

HUMIE FOR EDUCATORS

Meet Humie! by ThinkHumanTV



Designed in collaboration with



Supported by funding from the



National
Science
Foundation

What is Humie?

Humie is an evidence-based application that allows kids 3-8 to improve their social and emotional skills while watching their favorite shows like *Bluey*, *Phineas and Ferb*, and *Sophia the First*.

Backed by The National Science Foundation, this groundbreaking app harnesses the emotions embedded in the storylines of popular TV to develop critical skills in a way that feels like a treat for young children. Shows kids love turn into interactive play-based emotion learning.



How does Humie work?

The Humie application works just like a streaming app – choose a show and episode, and press play! Humie’s integrated ‘emotion learning layer’ takes care of the rest.

As they watch, viewers are prompted to complete reflective, play-based activities that build skills like emotion labeling, perspective-taking and emotion management (watch [demo](#)).



Humie can be used in class as a group activity facilitated by the educator (the most popular method), or individually if desired. Humie's curriculum automatically progresses across shows and over time, starting off 'easy' and using learning science principles to deepen students' learning in a manner that feels organic and sustainable.

Viewers are accompanied by a fuzzy little orange creature named 'Humie'. Curious & TV-loving, Humie invites viewers to join him as he learns about the feelings they see together on screen.

Where does Humie come from?

While no one knows for sure which planet our little orange 'Humie' is from, the Humie application was developed by ThinkHumanTV, a team of Columbia University cognitive scientists and learning experts.

We built Humie in collaboration with children's media experts from Sesame Workshop and with funding from the National Science Foundation.

What Content Does Humie Offer?

Humie is proud to feature major children's titles including *Bluey*, *the Octonauts*, *Molly of Denali*, *The Magic School Bus*, *Clifford the Big Red Dog*, *Gabby's Doll House*, *Phineas and Ferb*, *Sofia the First*, and many more.

We regularly update our growing library. All media content is carefully curated by the ThinkHumanTV team, with input from educators, parents and kids! (See full title list in [Appendix A.](#))

What Makes Humie Special?

Meets Kids Where They Are

Humie uses high quality, popular shows kids love to make emotion learning genuinely and consistently engaging.

Practice-Focused

Like other skills, social-emotional skills require practice. Humie enables kids to actively and consistently practice key skills like perspective-taking and emotion labeling through a variety of play-based activities and in a wide range of emotional scenarios. (See full list of Humie activities in [Appendix B.](#))

Evidence-based

Humie was designed by Columbia cognitive scientists specializing in SEL based on decades of learning and emotion science research.

A recent study conducted with Sesame Workshop showed that kids who used Humie for 30 minutes a week:

- Improved their emotional vocabulary
- Showed better emotion regulation
- Had more discussions of emotions with adults

Standards-Aligned

The Humie learning program is designed to align with the CASEL social emotional learning framework, targeting foundational SEL skills like self-awareness, social awareness, and emotion management. (See standards alignment details in [Appendix C.](#))

Compatible with any existing SEL initiative

While Humie can be a standalone SEL solution, it can also complement existing school-based SEL initiatives. By leveraging beloved kids' media and facilitating the practice of key skills like emotion labeling, Humie can function as the 'active ingredient' of any school wellness program.



**Designed for
Whole Class Use**

ThinkHumanTV and Humie seek to keep screen time healthy and to minimize it when possible. So the Humie experience is designed not to require individual student devices. Educators can use the application with a smartboard or tablet for whole class engagement and discussion. (Individual student app use is also supported if desired.)

Flexible & Personalized

Humie is not a one-size-fits-all solution. Educators and learners have the choice of watching any of the content Humie offers in any order while seamlessly progressing through an underlying adaptive curriculum. This freedom of choice boosts learner interest and motivation.

**Effortless to
Get Started**

Humie is much like the streaming apps educators and kids already know – simply augmented with interactive learning activities.

Expanding Library

Humie is not static. New shows and activities are regularly added to the platform.

**Bridges the SEL Gap
Between
School and Home**

The Humie app is accessible to families at home, enabling kids to continue to watch with Humie and practice their emotional skills outside the classroom. With Humie's "Pay It Forward" subscription model, low income families get free access to the app.

