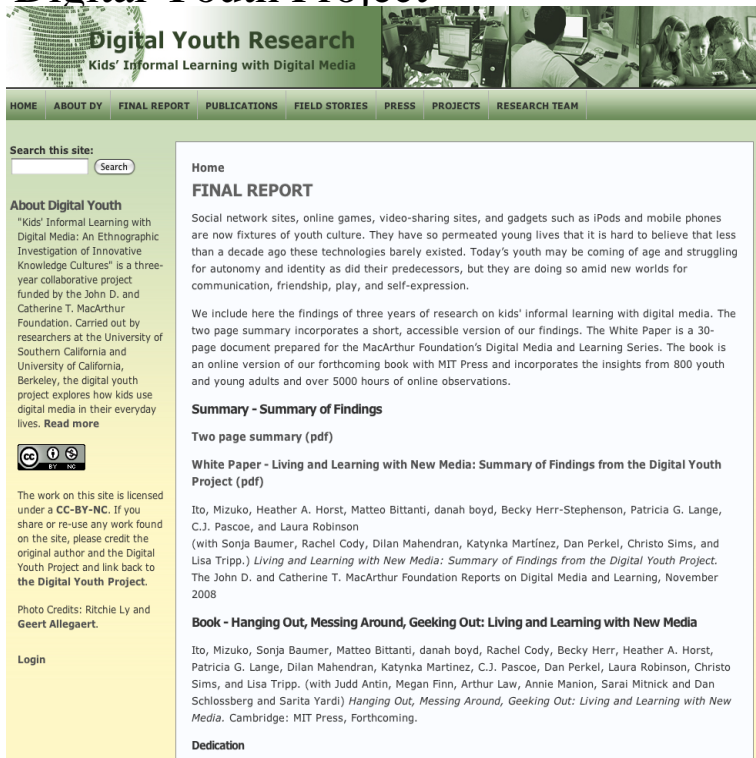


Living And Learning With New Media: Summary Of Findings From The Digital Youth Project




The screenshot shows the website for Digital Youth Research, titled "Kids' Informal Learning with Digital Media". The navigation menu includes Home, About DY, Final Report, Publications, Field Stories, Press, Projects, and Research Team. The main content area is titled "Home" and "FINAL REPORT". It features a search bar, a "About Digital Youth" section, a Creative Commons license, and a "Dedication" section.

Home
FINAL REPORT

Search this site:

About Digital Youth
"Kids' Informal Learning with Digital Media: An Ethnographic Investigation of Innovative Knowledge Cultures" is a three-year collaborative project funded by the John D. and Catherine T. MacArthur Foundation. Carried out by researchers at the University of Southern California and University of California, Berkeley, the digital youth project explores how kids use digital media in their everyday lives. [Read more](#)



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Home
FINAL REPORT

Social network sites, online games, video-sharing sites, and gadgets such as iPods and mobile phones are now fixtures of youth culture. They have so permeated young lives that it is hard to believe that less than a decade ago these technologies barely existed. Today's youth may be coming of age and struggling for autonomy and identity as did their predecessors, but they are doing so amid new worlds for communication, friendship, play, and self-expression.

We include here the findings of three years of research on kids' informal learning with digital media. The two page summary incorporates a short, accessible version of our findings. The White Paper is a 30-page document prepared for the MacArthur Foundation's Digital Media and Learning Series. The book is an online version of our forthcoming book with MIT Press and incorporates the insights from 800 youth and young adults and over 5000 hours of online observations.

Summary - Summary of Findings

Two page summary (pdf)

White Paper - Living and Learning with New Media: Summary of Findings from the Digital Youth Project (pdf)

Ito, Mizuko, Heather A. Horst, Matteo Bittanti, danah boyd, Becky Herr-Stephenson, Patricia G. Lange, C.J. Pascoe, and Laura Robinson (with Sonja Baumer, Rachel Cody, Dilan Mahendran, Katynka Martínez, Dan Perkel, Christo Sims, and Lisa Tripp.) *Living and Learning with New Media: Summary of Findings from the Digital Youth Project*. The John D. and Catherine T. MacArthur Foundation Reports on Digital Media and Learning, November 2008

Book - Hanging Out, Messing Around, Geeking Out: Living and Learning with New Media

Ito, Mizuko, Sonja Baumer, Matteo Bittanti, danah boyd, Rachel Cody, Becky Herr, Heather A. Horst, Patricia G. Lange, Dilan Mahendran, Katynka Martínez, C.J. Pascoe, Dan Perkel, Laura Robinson, Christo Sims, and Lisa Tripp. (with Judd Antin, Megan Finn, Arthur Law, Annie Manion, Sarai Mitnick and Dan Schlossberg and Sarita Yardi) *Hanging Out, Messing Around, Geeking Out: Living and Learning with New Media*. Cambridge: MIT Press, Forthcoming.

Dedication

Living and Learning with New Media: Summary of Findings from the. Digital Youth Project. Mizuko Ito, Heather Horst. Matteo Bittanti, danah boyd. Research Summary. Over three years They found that social network and video-sharing sites, Major Findings. YOUTH jority of youth use new media to hang out and extend the digital world lowers barriers to self-directed learning. Summary of Findings from the Digital Youth Project into how young people are living and learning with new media in varied settings at home, in after school. Living and Learning with New Media: Summary of Findings from the Digital Youth Project. Date: November Summary: This white paper summarizes the. Living and Learning with New Media: Summary of Findings from the Digital Youth It represents a condensed version of a longer treatment of the project findings. How are new media being integrated into youth practices and agendas?. Living and learning with new media: summary of findings from the Digital Youth Project (white paper). 25 Nov Mizuko Ito Digital Youth Project. Living and learning with new media: summary of findings from the Digital Youth Project It represents a condensed version of a longer treatment of the project findings. i The study was motivated by two primary research questions: How are new media being integrated into youth practices and agendas?. Editorial Reviews. About the Author. Mizuko Ito is a cultural anthropologist who studies new Living and Learning with New Media: Summary of Findings from the Digital Youth Project (The John D. and Catherine T. MacArthur Foundation Reports on Nurturing Different Dreams: Youth Ministry across Lines of Difference. Living and Learning with New Media: Summary of Findings from the Digital Youth Project. BY: Mizuko Ito, Heather Horst, Matteo Bittanti, danah boyd, Becky. Living and Learning with New Media: Summary of Findings from the Digital Youth Project (The John D. and Catherine T. MacArthur Foundation Series on Digital. brisca-nl.com: Living and Learning with New Media: Summary of Findings from the Digital Youth Project (The John D. and Catherine T. MacArthur Foundation. Get this from a library! Living and learning with new media: summary of findings from the digital youth project. [Mizuko Ito; brisca-nl.com (Firm);]. White Paper summarizing the results of the Digital Youth Project and book, Hanging Out, Messing Around and Geeking Out. By Mizuko Ito. Read Living and Learning with New Media: Summary of Findings from the Digital Youth Project by Mizuko Ito, Heather Horst, Matteo Bittanti, danah boyd, Becky. Living and learning with new media: Summary of findings from the Digital Youth Project. M Ito, HA Horst, M Bittanti, BH Stephenson, PG Lange, CJ Pascoe. Price, review and buy Living and Learning with New Media: Summary of Findings from the Digital Youth Project (The John D. and Catherine T. MacArthur. Social network sites, online games, video-sharing sites, and gadgets such as Today's youth may be coming of age and struggling for autonomy and Living and Learning with New Media: Summary of Findings from the Digital Youth Project.

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