Is There an App For That? Working With Young People in the Digital Age

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Media Ecology Then
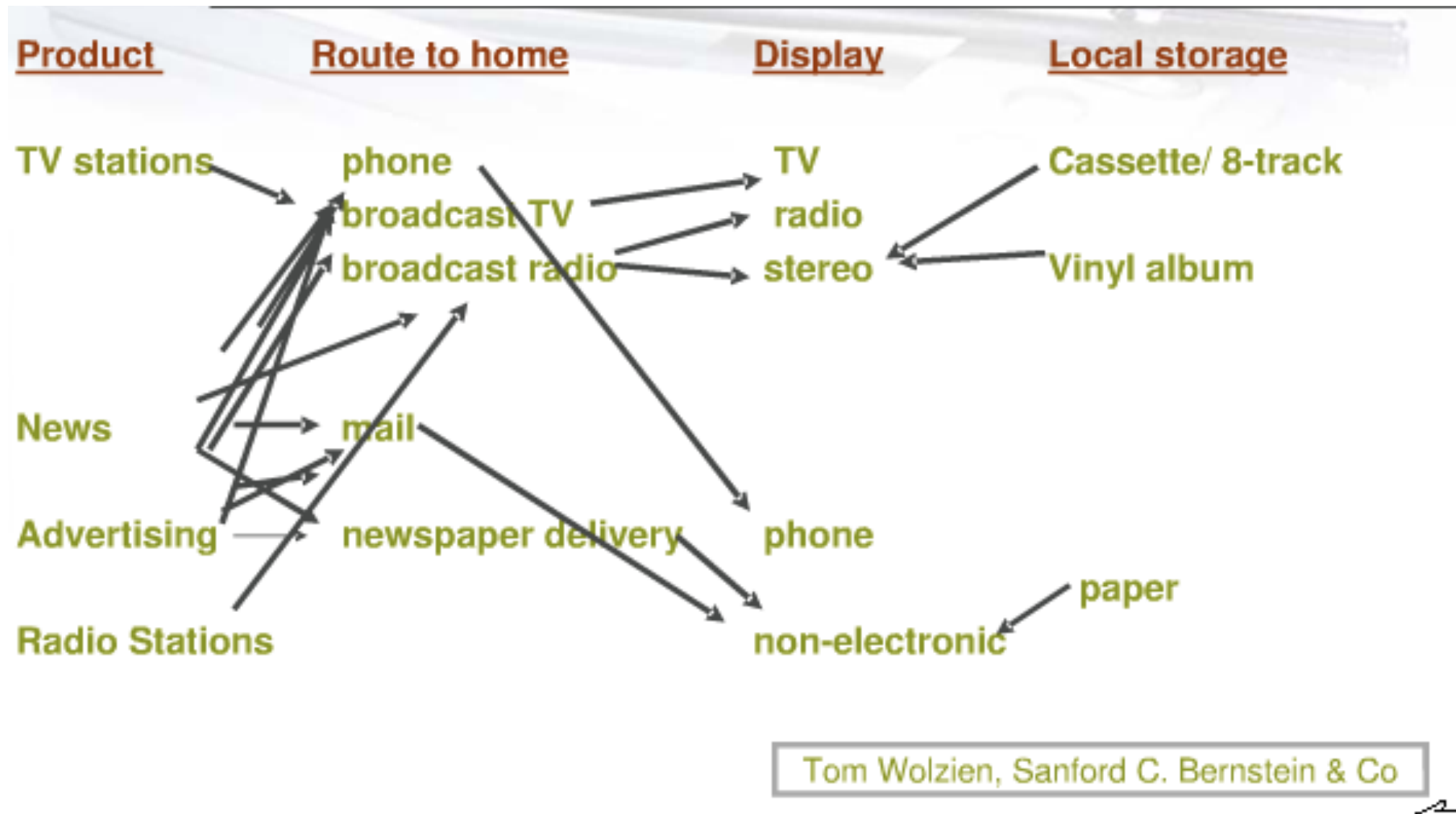
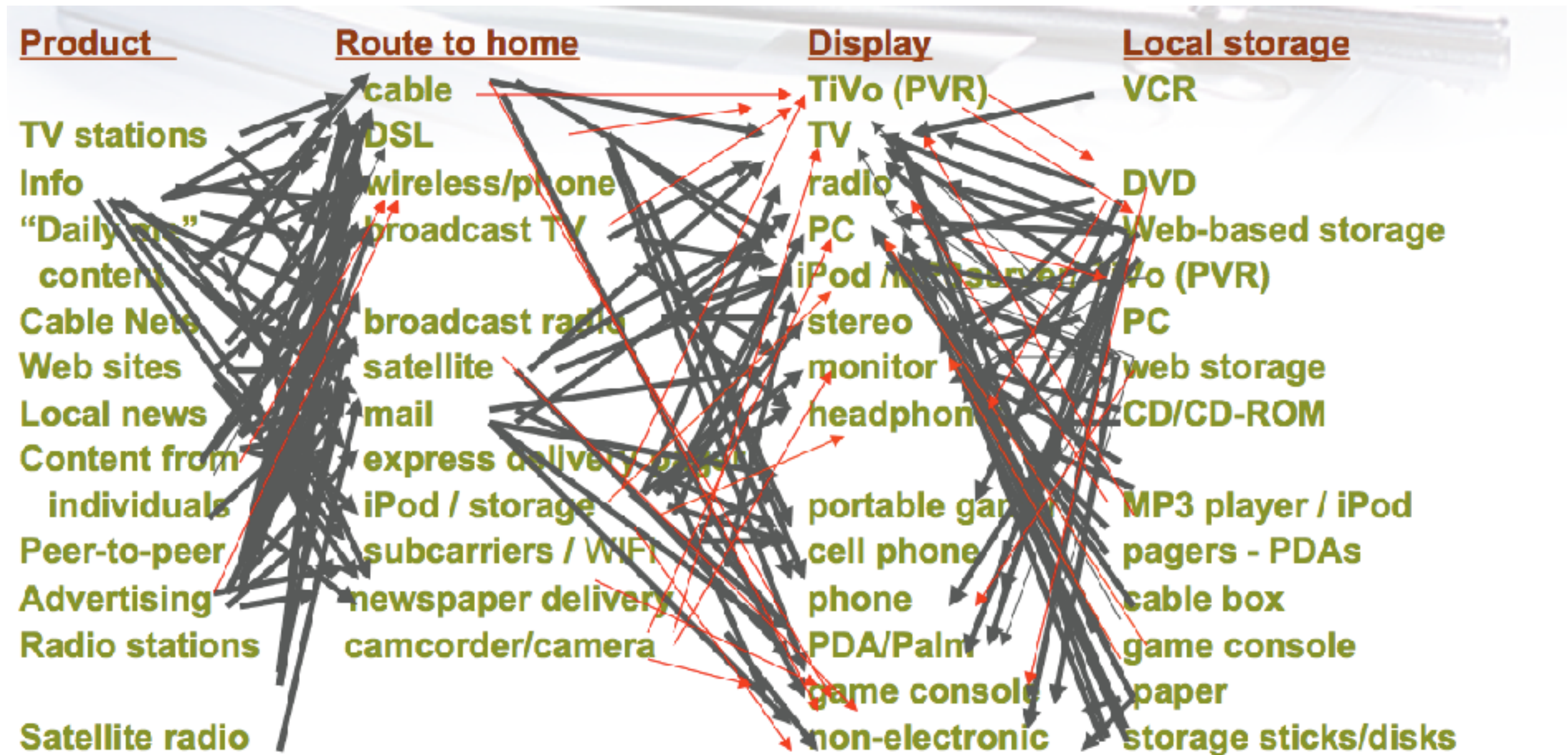| Product	Route to home	Display	Local storage
TV stations	phone	TV	Cassette/ 8-track
	broadcast TV	radio	
	broadcast radio	stereo	Vinyl album
News	mail		
Advertising	newspaper delivery	phone	
			paper
Radio Stations		non-electronic	

