

Saint Martin's UNIVERSITY

Background

- Availability of online retailers changed family shopping habits (Dennis et al., 2009), kids shopped online during COVID-19 pandemic (Ecola et al., 2020)
- Children make consumer decisions based on visual criteria like color (Yeh et al., 2019)
- Gendered marketing may shape skill development & gender attitudes in children (Martin et al., 2012)
- Filters reinforce gender attitudes via explicit or implicit gendered cues (Auster & Mansbach, 2012)

Research Questions

- How do website filters affect children's toy preferences in an online toy shopping experience?
- Can Zoom be leveraged to study children in an ecologically valid manner?

Method

Participants

- N = 92 children (40 boys, 50 girls), M age = 8 y/o Virtual Study
- Random assignment to toy website filter condition (Control/Implicit gendered/Explicit gendered) ——
- Zoom meeting w/ child, screenshare & give child control over mouse
- Child navigates toy store site, selects toys, narrows wish list to 5

			Girls
Control			Boys'
Size	-	Implicit	
Mid-Size		Type of Toy -	Type of T
Large		Building	Buildi
Small		Outdoor Toys	Outdo
		Games	Game
Type of Play	-	Vehicles	Vehicl
		Dolls, Dress Up, & Pretend	Dolls,
Play with Others!		Play	Play
Play By Yourself!		Arts & Crafts	Arts &

Filtering by gender: The effects of website filters on children's toy preferences

