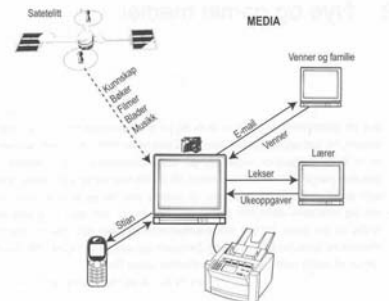


Cultures of use ICT in and out of school

OECD Expert meeting
Gender, ICT and Education

"My digital future"

(Boy, aged 12 in 2002)



A media generation: 4 - 15 years

- 1993: Observation and interview (*Sesam stasjon*)
- 1995: Observation, interview and 'cultural profile'
- 2000: Media-diary: uses and preferences
- 2002: "The media in my room when I turn 15" + focusgroups
- 2004: Survey and interview

Early adopters in 2000

- Access to computers in family room
- 4 % of free comments about ICT
- Boys:
 - 1 out of 3 comment on favourite Internet site
 - 2 out of 3 comment on favourite computer game
- Girls:
 - 1 out of 3 comment on Internet site and computer game

2000: Time spent at the computer

- Boys: 50 min a week
- Girls: 16 min a week

2002: Expectations for a digital future

- Boys:
 - increases in power and size
 - fascinated by the technology as such
- Girls:
 - emphasise aesthetics and social use

Use of computer

(N=228 out of 236)

	Boys	Girls	Total
Every day	85	73	158 (67%)
2-3 t/week	19	20	39 (16%)
Now and then	8	20	28 (12%)
Never	0	3	3 (1%)
Sum	112	116	

What do you mainly use the computer for? (per cent)

	Boys	Girls	Total
Games	44	12	29
Surfing, info	23	23	23
Chat and e-mail	26	55	40
Text and image	7	9	8

Other, boys: Watch film, listen to music, buy, edit, programming, hacking, write and mix music

Other, girls: Listen to music, watch film, make film

Computer games – favourites at 15

	girls	boys
Counterstrike	2	47
Sims	34	2
Championship Manager		17
Call of duty	1	8
Non-players	38	8

ICT in school in 2002 (7th grade)

- Variations in equipment
- Restricted access in separate room
- Primarily for reading and writing
- Restrictions on use:
 - no downloads
 - regulated use of e-mail and chat

ICT in school 2004/05 (10th grade)

- Improved equipment
- Internet access
- School work on home computer
- Ambivalent attitudes
 - concern about propaganda
 - concern about copying

Gap between school culture and peer culture

- Receptive use in school
- Productive use in peer culture
 - building hardware
 - download image, music, film
 - user generated content
 - develop social relations



Boys and computer culture

- Broad range of interests for computer games
- Shared learning
 - computer parties
 - linking for games
 - playing online
- Reading as a solitary activity



Girls and book culture

- Broad range of reading interests across genres
- Enjoys discussing books in school and home setting
- Careful not to brag about computer skills



Gender and identity

- Girls' culture integrate media consumption in school culture
- Boys enter into a separate media/computer culture independent of school values



Summing up

- ICT in school dependent on engaged teachers and equipment
- ICT in peer culture may offer greater challenges for problemsolving and learning
- ICT connected to identity formation as boys and girls
- The most certain feature of modern media culture is change