Tom Wolzien, Sanford C. Bernstein & Co

* Borrowed from Lee Rainie, Pew Internet and American Life, "The Rise of the Networked Individual

Media Ecology Now

| Product	Route to home	Display	Local storage
	cable	TiVo (PVR)	VCR
TV stations	DSL	TV	
Info	wireless/phone	radio	DVD
"Daily me"	broadcast TV	PC	Web-based storage
content		iPod / ... TiVo (PVR)	
Cable Nets	broadcast radio	stereo	PC
Web sites	satellite	monitor	web storage
Local news	mail	headphones	CD/CD-ROM
Content from	express delivery		
individuals	iPod / storage	portable game	MP3 player / iPod
Peer-to-peer	subcarriers / WIFI	cell phone	pagers - PDAs
Advertising	newspaper delivery	phone	cable box
Radio stations	camcorder/camera	PDA/Palm	game console
		game console	paper
Satellite radio		non-electronic	storage sticks/disks

Adapted from Tom Wolzien, Sanford C. Bernstein & Co

* Borrowed from Lee Rainie, Pew Internet and American Life, "The Rise of the Networked Individual

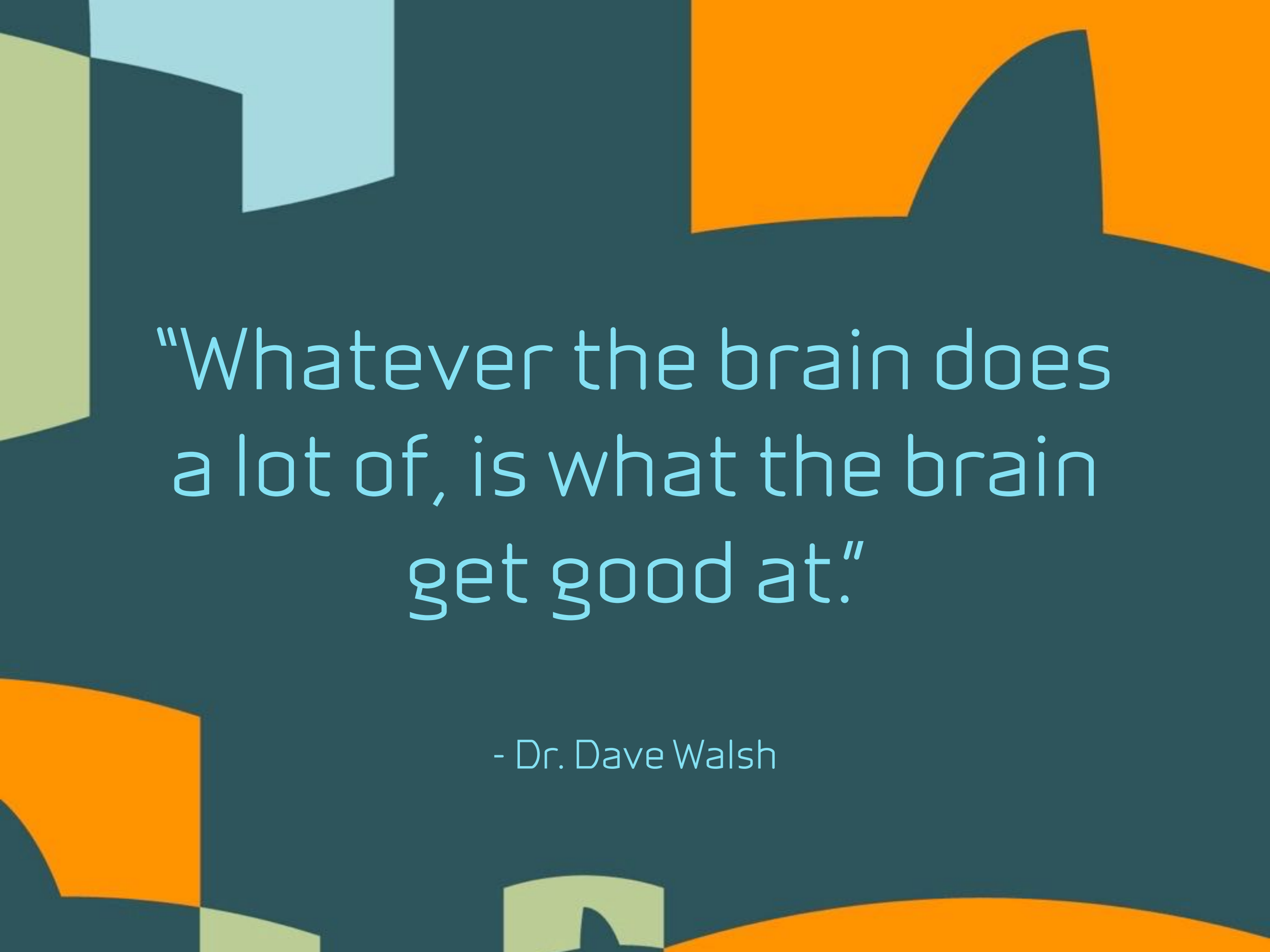Digital technologies are not inherently good or bad; they are powerful.
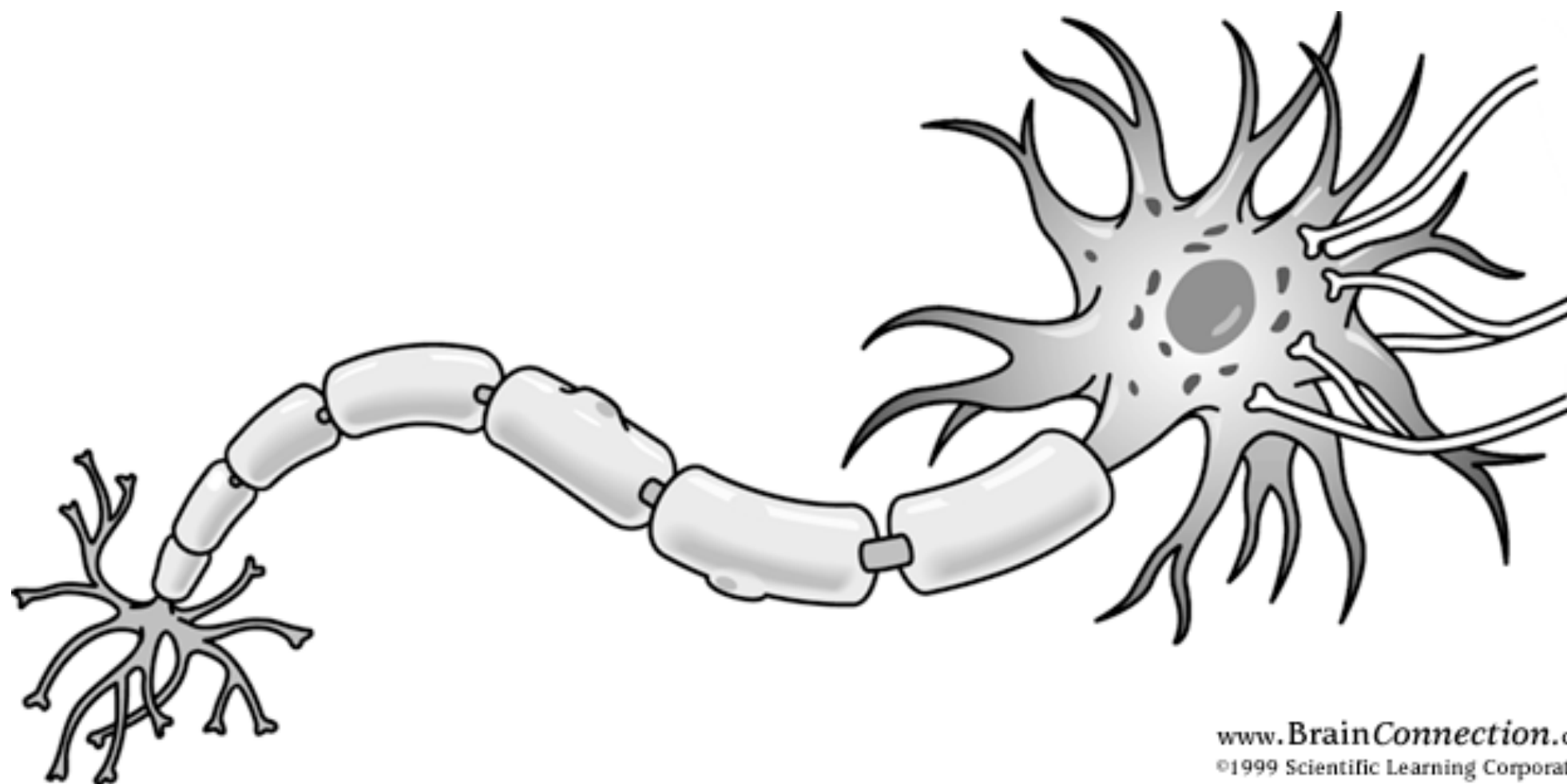
www.Brain*Connection*.com
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DR. DAVE MIND POSITIVE PARENTING

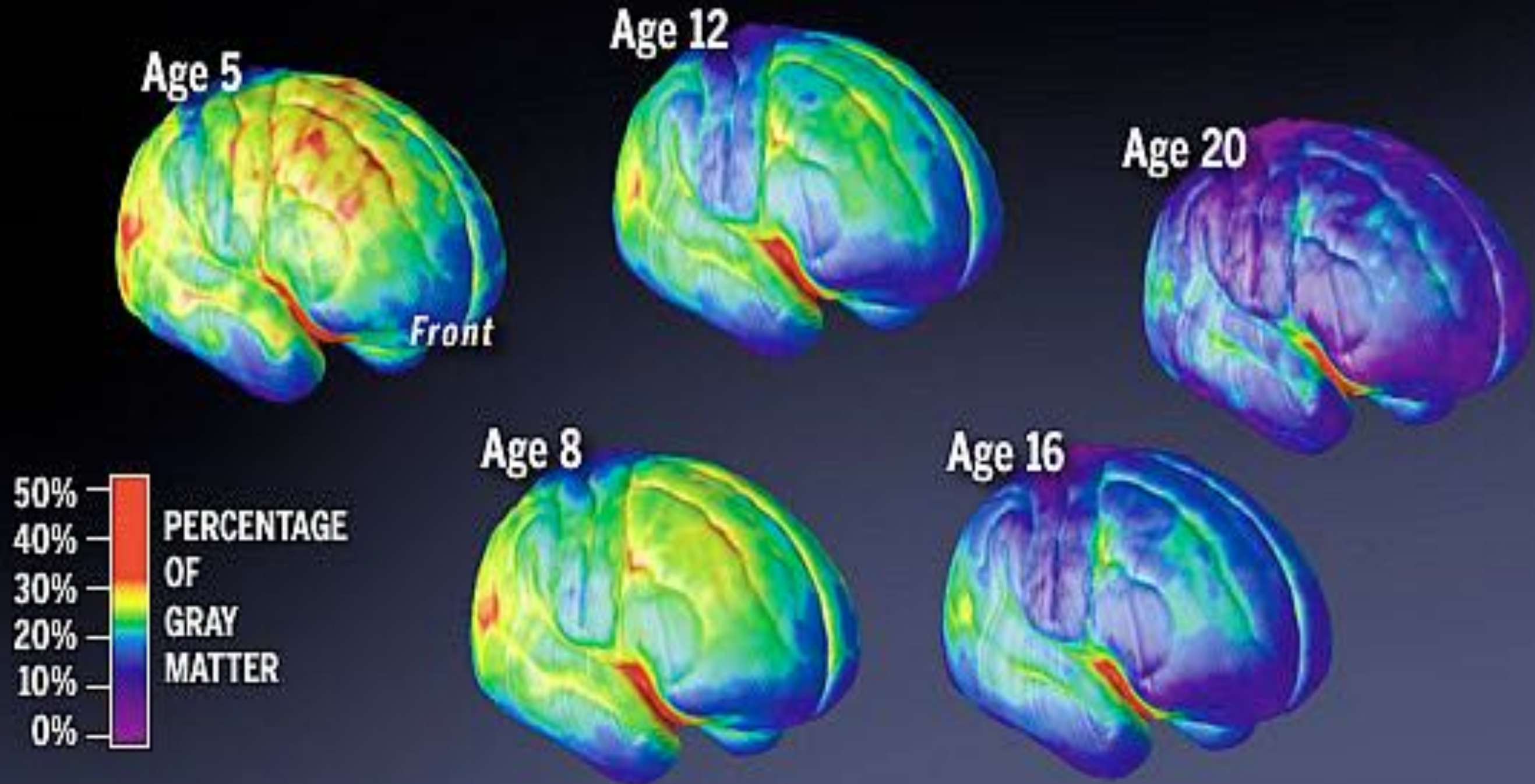"Whatever the brain does a lot of, is what the brain get good at."

