

ICT and transformations of leisure

DigiGen Policy Forum

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22/06/2021



Basic research question

How are everyday practices linked to leisure time transformed through ICT use?



Aims and objectives of our research

The aim is to understand the interplay between leisure and socialisation, as they manifest through ICT use in everyday life. The main objectives of our research are:

- To examine how everyday practices linked to the leisure time of children and young people are transformed through ICT use.
- To develop comprehensive tools to understand the fusion of digital and material spaces in everyday interactions of children and young people.
- To explore potential alternatives to meaningful ICT use that enhance social interactions and social skills acquisition among children and young people.
- To provide insights based on research findings and assessments for improved intergenerational communication, i.e. between children and parents, children and teachers on the risks and benefits of ICT.

Methods

The issue of leisure, because of its breadth and relative vagueness, cannot be approached only through traditional - quantitative and qualitative - research methods



Implementing a multimodal approach

Multimodality is an inter-disciplinary approach that understands communication and representation to be more than about language.

In practical terms:

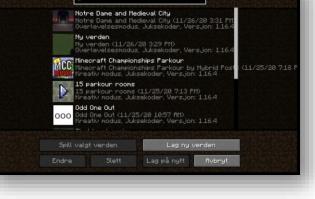
- Interviews
- Communication diaries (smartphone app)
- Video game participant observation
- Secondary analysis of statistical data

Challenges

Doing research in a (sur)real world!

Covid-19

- Game observation no access to homes
 - Solution: Observation has to be done remotely through Discord
- Interviews:
 - No access to homes
 - Solution: Remotely through Zoom
 - Avoiding a too pandemic-centred focus
 - Solution: focus on looking beyond just the "now"

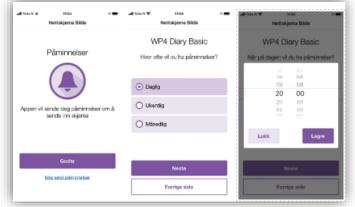


Vela verder



Avoiding paternalism

- Challenge: How to treat children as actors and co-researchers, without imposing notions of 'meaningful ICT use', dictating forms of well-being and labelling risky behaviours or vulnerable situations?
 - Solution: Exploratory approach through «Nettskjema bilde»
 - children as co-researchers on their own terms, and data gathered and controlled through the children's eyes (or the lens of their phone) with a few thematic guidelines.







Combining different types of data from different socio-cultural settings

childs' needs

digital leisure practices hyper-textuality convience leisure time online dangers digital leisure activities family interractions parental attitudes perceived family functioning online communication anonymity pees relationships negative experiences safe online surfind connectivity mobile phones digital domain parents attitude: online solicitation positive aspects seting well-being social influences online safety online gaming parental monitoring traditional bullying happiness digital practices loneliness relationships social resources skill building media devices digital media Transformations social media positive experiences mobile technologies social inclusion social development digital devide internet use parental control measures reconceptualisation parents' digital capital negative aspects interactivity anxiousness internet usage monitoring of children digital leisure overall regulation mental health online experience leisure opportunities consoles digital activity digital literacy skills cyberbullying apps

- Challenge: Creating cross-cultural standards for comparisons
 - Solution: Structured tools and pre-defined categories and feedback through piloting as well as consulting the children.
- Challenge: How to deal/evaluate overlapping information, e.g., data collected through interviews, communication diaries, online game research?
 - Solution: Knowledge Graph Notes (KG-Notes) offers analysis and organisation of data based on the development of an ontology design for DigiGen

Open questions so far...

What kind of new knowledge can be theoretically relevant and insightful, without just adding to the dominant use-centred approaches?



How to avoid technological determinism and bridge technical and social configurations without over/underestimating one or another?

How to build upon a reflection that understands digital and non digital as one common *space*, without just transposing to the digital sphere perceptions on processes and relations, i.e., construction of identities, inequalities in access and resources, hierarchisations etc.?

What kind of recommendations/interventions/good practices can bridge the gap between parents and children regarding the perception of safe and meaningful leisure?





This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 870548. The content of this presentation are the sole responsibility of the author(s) and do not necessarily reflect the views of the European Commission.

