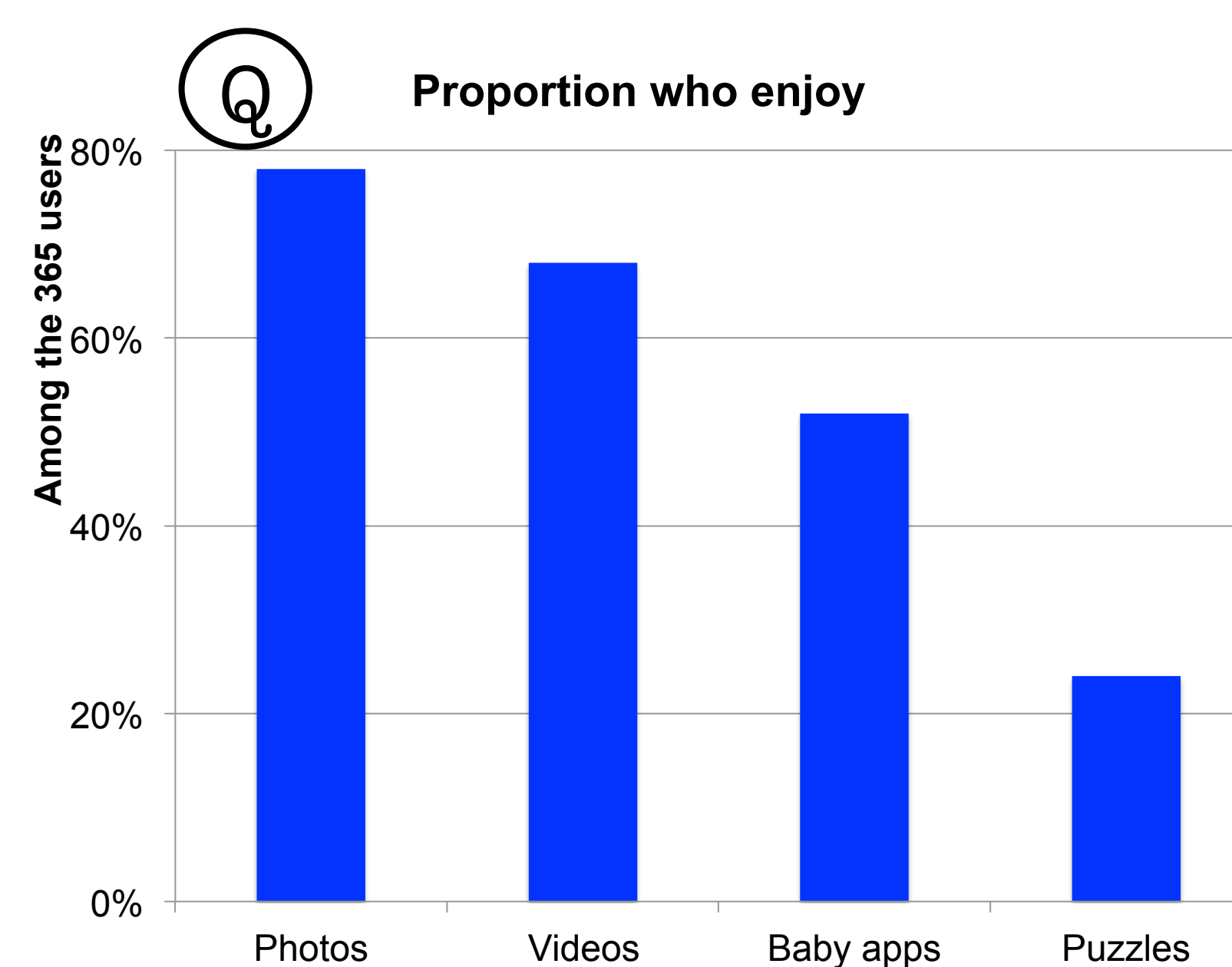
- Q Questionnaire (455 parents of 5-40mo): frequency and content of use, gestures
- O Observation (3 never+ 2 seldom + 3 sometimes + 4 regularly; 18-36mo): gestures, temporal structure of play
- I Intervention (4 never + 2 seldom + 2 sometimes + 1 regularly; 18-37mo): all 9 LENA* before and after 1 week of use; 3 also observed interacting with touchscreen
*Language ENvironment Analyses

What gestures can toddlers master?