- Dr. Dave Walsh

Time-Lapse Brain

■ Gray matter wanes as the brain matures. Here 15 years of brain development are compressed into five images, showing a shift from red (least mature) to blue.
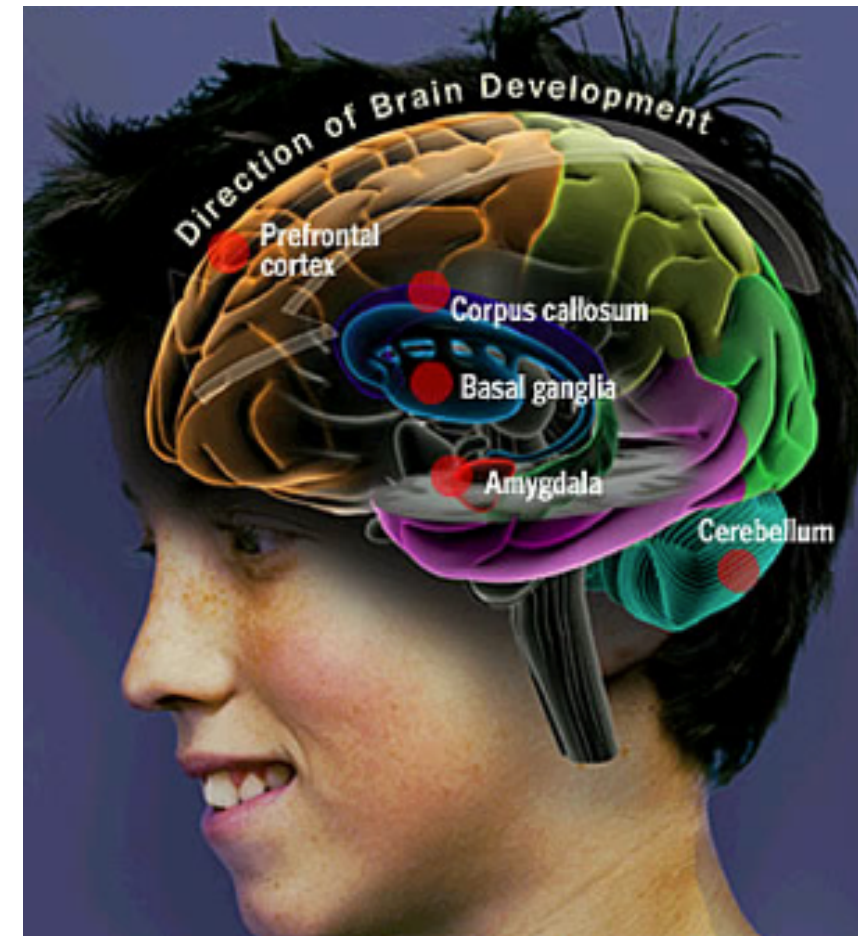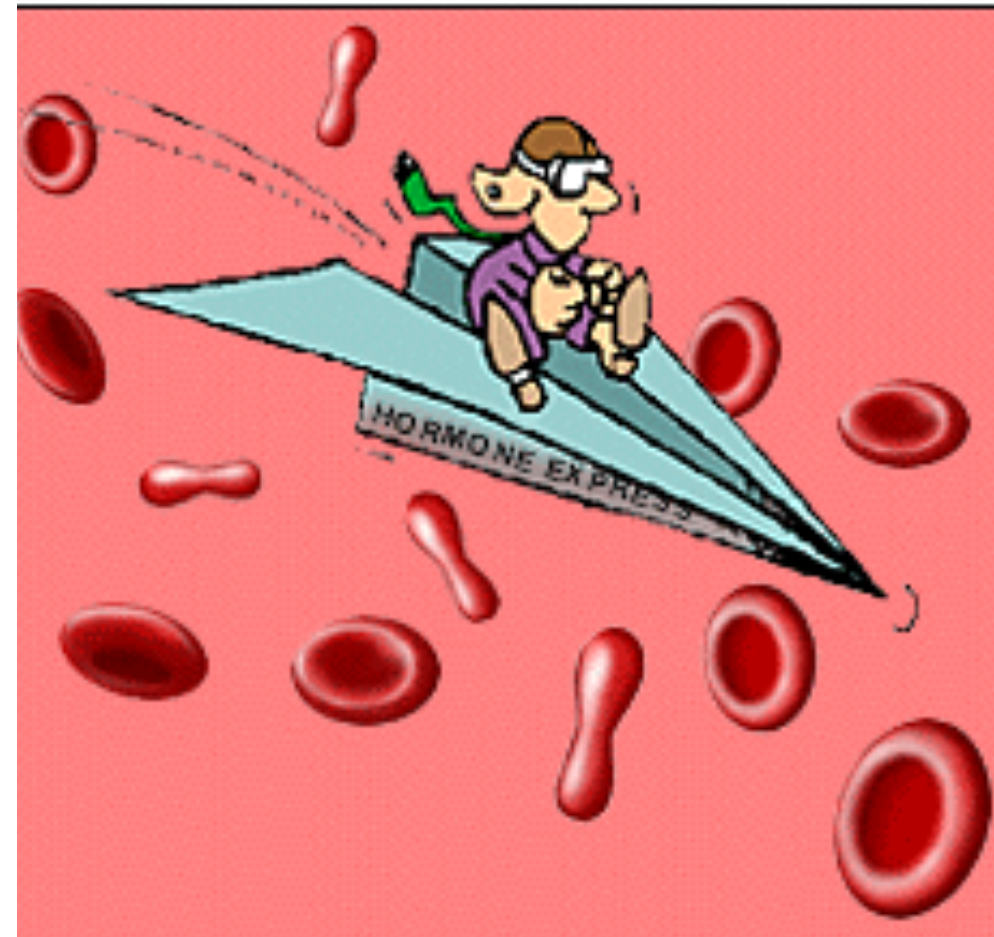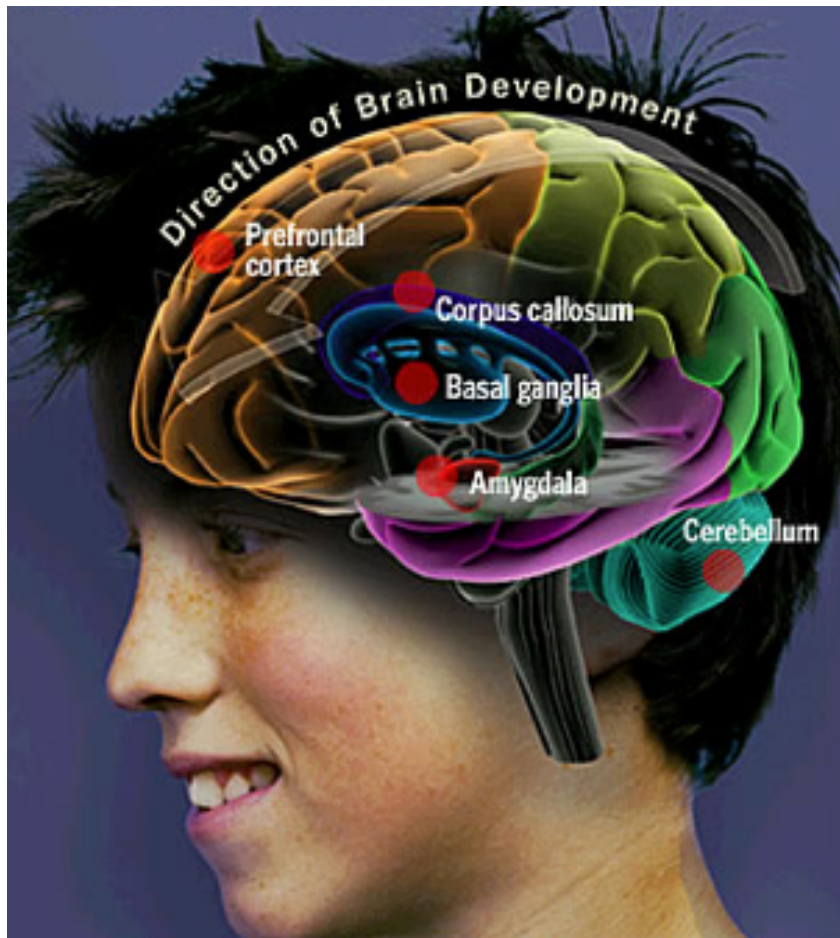

