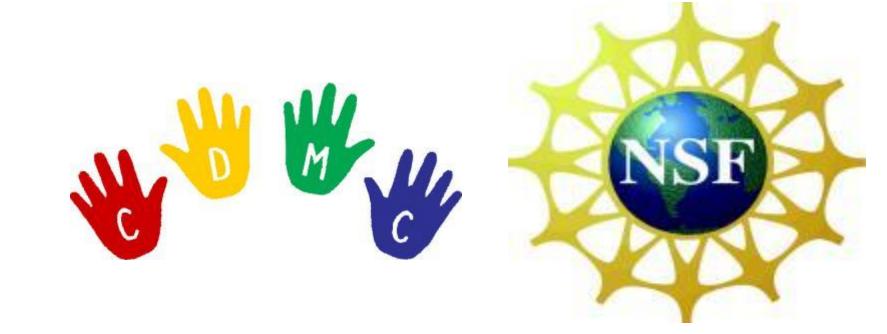


Measuring Young Children's Parasocial Relationships with Media Characters

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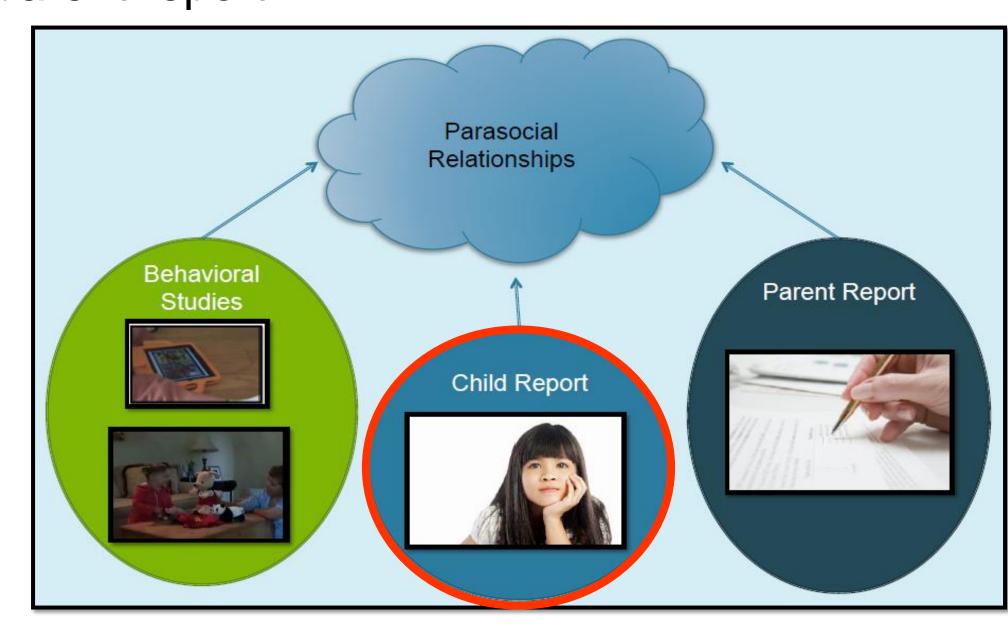


Background

- Media characters are ubiquitous
- Powerful, informal friends for children
- Children form parasocial relationships (Horton & Wohl, 1956)
- One-sided, emotionally tinged relationships with media characters
- Why study parasocial relationships?



- Center of transmedia environment
- Characters may aid in learning (Calvert, Richards, & Kent, 2014; Gola, Richards, Lauricella, & Calvert,
- Research on young children's parasocial relationships is scant (Giles, 2002).
- What exactly is a parasocial relationship during childhood?
- Some research has quantified parasocial relationships through behavioral observation or parent report



 Goal of the current study: Create a measure of early parasocial relationships by child interview

Methods

Participants:

- 2-6 year olds (*n*= 176: 79 boys, 97 girls)
- Childcare centers and preschools in the Washington, D.C. metropolitan area

Procedure:

 Children were asked to answer questions about their favorite media character

Measures

- Adapted from a parent report survey (Bond & Calvert, 2014)
- Parent questions simplified
- Responded using a Smiley Face Likert Scale:

Human needs

- _get... really hungry, Does hungry, kind of hungry, a little bit hungry, not hungry at all?
- _get... really sleepy, sleepy, kind of sleepy, a little bit sleepy, not sleepy at all?

Social Realism

- _____ ... totally pretend, mostly pretend, kind of pretend, mostly real, totally
- _____... totally real, mostly real, kind of real, mostly pretend, totally pretend?

Personhood

- Does have... a whole lot of feelings, a lot of feelings, kind of has feelings, a little bit of feelings, no feelings at all?
- Do you believe what tells you... all of the time, a lot of the time, sometimes, a little bit of the time, not at all?
- Is ______ ... your best friend, your good friend, kind of a friend, a little bit of a friend, not your friend at all?
- How safe does
- _make you feel when you are scared?...really safe, safe, kind of safe, a little bit safe, not safe at all?
- Is ______ ... really cute, cute, kind of cute, a little bit cute, not cute at all?