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Explicit

Boys' Toys Cirls' Toys & Girls' Toys

Гоу

Gender

ng oor Toys Dress Up, & Pretend

Crafts



Donut Delivery Scooter



Barbie RV Set \$0.00



\$0.00





Tire Swing \$0.00



Toy Store Example: Implicit using "Vehicles" filter



LEGO Friends Friendship Bus \$0.00



Flower Stand Carl \$0.00



Donut Delivery Scooter \$0.00



Playmobil Fire

Rescue Boat



Toy Store Example: Explicit using "Boys' Toys" filter



Toy Crane \$0.00



Firetruck \$0.00





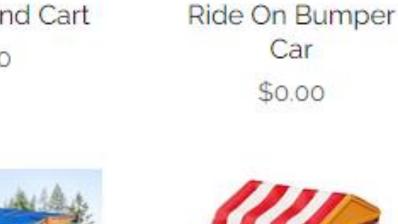
Monster Jam Truck \$0.00





Toy Football Post \$0.00

Flower Stand Carl \$0.00





Sandbox \$0.00



Car

\$0.00

Garden Cart \$0.00



Toy Crane \$0.00



Ice Cream Truck Playhouse \$0.00



Ride On Bumpe

Play Raceway \$0.00

Military Helicopter \$0.00

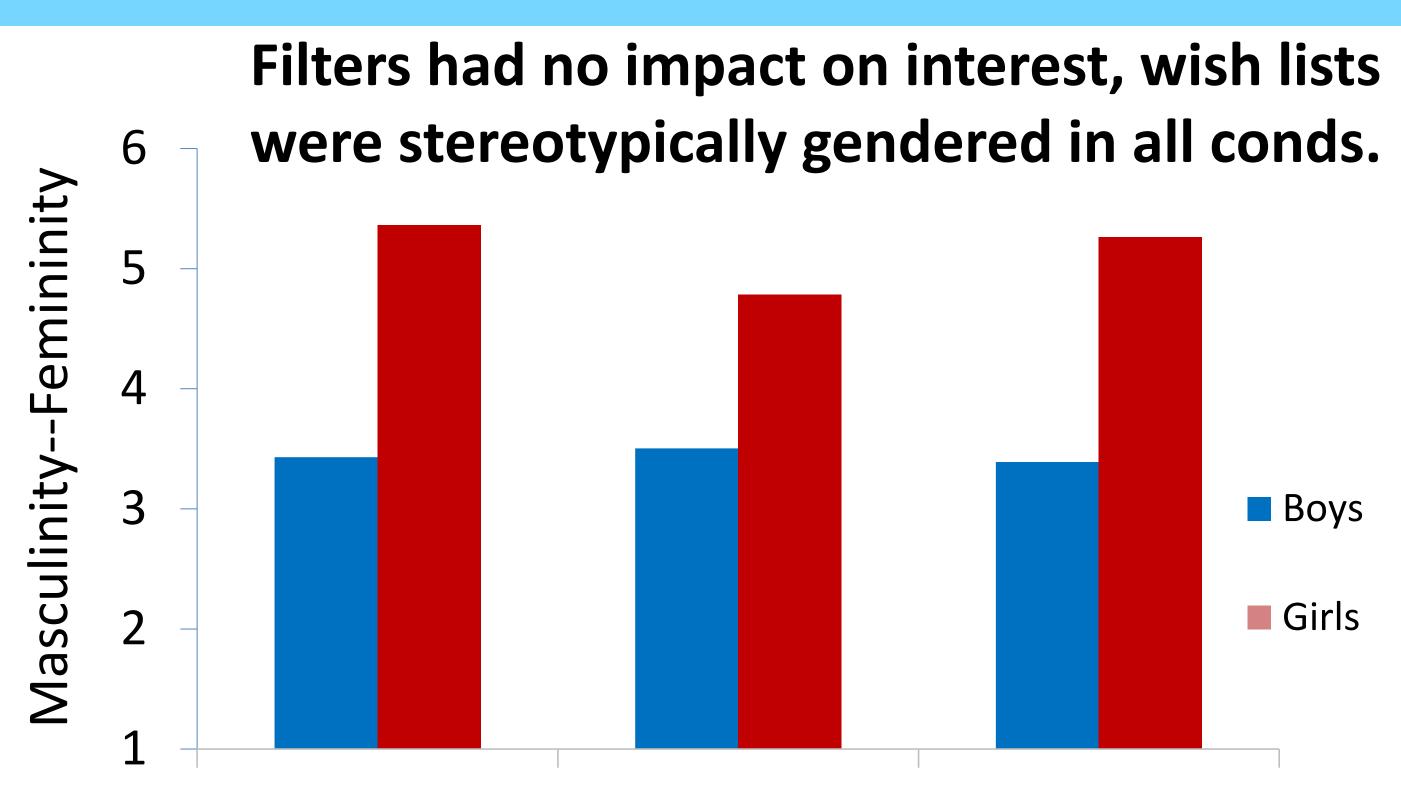
Toy Golf Set \$0.00



Hot Wheels Cars \$0.00



Pogostick \$0.00



Control

F(1, 91) = 10.02, p = .002

Preliminary Conclusions

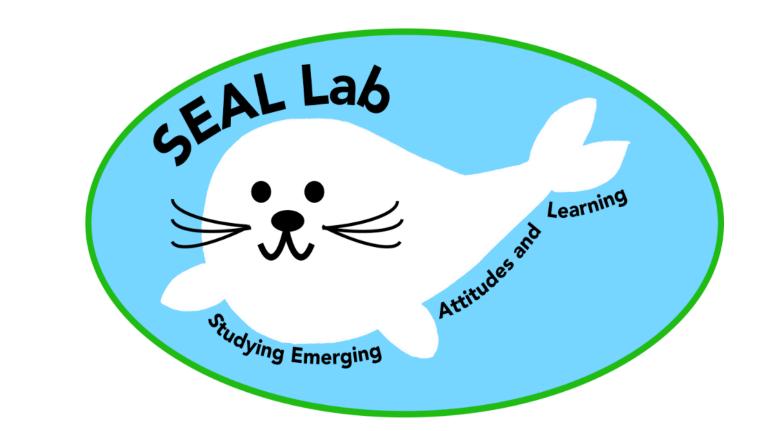
lessened with age for girls

Methodology Lessons Learned

Zoom was a valid method for performing remote data collection with child participants

Enhances accessibility for broader demographic of potential participant families

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Explicit Implicit Main effect of child gender: F(1,97) = 159.98, p < .001

• Older girls were less stereotyped than younger girls,

Children chose stereotypically gendered toys, regardless of toy store condition, though the effect

Low cost to implement compared to in-person

Permits future analysis of video recordings

Lower barrier to participation – less cost and time (e.g., transportation, sibling childcare, time off work) Larger, potentially more diverse participant pool without restriction on location or time zone