Age 5

Age 12

Age 20

Front

Age 8

Age 16

50%
40%
30%
20%
10%
0%

PERCENTAGE OF GRAY MATTER

When the PFC isn't fully wired

- Impulse control

- Risk taking / thrill seeking

- Disorganization/ Distracted

- Passion

- Enthusiasm

- Learning

Direction of Brain Development
- Prefrontal cortex
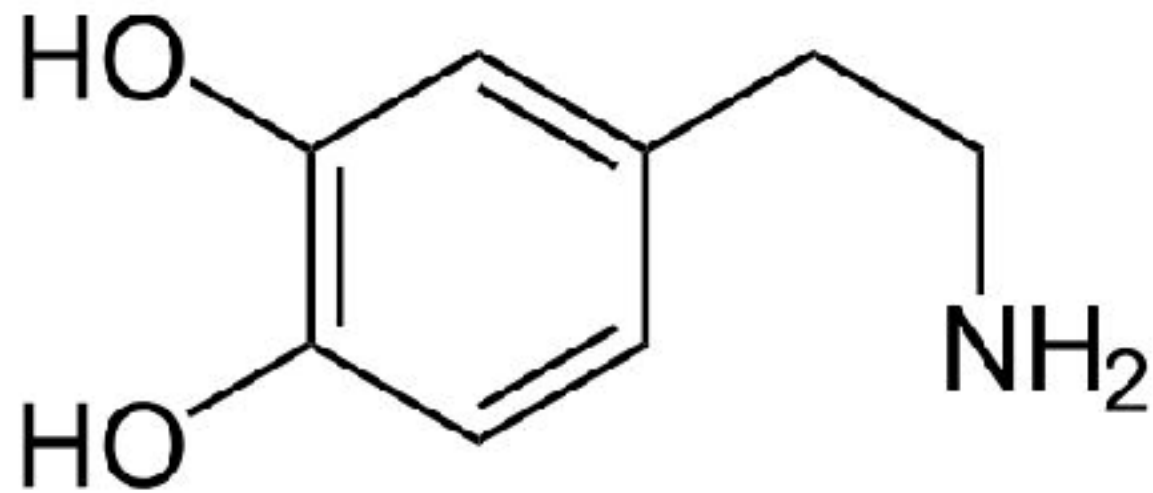- Corpus callosum
- Basal ganglia
- Amygdala
- Cerebellum

Acceleration Centers

Reward Drive:
Thrill Seeking and Exhilaration

Sources of Dopamine

- Drugs, alcohol, food, etc…

- Thrills and adventures

- Peers

- Technology

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53 hours

a week is the amount of time tweens and teens spend with media outside of school work.

(Common Sense Media, 2015)

4.5 hours

a day is the amount of time each day teens spend with their smartphones.

(Common Sense Media, 2015)

37%

of 2-4 year olds have TVs in their bedrooms.
(Common Sense Media, 2013)

Teens from lower income families spend an average of

2:45 MORE

With media per day than teens from higher-income families.