**Does Not Rely on
Generative AI**

ThinkHumanTV has been deliberate in its approach to AI. We put children's safety first, and so far there is scant convincing research showing generative AI is safe for use with young children. Moreover, we focus on an inherently human domain – emotion learning. Thus, all our training content is prepared and reviewed by human beings.

**Humie is
Award-Winning**

ThinkHumanTV and Humie have gotten numerous awards, including winning the '25 Global Edtech Startup Award for the Self-Regulation Track, the '24 edtech Tools Competition by The



Learning Agency, receiving multiple National Science Foundation grants, and being named a 'Change 100' social impact startup of 2026 (See more [awards](#).)

How Else Does Humie Support Educators?

- Humie comes with a **comprehensive educator guide** that provides background information as well as helpful suggestions and activities for deepening students' emotional learning while using Humie
- Humie provides an **admin dashboard** enabling administrators and educators to view usage and other relevant metrics
- Humie includes a **FREE [online professional development course](#)** that enables educators to **earn up to 20 continuing education credits** as they build their emotional knowledge and skills while watching movies and shows like *Strange Things* and *Star Wars*!
- Humie offers **access to emotion science experts**: do you or your students have a question about emotions? Reach out! We're ready to provide answers and can even have an emotion science expert call in to your class!

ThinkHumanTV is Trusted By



**Department of
Education**



Haddonfield School District
Growing in Excellence

the
CrefeldSchool

Selected Awards and Honors



winner



winner



winner



winner



finalist



finalist



winner

Have additional questions?

Contact: ilya@thinkhuman.tv

You can also follow us on Instagram: [@humie.kids](https://www.instagram.com/humie.kids)

Appendix A. Humie Content.

Recommended Grades (Ratings)	Titles
PreK, K (TV-Y)	<i>Peppa Pig</i> <i>Curious George</i> <i>The Octonauts</i> <i>Clifford the Big Red Dog</i> <i>Caillou</i>
All Grades, PreK-2 (TV-Y, TV-G)	<i>Bluey</i> <i>The Magic School Bus</i> <i>Charlie and Lola</i> <i>Gabby's Dollhouse</i> <i>Big City Green</i> <i>The Paper Girls Show</i> <i>Molly of Denali</i> <i>Sofia the First</i> <i>Phineas and Ferb</i> <i>Vooks</i> <i>Project Olli</i>
1st, 2nd (TV-Y7)	<i>Gravity Falls</i> <i>Moon Girl and Devil Dinosaur,</i> <i>Miraculous: Tales Ladybug and Cat Noir</i> <i>Powerpuff Girls</i>

Appendix B. Humie's Integrated Emotion Learning Activities.

	Emotion Labeling	Emotion Label Alternatives	Assessing Emotion Intensity	Emotion Expression	Identifying Emotion Action Tendencies	Identifying Emotion Causes	Emotion Regulation Strategy Selection
PreK	Basic, Standard (Mult-Choice)	N/A	Standard (User choice / Scale)	Standard (Photo)	Standard (Mult-choice)	N/A	Standard (User choice)
K	Basic, Standard (Mult-Choice)	N/A	Standard (User choice / Scale)	Standard (Photo)	Standard (Mult-choice)	N/A	Standard (User choice)
1	Basic, Standard (Mult-Choice)	Standard (Mult-choice / Multi-select)	Standard (User choice / Scale)	Standard (Photo)	Standard (Mult-choice)	Advanced (Open response)	Standard (User choice)
2/3	Standard (Mult-Choice), Advanced (User Choice / Open response)	Standard (Mult-choice / Multi-select)	Standard (User choice / Scale)	Standard (Photo)	Standard (Mult-choice)	Advanced (Open response)	Standard (User choice), Advanced (Open response)

Appendix C. Humie Activities' Alignment with CASEL Competencies

		<i>Humie Activities</i>						
		Emotion Labeling	Emotion Label Alternatives	Assessing Emotion Intensity	Emotion Expression	Identifying Emotion Action Tendencies	Identifying Emotion Causes	Emotion Regulation Strategy Selection
<i>CASEL Target Skills</i>	Self-awareness (Emotional awareness)	✓	✓	✓	✓	✓	✓	
	Social awareness (empathy)	✓	✓	✓		✓	✓	
	Self-management	✓				✓		✓