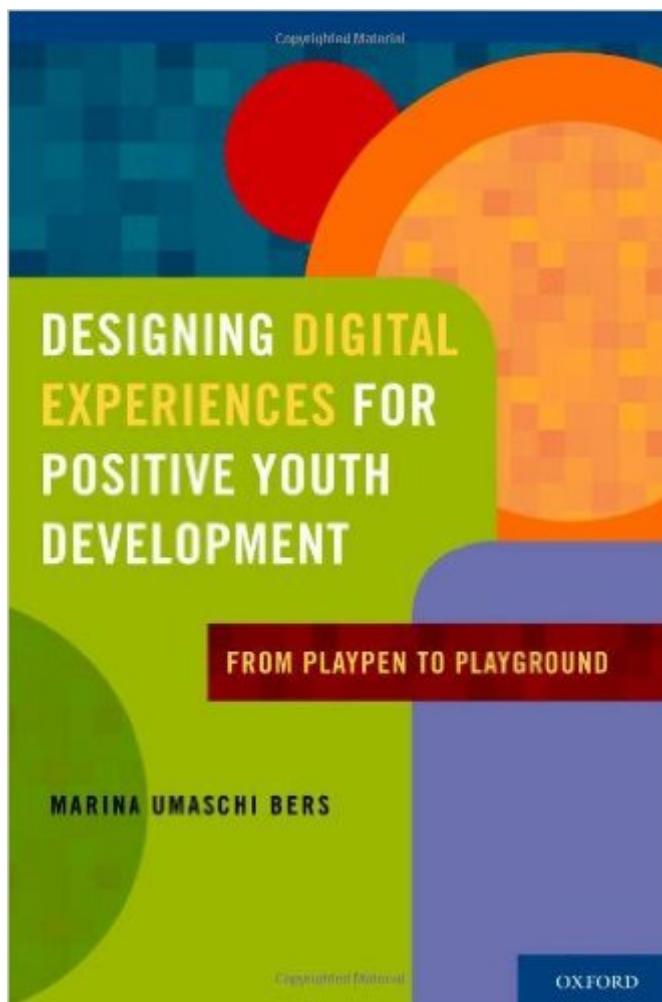


The book was found

Designing Digital Experiences For Positive Youth Development: From Playpen To Playground



Synopsis

With the advent of the digital age, research on the psychological impact of youth engagement with technology has surged. New technologies have often taken the blame for promoting negative (and potentially dangerous) youth experiences, such as cyber-bullying, sexual predation, privacy invasion, addiction to videogames, and exposure to violence. For many children and adolescents, however, digital media and technology provide positive ways to express identity, communicate with peers, and engage in civic activities across communities. Based on over a decade and a half of research, *Designing Digital Experiences for Positive Youth Development* aims to guide readers in the design of digital technologies to promote positive behaviors in children and teenagers.

Highlighting the positive impact of new technologies in various domains across the developmental span, from early childhood to late adolescence, the book explores how young people are using technology today, how these experiences influence different age groups and domains, and how mastering technological literacy can lead to confidence, competence, and developmental growth. Following this exploration, the author presents her own theoretical framework (coined Positive Technological Development, or PTD) for designing and evaluating programs to support children and teenager's positive uses of technology. Each chapter is supplemented with vignettes describing, from a developmental perspective, the diverse experiences of today's youth with current technology. Case studies are then presented that illustrate how PTD has effectively informed the design of educational programs. Offering a fresh perspective that bridges digital media and youth development models, this book will be an important resource for educators, policy makers, mental health professionals, as well as researchers interested in child development, psychology and learning technologies.

Book Information

Hardcover: 216 pages

Publisher: Oxford University Press; 1 edition (March 2, 2012)

Language: English

ISBN-10: 019975702X

ISBN-13: 978-0199757022

Product Dimensions: 9.3 x 0.7 x 6.3 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 starsÂ See all reviewsÂ (2 customer reviews)

Best Sellers Rank: #919,572 in Books (See Top 100 in Books) #452 inÂ Books > Medical Books >

Psychology > Adolescent Psychology #537 in Books > Health, Fitness & Dieting > Psychology & Counseling > Adolescent Psychology #562 in Books > Medical Books > Psychology > Developmental Psychology

Customer Reviews

The years of research to develop the book and people that helped bring together the content is great. A must have book if you are working with kids and computers. thanks you Marina from caracas, venezuela

as a parent I find this book really helpful to understand how to choose which technologies to welcome into my house

[Download to continue reading...](#)

Designing Digital Experiences for Positive Youth Development: From Playpen to Playground
Positive Discipline for Preschoolers: 10 Tips on Making Your Child Responsible and Confident (Positive Discipline, Positive Discipline for Preschoolers, Positive Discipline In The Classroom)
Positive Thinking: How to Eliminate Negative Thinking and Gain Success, Health and Happiness Through Positive Thinking and Self-empowering Affirmations (Positive Thinking Everyday Book 1)
Positive Parenting: How to talk to your kids so they listen...Your guide to everything you need to know about positive parenting and raising children to ... Positive Discipline, Parenting Books)
Measuring the Digital World: Using Digital Analytics to Drive Better Digital Experiences (FT Press Analytics) Interdisciplinary Interaction Design: A Visual Guide to Basic Theories, Models and Ideas for Thinking and Designing for Interactive Web Design and Digital Device Experiences Positive Options for Children with Asthma: Everything Parents Need to Know (Positive Options for Health)
Positive Options for Living with COPD: Self-Help and Treatment for Chronic Obstructive Pulmonary Disease (Positive Options for Health) A Primer in Positive Psychology (Oxford Positive Psychology Series) Attitude: Discover The True Power Of A Positive Attitude (Positive Attitude, Eliminate Negative Thinking, How A Good Attitude Can Make You Happy) Positive Parenting in Action: The How-To Guide for Putting Positive Parenting Principles into Action in Early Childhood Positive Thinking: How to Rewire Your Brain with Positive Thinking and Self-Empowering Affirmations to Finally Achieve Success and Freedom Positive Coaching: Building Character and Self-Esteem Through Youth Sports Designing Mobile Payment Experiences: Principles and Best Practices for Mobile Commerce Designing Voice User Interfaces: How to Create Engaging and Compelling Experiences Recreation Programming: Designing Leisure Experiences Python Playground: Geeky

Projects for the Curious Programmer Colonial Beach, Virginia: Playground of the Potomac Hacking: Viruses and Malware, Hacking an Email Address and Facebook page, and more! Cyber Security Playground Guide Havana Before Castro: When Cuba Was a Tropical Playground

[Dmca](#)