

# Facilitating Social Skills Using Mobile Technology

*Presented by*

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# Introductions

- ◆ Who we are and what we do

# Mobile Technology

- ◆ Defined
- ◆ Distinguished

# Trends

- ◆ Impact of past 12 years
- ◆ Consistent research results
- ◆ Digital divide vs tech-free luxury

# Reflections

- ◆ Benefits & challenges & navigating everything in between

# Current Research - American Academy of Pediatrics (AAP)

- ◆ Younger than 18 months: avoid screen media other than video-chatting
- ◆ 18 - 24 months: choose high quality programming, watch together
- ◆ 2 - 5 years: limit screens to 1 hour / day, co-view facilitate comprehension and application to real life
- ◆ 6 & older: apply limits on all screens making sure use does not interfere with sleep or cause behavioral issues

# Common Sense Media: further guidelines

[commonsensemedia.org](http://commonsensemedia.org)

- ◆ Learning with technology: best apps and sites help child learn how to learn
- ◆ Most useful apps foster curiosity, support critical thinking, teach concepts provide feedback and opportunities to strengthen learning beyond play session
- ◆ Consider what you want child to learn
- ◆ Choose developmentally appropriate material
- ◆ Let child's interest be your guide
- ◆ Investigate app beyond developers description or claim

# Social Skills

- ◆ What comes to mind?
- ◆ What skills are involved?
- ◆ How do we learn these skills?





# 7 Important Social Skills for Kids



1. Sharing



2. Cooperating



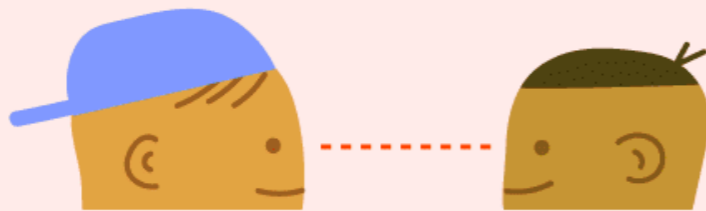
3. Listening



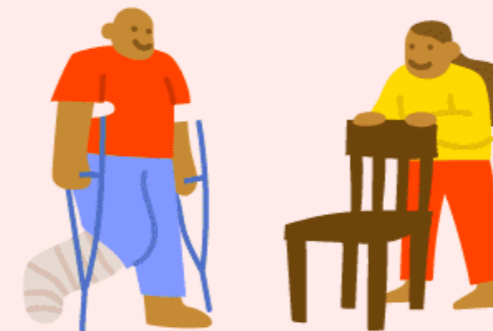
4. Following directions



5. Respecting personal space



6. Making eye contact



7. Using manners

# Social Communication Skills: 3 major categories (ASHA)

- Using language for different reasons
- Changing language for listener or situation
- Using rules for conversations and storytelling

# Using language for different reasons

- Greeting. Saying "hello" or "goodbye."
- Informing. "I'm going to get a cookie."
- Demanding. "Give me a cookie right now."
- Promising. "I'm going to get you a cookie."
- Requesting. "I want a cookie, please."

# Changing language for listener or situation

- Talking differently to a baby than to an adult
- Giving more information to someone who does not know the topic. Knowing to skip some details when someone already knows the topic
- Talking differently in a classroom than on a playground.

# Following rules for conversations and storytelling

- Letting others know the topic when you start talking.
- Staying on topic.
- Trying another way of saying what you mean when someone did not understand you.
- Using gestures and body language, like pointing or shrugging.
- Knowing how close to stand to someone when talking.
- Using facial expressions and eye contact.

# Social Skills Targeted

- ◆ **Attention:** joint or shared (we look at each other and then object through eye gaze and pointing)
- ◆ **Communication:** convey thoughts, feelings, ideas, emotional state verbally and nonverbally
- ◆ **Problem solving:** work together to find the solution
- ◆ **Cooperation:** turning taking, waiting, considering someone else's ideas
- ◆ **Enjoyment:** creating joy, fun and fostering the desire to interact more

# Guidelines to Consider: 7 P's

- ◆ Preparation
- ◆ Participants
- ◆ Parameters
- ◆ Purpose
- ◆ Positioning
- ◆ Playtime
- ◆ Potential

# Preparation

What is the rationale for integrating a mobile device with a child versus traditional toys alone?



# Parameters

How much time will be spent integrating the device and which environments will yield the best results?

# Purpose

What is the advertised purpose of the app and how can it meet your child's individual goals?

# Participants

What is the child's age and developmental level and should this device be used individually or in a group?

# Positioning

What are the effects of sitting side-by-side versus face-to-face and would the child prefer to be at the table or on the floor or on a lap?

# Playtime

How will you incorporate the child's preferred style of play with the device and how will you experience shared enjoyment?

# Potential

How will you extend and expand the learning gained from using an app to real-life experiences? Where will you anchor the knowledge gained from the app to what the child already knows?

# Tech Tools and Apps

- ◆ Email - pen pals
- ◆ Multiplayer games - Minecraft, Fortnite, Monster Hunt
- ◆ Video-chatting
- ◆ Texting

# Apps that teach social skills vs. apps that facilitate social communication

- ◆ Teach structure of social rules and skills expected (direct)
- ◆ Experience things in a social context using rules learned (indirect)



# Social Skills apps (direct)

- ◆ Between the Lines - Hamaguchi Apps
- ◆ Let's be Social - Everyday Speech
- ◆ My School Day - Social Skill Builder




0/0 0% Expressions Score

**Between the Lines**  
Level 1

Joe Player(s)

Hasn't turned up



End Session

Show Choices


What does that mean?

I didn't find it yet.

It is still sitting on the floor and is not put away.

