HOW CHILDREN GROW UP IN A DIGITAL ENVIRONMENT

SOME OBSERVATIONS AND REFLECTIONS

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APPROACH

• Observations and reflections from past decade of YaM research (mostly focused on youth ages 12-18)
• Stage-setter for other sessions (no numbers on time online, access, etc.)
• Issue spotter, covering both risks and opportunities
• Focus on the Global North / developed countries
• (For the purpose of this talk) less focus on underserved and underresourced communities
I. Ecosystem developments
   1. Technology
   2. Markets
   3. Social norms / awareness
   4. Law and policy

II. Deep-dive in three areas of youth life
   1. Identity and expression
   2. Privacy and safety
   3. Learning and literacies

III. Considerations for the future
   1. Evidence-base and interpretation of evidence
   2. Stakeholders and responsibilities
   3. Rights framework and participatory approaches
I. ECOSYSTEM DEVELOPMENTS.
Platform Diversification

1. Individual / peer group(s)
2. Audiences
3. Features / affordances
4. Context
5. Perceived intimacy/privacy
(A) A desire to reduce screen time.

(B) More devices that engage with you through voice.

(C) More devices that can see / recognize you.

(D) Pragmatism / ease of use.
MARKETS

www.nicekicks.com/tag/nike-air-yeezy-2/

ECHO LOOK
AWARENESS + BRIDGING
(SOME) GAPS
Working Party on Security and Privacy in the Digital Economy

DRAFT OVERVIEW OF RECENT DEVELOPMENTS IN LEGAL FRAMEWORKS AND POLICIES FOR THE PROTECTION OF CHILDREN ONLINE

[Subtitle]

13-14 November 2018

The purpose of this draft paper is to inform the review of the 2012 Recommendation on the Protection of Children Online. It was drafted by Lisa Robinson, Consultant to the OECD, and Eleftra Roushi, OECD Secretariat. The paper will be revised based on feedback from countries and discussions at the Zurich Workshop on the “Protection of Children in a Connected World” to be held in Zurich on 13-16 October 2018. The final report will be submitted for comment by written procedure to delegates of the Working Party on Security and Privacy in the Digital Economy and submitted for declassification to the Committee on Digital Economy Policy.

This project is a contribution to Item 1.3.1.1.3 of the CDEP’s 2017-18 PWB

Digital Policy Playbook 2017
Approaches to National Digital Governance
INTERSECTIONALITY
DEEP-DIVE IN THREE AREAS OF YOUTH LIFE.
MULTIPLICATION WITHIN ONE PLATFORM

RINSTA

FINSTA

3RD INSTA
IDENTITY
AND
EXPRESSION
Diversity and inclusion demographic categories of interest include: ethnicity, race, gender, gender and sexual identity, religion, national origin, location, age, and educational (skill level) and/or socioeconomic status.
FACTS:
Also Known As: EthanGamerTV
Famous As: Gaming YouTuber
Nationality: U.K.
Birth Date: July 9, 2006
Age: 11 Years

FACTS:
Also Known As: FARSATTACK
Famous As: Gaming YouTuber
Nationality: Switzerland
Age: 18 Years

FACTS:
Also Known As: Tolly Dolly Posh
Famous As: Blogger
Nationality: U.K.
Age: 17 Years
PRIVACY
AND
SAFETY
New, more fluid and “networked” understanding of privacy.

Leveraging (AI) technology to filter out “clear cut” cases; Redirecting human attention to “borderline” cases.

• Research on technology and well-being is challenging (e.g. often based on self-report and self-assessment, we still debate over definitions, difficult to establish causality)
• Social norms and pressure.
• For youth that are not well, social media likely plays a heightening role / lows are lower and highs are higher (Rideout & Fox, 2018).
• Youth less likely to talk to adults when something happened online that bothered them (EU Kids Online, country comparison)
LEARNING AND LITERACIES
Mapping – done by Youth and Media -- of Digital Citizenship frameworks around the globe.

Over 100 cc licensed tools created by Youth and Media (and partners): https://dlrp.berkman.harvard.edu

Forthcoming Youth and Media report.
“Flop” accounts — pages that are collectively managed by several youth, many of them devoted to discussions of challenging topics (e.g. race and immigration, gun control, abortion, President Donald Trump, LGBTQ issues, YouTubers, breaking news, viral memes.)

Did Media Literacy Backfire?
III. CONSIDERATIONS FOR THE FUTURE
EVIDENCE + CONCEPTS
STAKEHOLDERS + SPHERES

- Youth
- Friends and Family
- Teachers, Coaches, and Mentors
- (Tech) Companies
- Law and Policy Makers
RIGHTS + PARTICIPATION