



# ICT and transformations of leisure

DigiGen Policy Forum

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# 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!



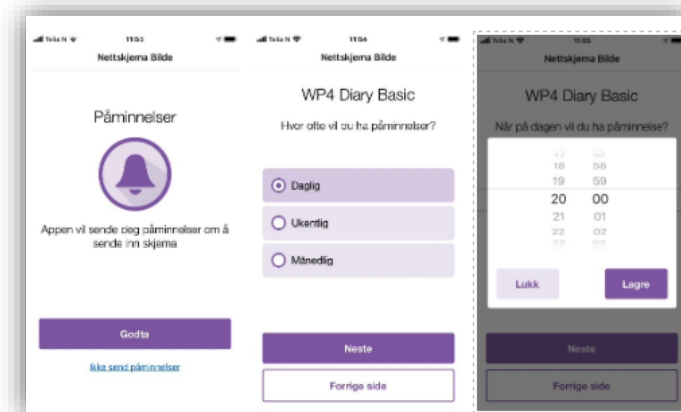
# Covid-19

- 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"

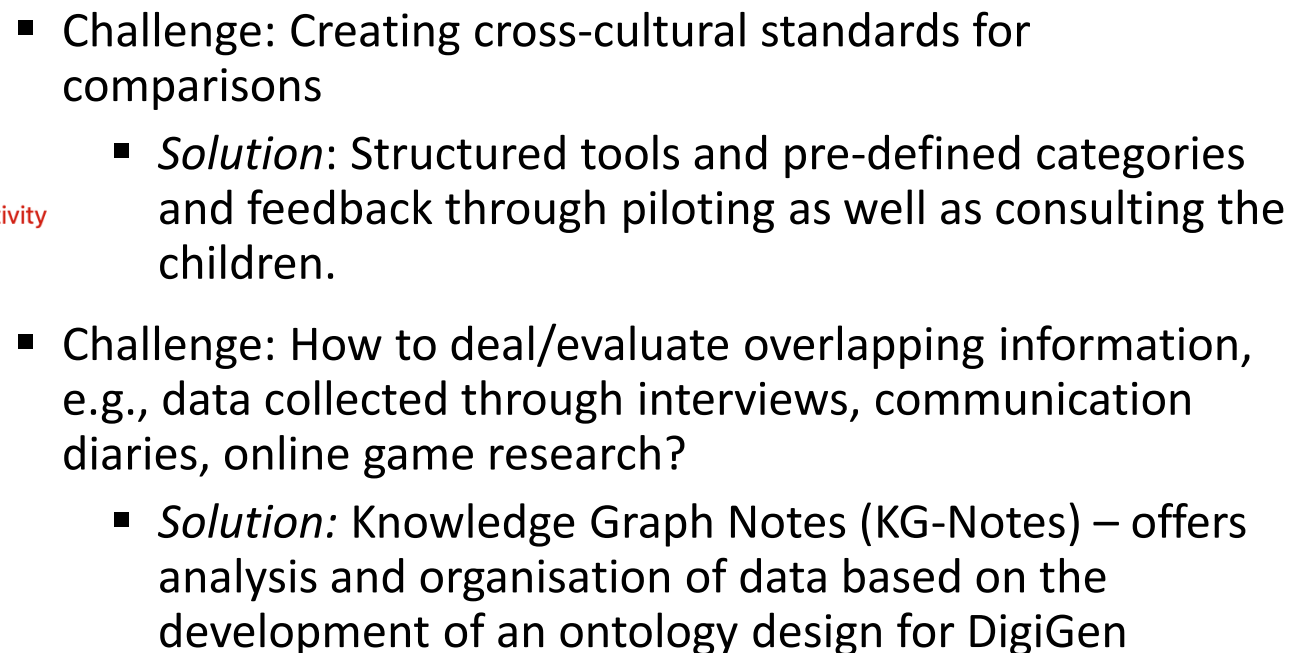


# Avoiding paternalism

- 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.







Open questions so far...



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

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

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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.?

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

OSLOMET



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