It has not gone on sale yet.

I can't get the stain out of it.



Main Menu

Edit

# Personal Interactions

Personal Interactions

Navigating the Commun...

School Behavior

Handling Change

Social Relationships

Example books

Add Skill Set



Add Lesson



Making Eye Contact



Greeting Friends



Keeping Personal Space



Taking Turns in Conversation



Joining a Group

# My School Day

← MAIN MENU

Classroom  
Table Talk

Transition Time  
Jungle Gym

Hall  
Playground

Cubby  
Team Games 1

Lunch Time  
Team Games 2

Eating  
Laughing

Line Up



# Apps that provide opportunities for social communication

- ◆ Machinarium - Amanita Design
- ◆ The Room - Fireproof Games
- ◆ Nighty- Night - Fox and Sheep
- ◆ Off the Rails - FreeCloud Design, Inc.
- ◆ Stack the States -FreeCloud Design, Inc.
- ◆ Toontastic



CURRENT PROFILE  
Dawn

# THE ROOM THREE



Continue Game

Profile

Options

# THE BEDTIME BOOK

*Heidi Wittlinger & "Fox & Sheep"*

# NIGHTY NIGHT







# Off the Rails



**PLAY**



**RIDE**



**SELECT PLAYER**

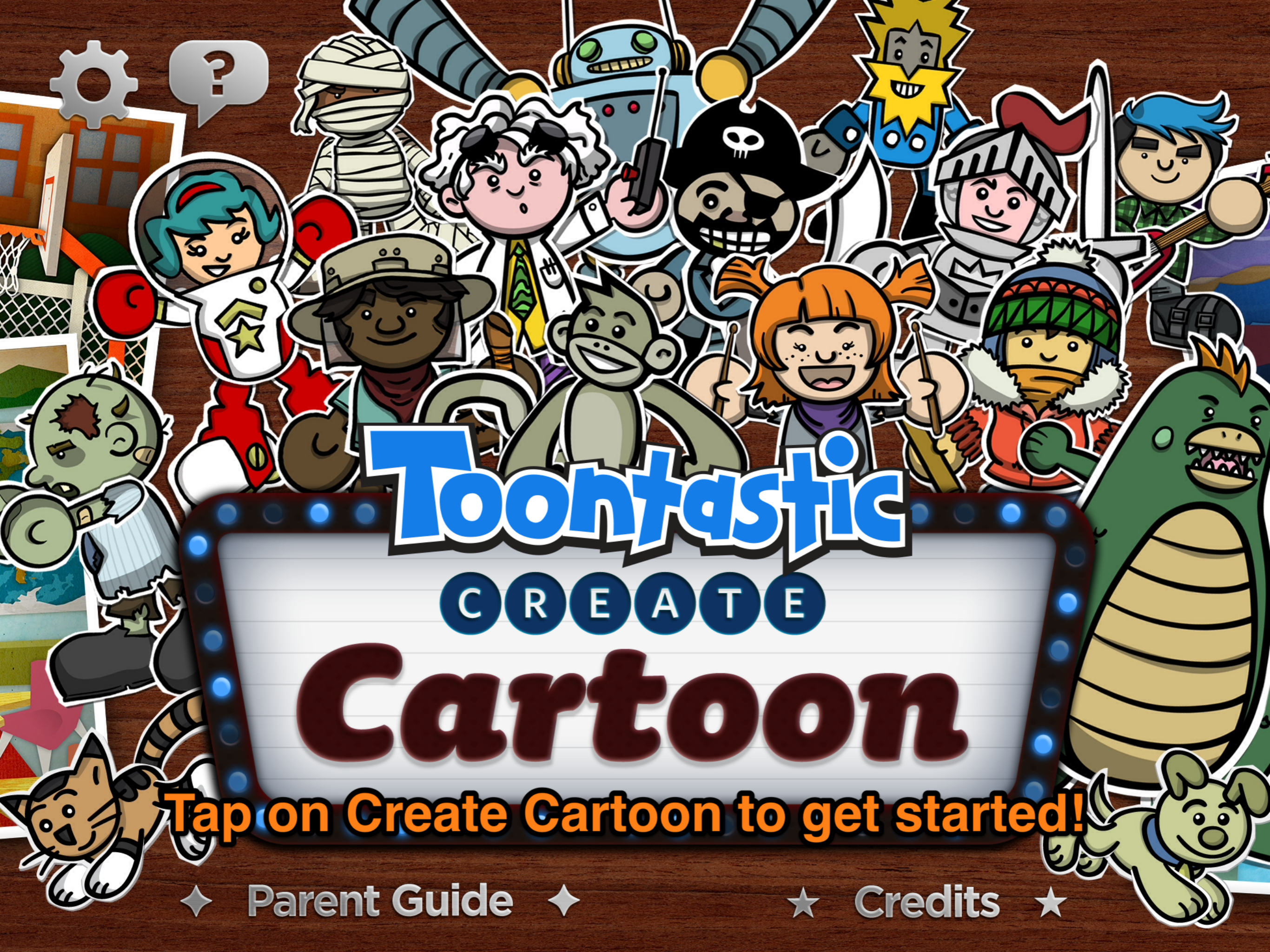
CURRENT PLAYER: CADEN



**OBJECTIVES**



**VEHICLES**



# Toontastic

CREATE

# Cartoon

Tap on Create Cartoon to get started!

◆ Parent Guide ◆

★ Credits ★

# Final Thoughts

- ◆ 7 P's
- ◆ Using mobile technology to teach social skills vs. using it to facilitate social communication
- ◆ Create the limits and boundaries that are in line with your family structure and values, meet your child's individual needs, and foster shared enjoyment



# Contact information

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