Results

- *n*= **152** children had clear favorite character (67 boys, 85 girls)
- *n*= 24 had ambiguous responses (No age differences)

Most Popular Characters by Age Group 2-3-year-olds: 4-6-year-olds:

- -Elmo
 - -Spongebob Squarepants
- -Lightning McQueen
 - -Dora the Explorer
- -Mickey/Minnie Mouse
 - -Cinderella

Girls chose a favorite female character

more often than a male character,

versus 6.0%, respectively), χ^2 (1,

N=152) = 60.14, p < .0001

t(150) = -1.98, p = .049

(68.2% versus 31.8%, respectively),

and boys chose a favorite male more

often than a female character (94.0%

Girls (M= 3.64, SD= 1.49) were more

likely to rate their character as cute

than boys were (M=3.09, SD=1.82),

Cuteness Rating by Gender

- -Dora the Explorer
- -Thomas the Tank Engine

Gender Differences

Age Differences

 Age (older > younger): Positive predictor of children's ratings of thinking the character was a friend, $\beta = .20$, t(148) = 2.52, p = .01

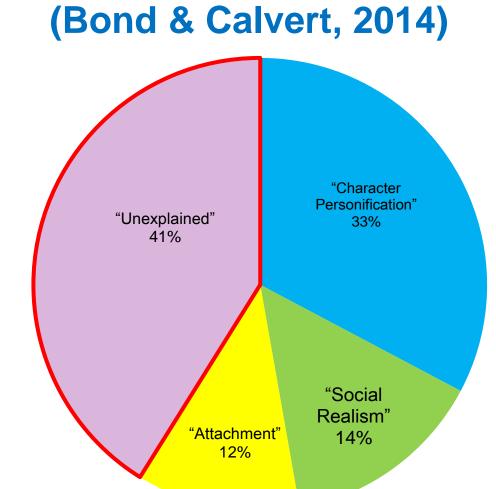
Factor Analysis

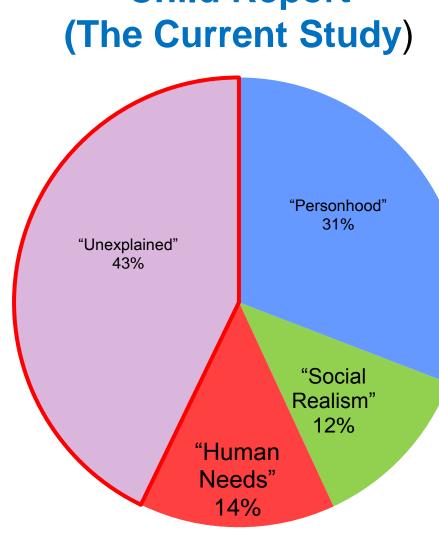
% of

	Factor Loadings			Factor	Eigenvelue	Variance
	гаст	UI LUAU	ıııys	Name	Eigenvalue	Explained
	1	2	3			
Character has feelings	.565	449	.289	Personhood	2.76	30.661
Character is trustworthy	.537	.196	.003			
Character is a friend	.691	.151	027			
Character makes child feel safe	.753	.123	098			
Character is cute	.653	.132	.179			
Character gets hungry	.301	.669	.301	Human Needs	1.274	14.154
Character gets sleepy	.187	.796	022			
Character is real *Reverse Coded	546	132	.510	Social Realism	1.104	12.266
Character is pretend	.085	.147	.857			
Extraction Method: Princ	cipal Compone	nt Analysis, R	otation Method	d: Varimax with Kaiser N	Normalization	

Results

Child Report vs. Parental Report **Child Report Parent Report**





- Overall, the results between parent & child surveys are consistent— Personhood or Character Personification; Social Realism; Human Needs or Attachment— with a few key differences:
 - Human needs category is unique to child report (previously part of Character Personification in parent report)
- Personhood category included Attachment in children, which was a separate factor in parent report

Discussion

- Child report explains a similar percent of the variance in children's parasocial relationships as reported by the Bond & Calvert (2014) study which used parental report
- Children develop parasocial relationships with characters that are the same gender as them
- Girls are more likely to believe that their favorite character is cute, consistent with the literature that older girls' identification with female characters is predicted by attractiveness (Hoffner, 1996)
- Children are more likely to perceive favorite characters as friends as they get older

Future Directions

- Use of this scale to understand the impact of parasocial relationships on STEM learning and food choices
- Link child report with their own parents' report of parasocial relationships with favorite media characters

Conclusion

- Children's early relationships extend beyond real people to those that exist primarily in a digital world
- This new measure is a way to tap into the 21st century media friends that are an uncharted source for understanding early learning, health, and behavior

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