Common Sense Media, 2015

How do we respond?

"Young man, go to your room and stay there until your cerebral cortex matures."

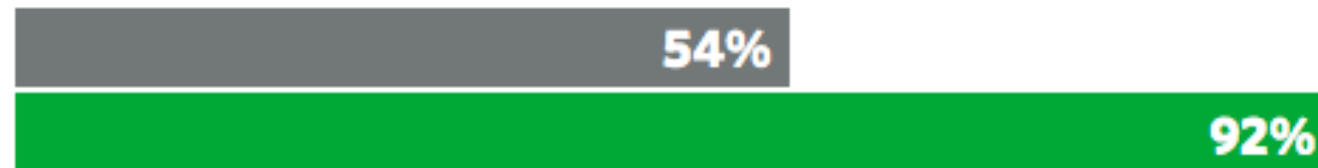Digital technologies are not inherently good or bad; they are powerful.

Digital Divide

Figure 8. Digital inequality: Ownership of devices, by family income

Laptop in home (teens)
Lower-income: 54%
Higher-income: 92%

Has own laptop (teens)
Lower-income: 25%
Higher-income: 62%

Has own smartphone (teens)
Lower-income: 51%
Higher-income: 78%

Tablet in home (tweens)
Lower-income: 71%
Higher-income: 89%

Legend:
Lower-income (<$35,000/year)
Higher-income ($100,000+/year)

Common Sense Media, 2015

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Opportunity Gap

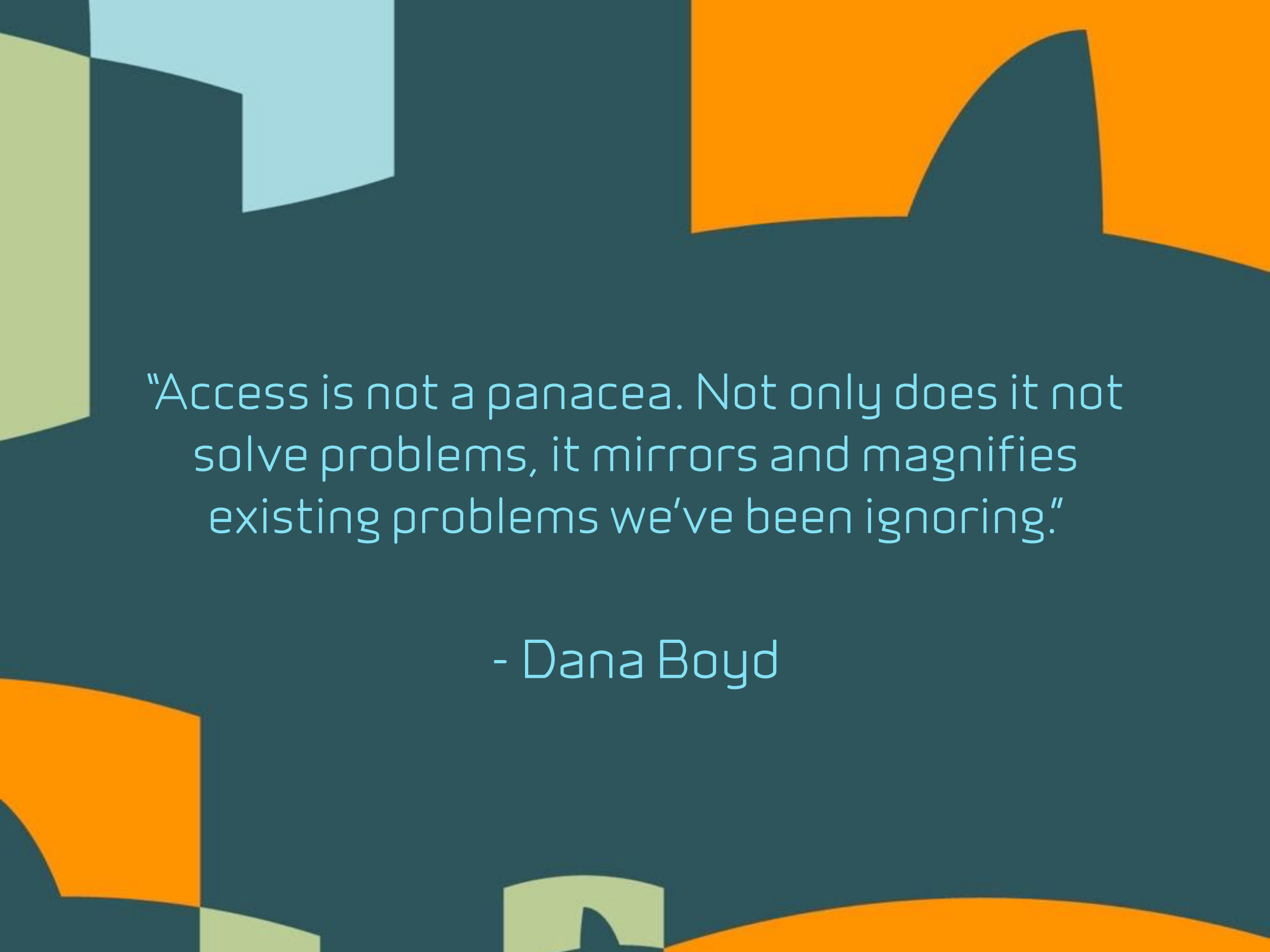DR. DAVE — MIND POSITIVE PARENTING

"Access is not a panacea. Not only does it not solve problems, it mirrors and magnifies existing problems we've been ignoring."

- Dana Boyd

What do we know? Youth need:

- **Spaces.** Beyond school and home.

- **Play and practice.** Hands on, minds on, feelings on.

- **Relationships.** There is no significant learning without a significant relationship.

Ingredient #1: SPACES

Young People Are Looking For Spaces That Are:

- Collaborative
- Experimental
- Social

- Participatory
- Safe
- Empowering

- Berkley's Digital Youth Project

YOUMedia
Learning Labs Network

- How are teens using your space now?

