

Digital Play Framework – Camera Observations

Date: _____ Child's name: _____ Child's Age: _____

Type of play	Type of indicators: Camera	Observations
Epistemic play (Hutt, 1966) (learning skills, solving problems, exploring the device)	Holding the camera upright	
	Locating the shutter button	
	Orientating the viewfinder	
	Seemingly random images	
	Pressing the shutter button	
	Relating turning the camera on to what is seen in the viewfinder	
	Intentional but 'uncontrolled' images	
	Framing footage in the viewfinder	
	Using the zoom function	
	Viewing taken images	
	Intentional and controlled images of observable people, events and situations	
	Sharing learned actions with others	
Ludic play (Hutt, 1966) (creative and symbolic)	Deliberate images of peers involved in play	
	Deliberate image of pretend play established for the purpose of taking a photographs	

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Adapted from the Digital Play Framework (Bird, J., & Edwards, S. (2014). Children learning to use technologies through play: A Digital Play Framework. *British Journal of Educational Technology*, 46(6), 1149-1160. doi:10.1111/bjet.12191)