Looking forward:

Children & young people, families & education and the future of technology

Report for the ICT Coalition for Children Online

Interim Presentation - 20th Feb 2018 Dr. Alicia Blum-Ross



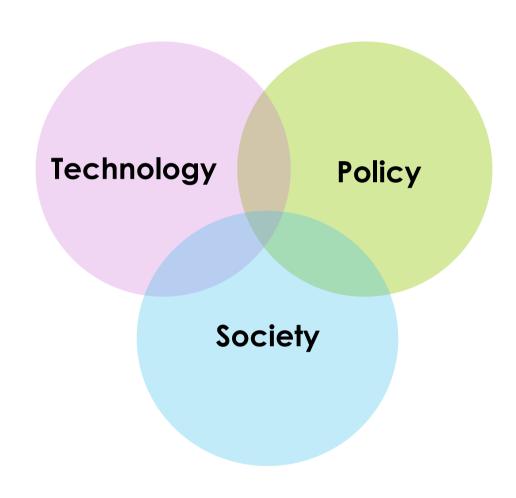
THE BRIEF



Envisage scenarios of the future interplay between technology, families, educators and children and the role that industry can play.

- 1. What is the future of the digital family?
- 2. How is education evolving?
- 3. Is industry providing the appropriate tools and supports?

Future



Key questions

		Families	Children & young people	Education
	Tech	What opportunities and challenges do new technologies create for domestic life?	How do new technologies influence peer relationships?	How will the growth of EdTech change the nature and aim of education?
	Society	How do parents' and caregivers' values and practices shift towards and through new technologies?	In what ways do children and young people shift their practices and beliefs around new tech?	What are the changing expectations of education?
	Policy	How can parents and caregivers be better enabled to develop healthy relationships around and through tech?	How are children's rights to protection and participation supported?	What shifts in curriculum, training, support and accountability are warranted?

Methods

- Literature review
 - Including from Parenting for a Digital Future (UK)
 - Focus on:
 - Families
 - Children & young people
 - Education
- Stakeholder engagement
 - Interviews
 - Presentations
- Focus group discussions (young people, parents, educators)
 - Italy
 - o Bulgaria
 - Ireland
 - o Belgium

Outline

Opportunities

- o Convenience & enjoyment
- Connections & intimacy
- Learning & participation
- Skills & employment

Barriers

- Inequity
- Privacy & data
- Trust & safety
- Content & commerce

Recommendations

- For industry
- For policy

Children & young people

Families

Education

OPPORTUNITIES



"I think it's important that [my son]
has a fluent relationship with
technology. Technology is part of
our lives today. I don't think you
can avoid technology. I don't
think it's a good idea to prevent
children from using technologies"
Belgian father

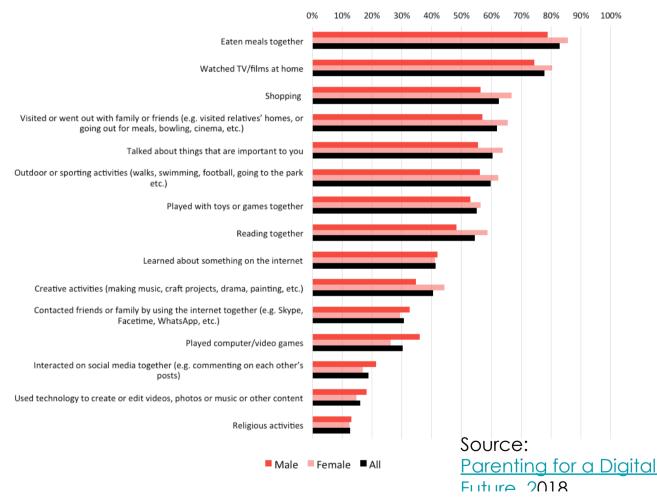
(Source: Chaudron et al 2015)

Enjoyment & convenience



Now thinking just of the past week, have you and your child done any of these activities together?

