

Digital Play Framework – General Observations

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

Type of play	Type of indicators	Observations
Epistemic play (Hutt, 1966) (learning skills, solving problems, exploring the device)	Seemingly random use of the device	
	Locating the operating functions of the device	
	Exploring the operating functions of the device	
	Following directions of the device or other people	
	Seeking assistance for desired outcome	
	Relating actions to the response or function	
	Trying different actions to solve an issue	
	Intentional use of the operating functions	
	Intentional and deliberate use of functions for desired outcome	
	Sharing learned actions with others	
	Intentional and controlled footage of observable people, events and situations	
	Manipulating the App or program for own purpose	
Ludic play (Hutt, 1966) (creative and symbolic)	Deliberate use of device for pretend play	
	Creating pretend play deliberately for use of the device	

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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)