- What equipment or supplies are in high demand?
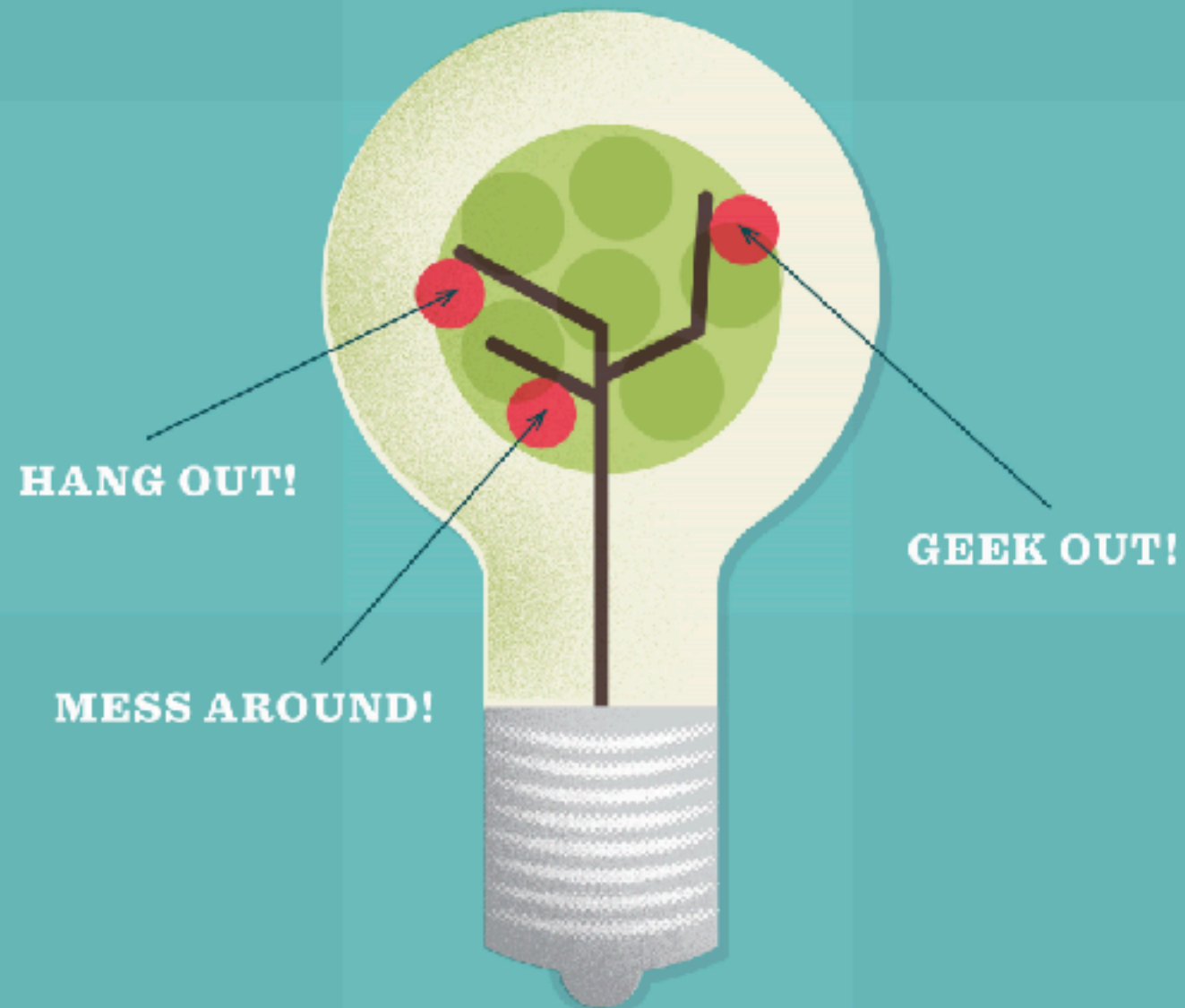
- How many teens come and how long do they stay?

Ingredient #2:
Play and Practice

Social media are spaces for:

- **Support** - especially for marginalized youth (Boyd, 2014)

- **Identity formation** (Boyd, 2014)

- **Advice** (Nielsen, 2009)

- **Learning and information** - especially health information. (Lenhart, 2010)

Closing the Opportunity Gap in Library Spaces

✦ **Hanging out is a magnet.** No pressure to participate. Open, welcoming, and relationship-based.

✦ **Opportunities to "mess around."** Opportunities for hands-on, interest-led exploration of STEAM tools. End product is not the goal.

createch

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Getting to Geeking Out

- Hiring visiting experts, artists and community members;

- Making available multiple points of access and ways to engage;

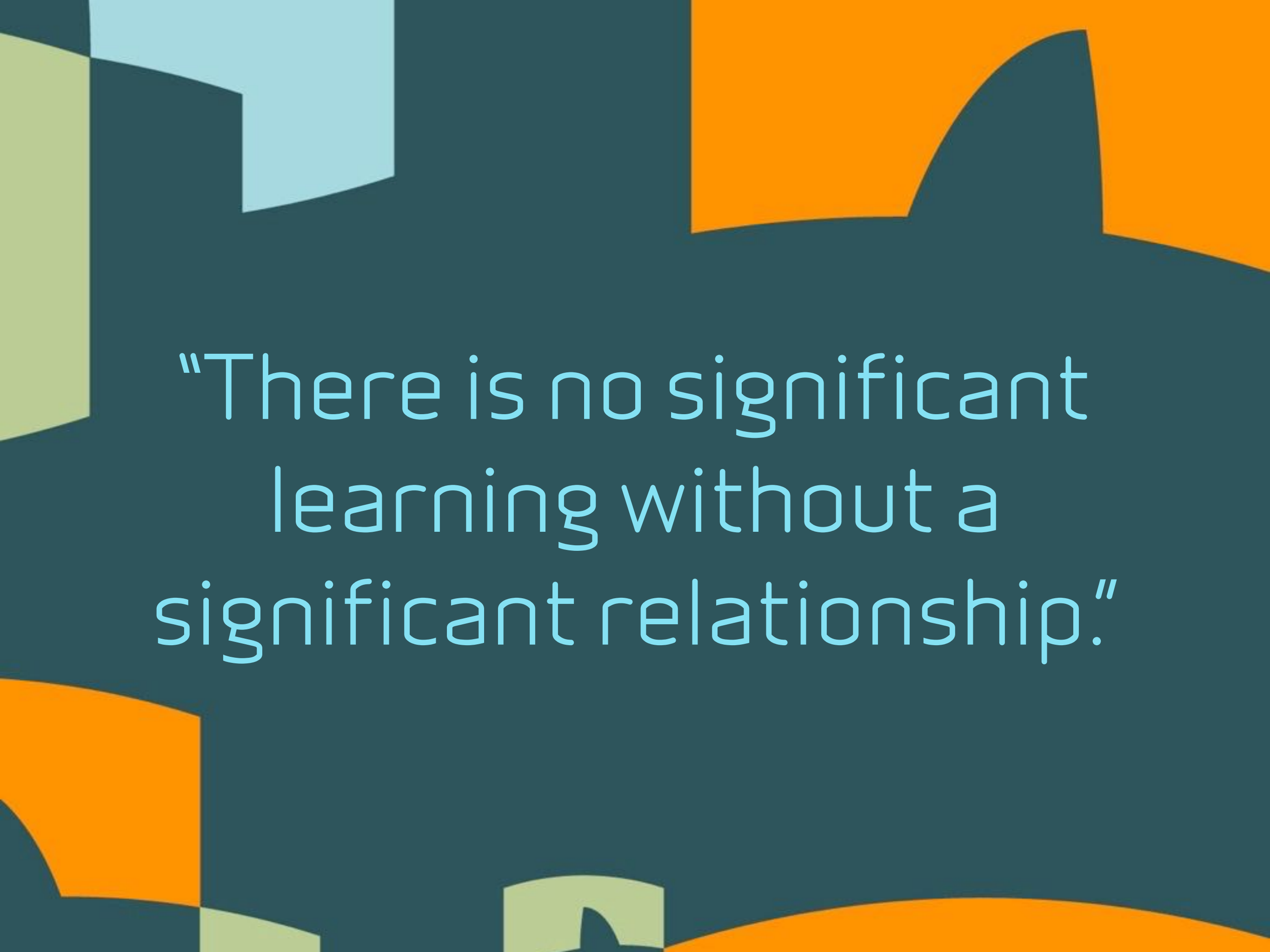- Focus on collaboration around completing a final project;