- Q Overall: Tap > Press > Swipe
- ↑ w/age: Pinch, spread, p&drag
- ↓ w/age: Bang (1y: 50% → 2y <10%)
- ↑ w/frequency of use: P&drag
- O Tap, press, swipe in all toddlers

What activities do toddlers enjoy?

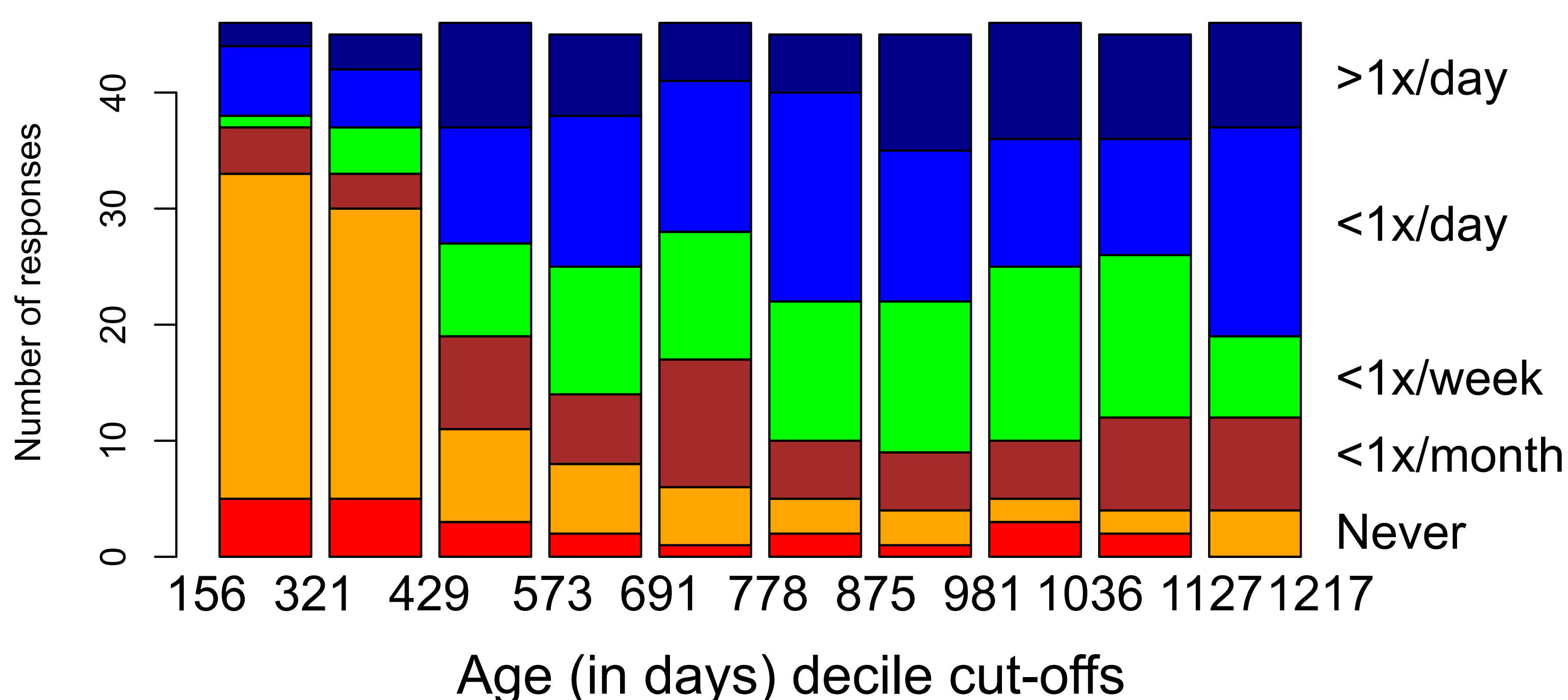


Take-home messages

- 18mo or older
- Use only tap + press + swipe
- Game-like structure, complex images = Up to ~23 minutes' data over 6 days With no negative effects on language use!

Are touchscreens ecologically valid?

Q Frequency of use by age



Before age 1y 6m: relatively rare
After age 1y 6m: most infants are users, frequency increases steadily

- Q Parents report photo and video viewing
- O Most time spent on games + exploration of complex visual scenes
- I Play times roughly halved after 1 week of use

Does sporadic touchscreen use have negative effects?

