

# Children's Parasocial Breakups with Favorite Media Characters

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## Introduction

- Children form emotionally-tinged, one-sided relationships with media characters, known as *parasocial relationships* (PSRs).<sup>1</sup>
- PSRs with media characters can end through a process known as *parasocial breakups*.<sup>2</sup>
- Little is known about PSR breakups, and how the characteristics of past and current favorite characters differ as children age

#### Research Questions (RQs):

- RQ<sub>1</sub>: How many children experience PSR breakups over time?
- RQ<sub>2</sub>: How long do PSRs last before a breakup occurs?
- RQ3: Do reasons for PSR breakups change as children age?
- RQ<sub>4</sub>: What are the similarities and differences in the characteristics of past and current favorite media characters?
- RQ<sub>5</sub>: Are children attracted to more sex-typed characters as they age?

### Method

- 138 parents re-contacted from two past studies responded<sup>1,3</sup> (child  $M_{\text{age}} = 6.56$  yrs.; 72 boys & 66 girls)
- Parents reported on children's *breakup* characters (n = 70) and current *favorite* characters (n = 44).
- Parents completed an online Parent PSR Breakup Measure<sup>2</sup> three years after initial participation (M = 3.02 years, SD = 0.50).

# Character Coding

Trained adults coded characters on:

- *Physical characteristics:* animation, embodiment, color saturation, sex-typed appearance, Ks ≥ .73, α = .98
- Source content: academic & fantastical content, Ks ≥ .90
- Bem Sex-Role Inventory ⁴: masculine & feminine traits, α ≥ .81

# RQ<sub>1</sub>: FREQUENCY of PSR breakups $RQ_2$ : Duration of PSRs Age Started: M = 2.59 years,

Past & No

Current

18.8%

Experienced breakup (50.7%)

**Current only** 

26.8%

SD = 1.15 years Age Ended: M = 4.65, SD = 1.33Lasted: M = 2.16 years, SD = 1.00, range = 0 - 4 years;