- Community partnerships.

- YOUmedia Learning Labs Network: http://postemergent.youmedia.org/framework/getting-to-geeking-out/

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Ingredient #3:
RELATIONSHIPS and
MENTORSHIP

"There is no significant learning without a significant relationship."
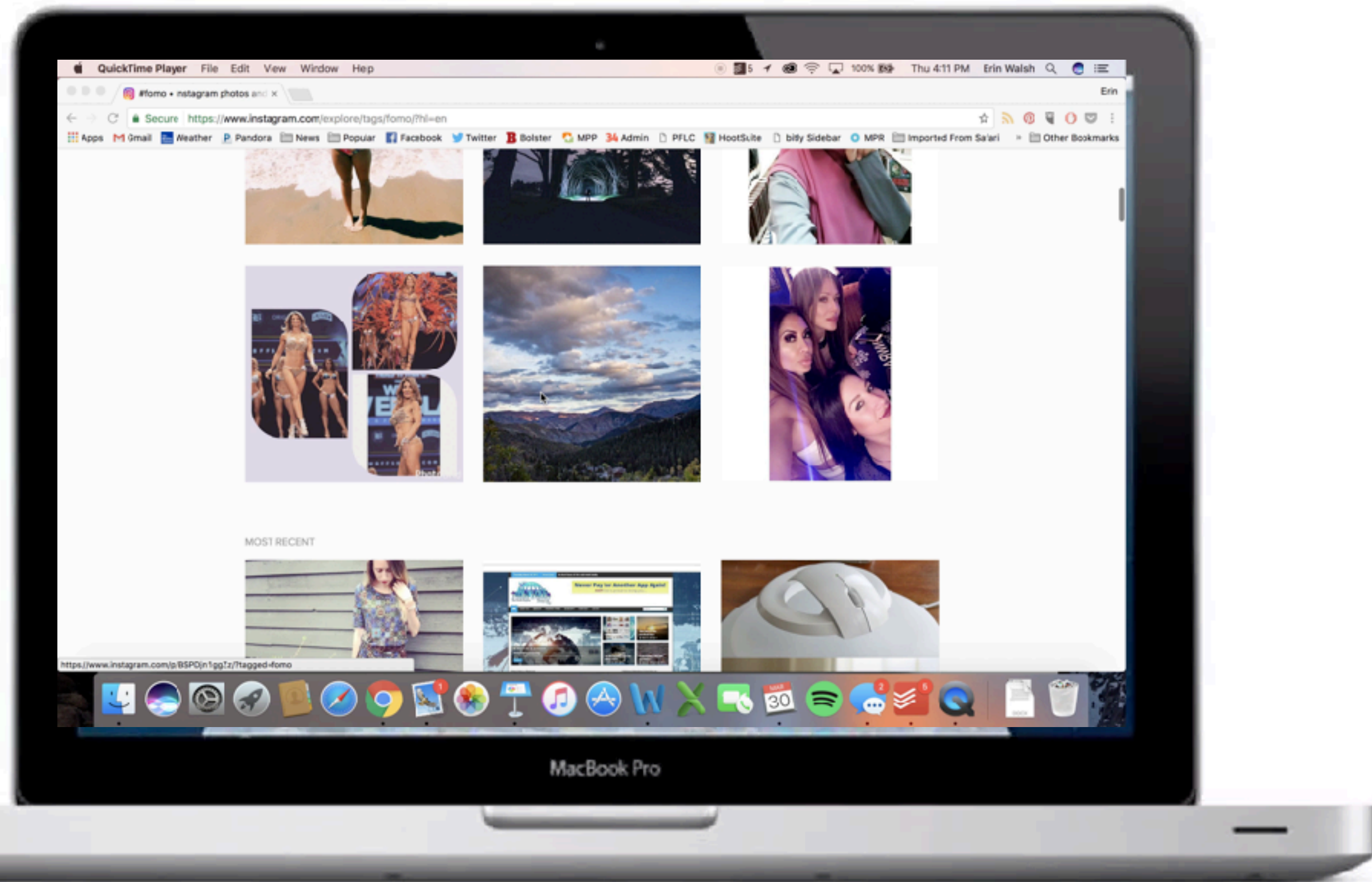
Extending Friendships

Source: Berkeley's Digital Youth Project

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VS.

Bessiere K, et al. (2010)

Carras et.al., 2017

- Clifford Nass, 2013

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Escape from the world?
OR
Bridges to the world?

Media Mentors

- Positive role modeling

- Talk often about content and appropriate use

- Help teens improve tech skills

- Research new programs and tools

- Connect through and with technology

- Alexandra Samuels

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Every generation of adults has to redefine what it means to engage young people.

Resources

+ Common Sense Media

+ YOUmedia

+ Connected Learning Alliance

+ Book: Becoming a Media Mentor: A Guide for Working with Children and Families by Claudia Haines, Cen Campbell, and ALSC

- Alexandra Samuels

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