Parents (%) choosing each answer option for Q11/12/13, by parent gender (n=2032)



CASE STUDY

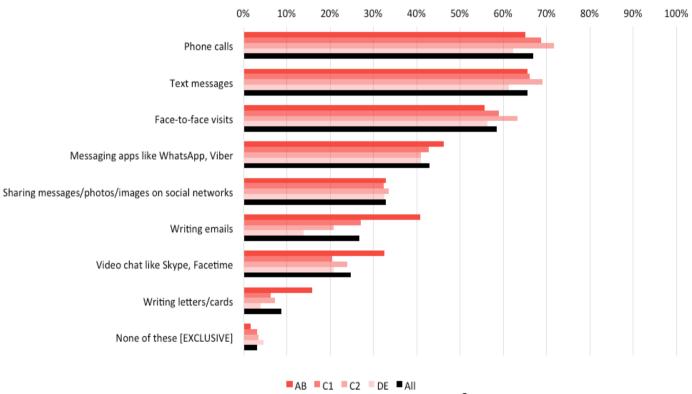
Al at home



Connections & intimacy



In the past week, how have you been in touch with family or friends? Parents (%) choosing each answer option for Q14, by socioeconomic status



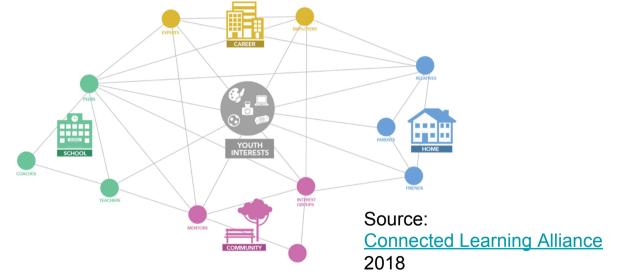
Source:
Parenting for a Digital

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Learning & participation

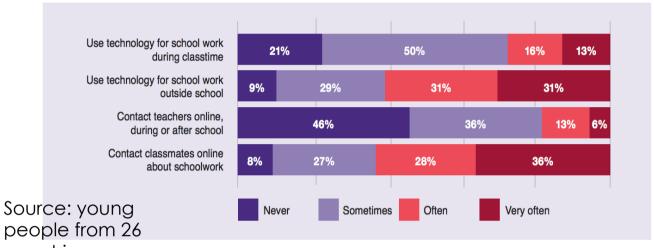


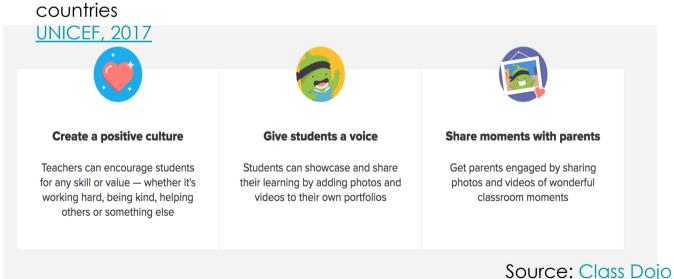
Source:
UK Safer
Internet Centre
2018



CASE STUDY

Home / school links





Skills & employment



An interior designer specializes in recreating memories for retired people.

Social work
 Healthcare



A tele-surgeon operates on people in remote locations using robotic surgery technologies and high speed networks.

• Medicine with a specialty in surgery • Telecommunications technology • Robotics



A digital currency advisor focuses on new digital currencies and shows people how to manage their wealth by using the right balance of systems in a secure manner

• Financial management • Cyber securities

6 JOBS THAT WILL EXIST NAME



A media remixer mixes and combines a variety of media from across time to create one-of-a-kind products or experiences.

- Audio engineering and production • Digital media strategy • Music
- Graphic and digital experience design

ERMIFICATION DESIGNED

As a gamification designer, you'll work with technologists, designers and business people to make the world a more playfully challenging place.

- Game design Psychology
- Anthropology
- Graphic design • Sociology Data science

A garbage designer ensures the success of creative upcycling and also be responsible for designing ways to make things with very little waste.

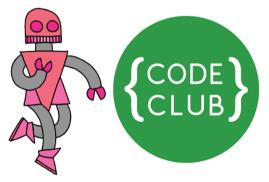
- Industrial, product, and packaging design
 Industrial and materials engineering
- Retail and supply-chain management