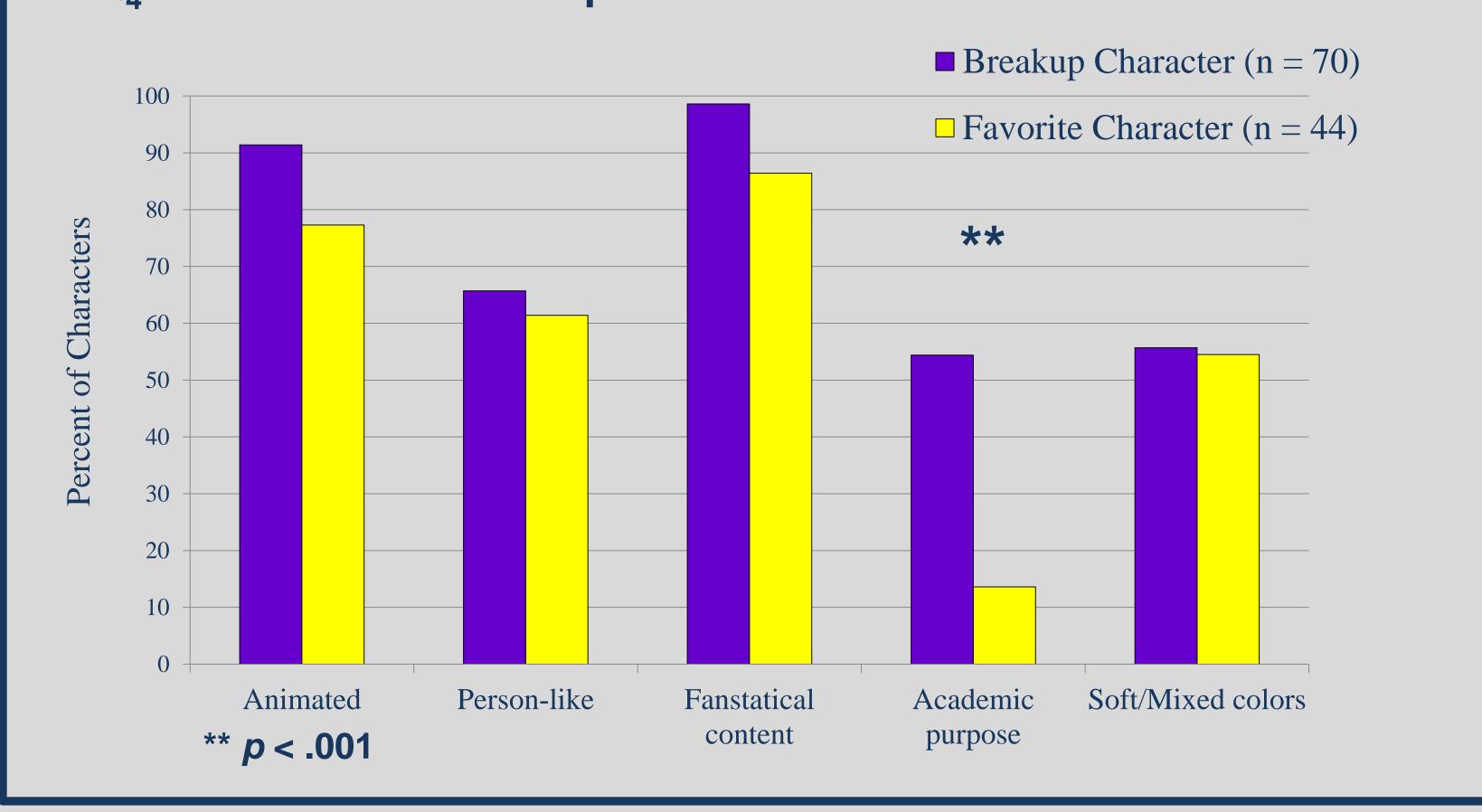


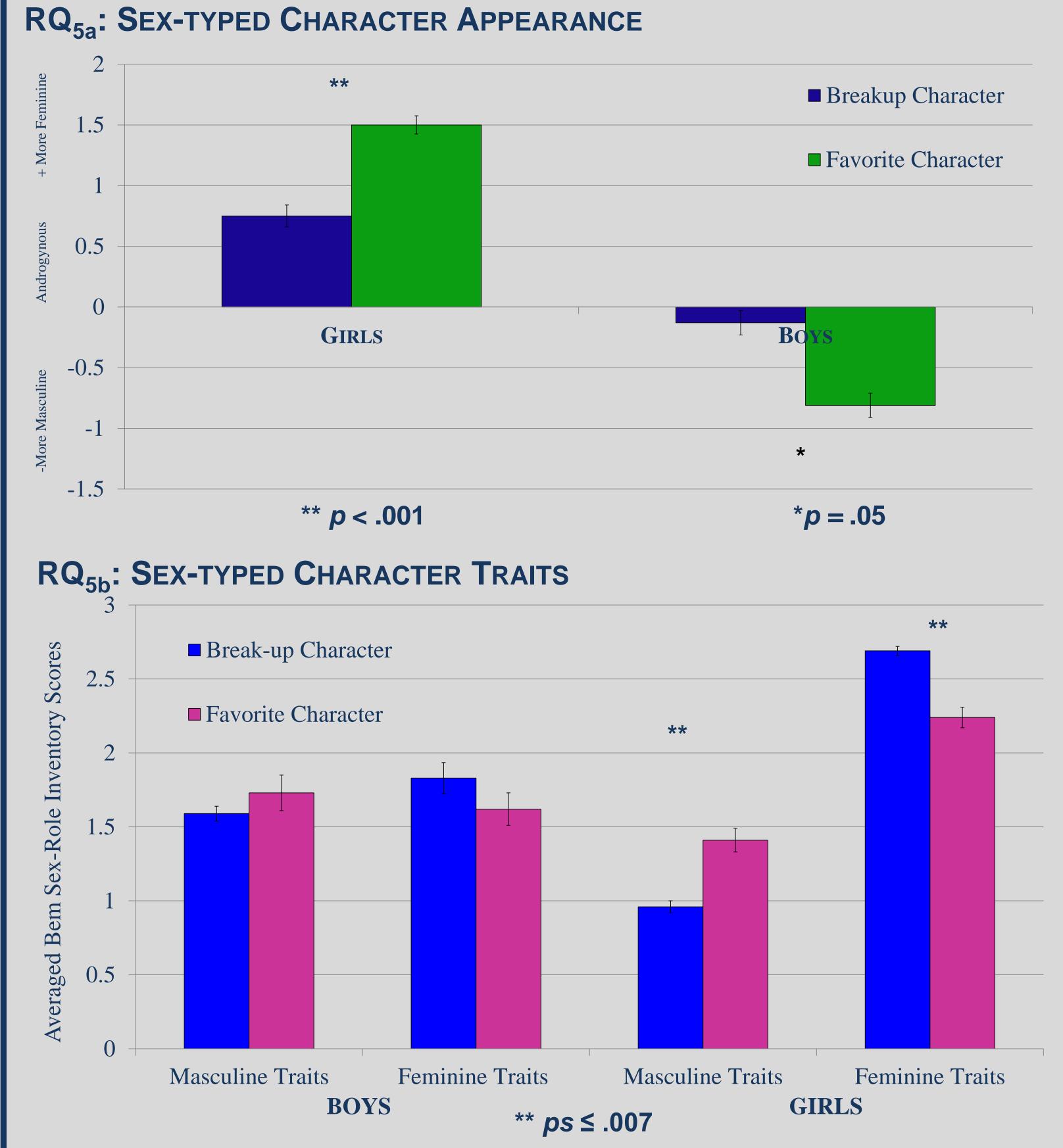
**Related to age**: r = .45, p < .001

#### RQ<sub>3</sub>: Most important reasons for PSR breakups

Item	Number	Frequency
[Child] outgrew [character].	44	63.8%
[Child] became interested in another character.	12	17.4%
[Child] got bored with [character].	7	10.1%
[Child] was influenced by friends or school.	3	4.3%
[Child] was influenced by siblings or in-family peers.	2	2.9%
[Child] was influenced by me or my spouse.	1	1.4%
[Character's] show/app/game changed or ended	0	0.0%

#### RQ₄: CHARACTERISTICS of past & current favorite media characters





# Discussion

- Current favorite characters and breakup characters are animated, person-like, and embedded in fantastical content.
- Current favorite characters are less likely to teach academic skills.
- For girls, the preference for more feminine looking characters with less feminine traits suggests greater complexity in the gendered messages they receive.

#### References

Bond, B.J. & Calvert, S.L. (2014a). A model and measure of US parents' perceptions of young children's parasocial relationships. *Journal of Children and Media*, 8(3), 286-304.

<sup>2</sup>Bond, B.J. & Calvert, S.L. (2014b). Parasocial breakup among children in the United States. *Journal of Children and Media, 8*(4), 474-490. <sup>3</sup> Richards, M. N., & Calvert, S. L. (2016). Parent versus child report of young children's parasocial relationships in the United States. *Journal of Children and Media, 10*(4), 462-480.

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