CASE STUDY

Coding











BARRIERS

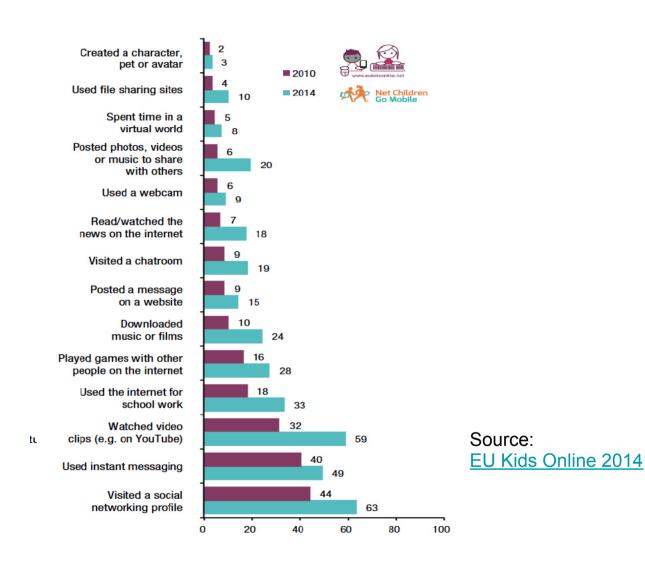


"The computer is a lovely place to have fun, [but] they need to know that there are dangers to it... The same as crossing the road, as long as you know that you could get run over by a car if you don't cross properly, you can cross the road, just know that there are dangers there."

"I'm quite happy for [my daughter] to use the iPad, as opposed to watching TV, but then sometimes I think, no! The iPad... is it worse?"

UK parents, Source:
Parenting for a Digital Future 2018

(In)equity



Privacy



(Girl, 13): I would be bothered, I don't look for inappropriate content online so if I found out that they monitor what I do online, I would feel they don't trust me

(Boy, 13): yes, and I would delete the history on purpose, to play tricks on them. I have nothing to hide, but if you don't trust me I'll delete it

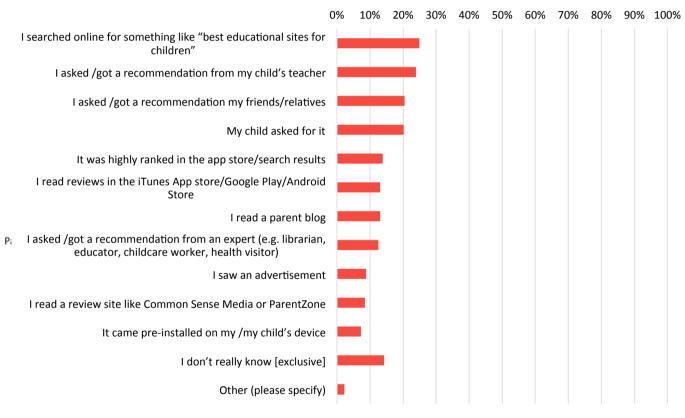
Source: Italian teenagers, Mascheroni, 2014

CASE STUDY

Supporting parents

If you have used or downloaded any of the above (Q28), how do you choose the apps/ games etc. to support your child's learning?

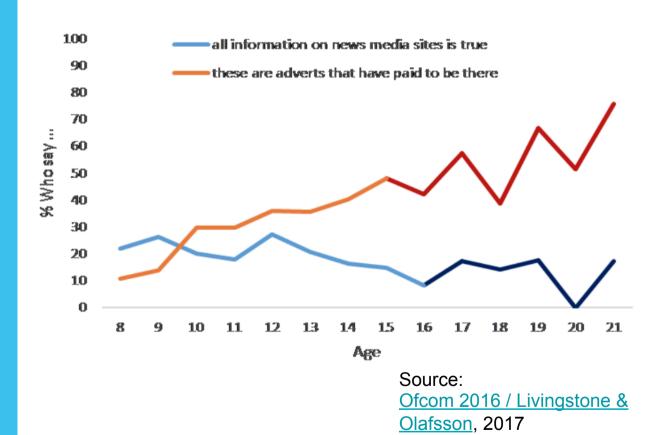
Parents (%) responding to each answer option for Q29 (N=808)



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Future 2018

Trust & safety



Content & commerce

Online experiences that have bothered children (2010, 2013 and 2017)

■ % Bothered 2010

■ % Bothered 2013

■% Bothered 2017

THE FUTURE OF THE INTERNET

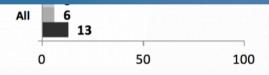


Without structural changes in both how social media sites respond to conflict and the economic incentives for spreading inaccurate or sensational information, extremism and therefore conflict will continue.

- ALICE MARWICK, FELLOW AT DATA & SOCIETY

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PEW RESEARCH CENTER



Source: Italy

Mascheroni & Olafsson, 2017

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DISCUSSION

Please get in touch with thoughts/comments:

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