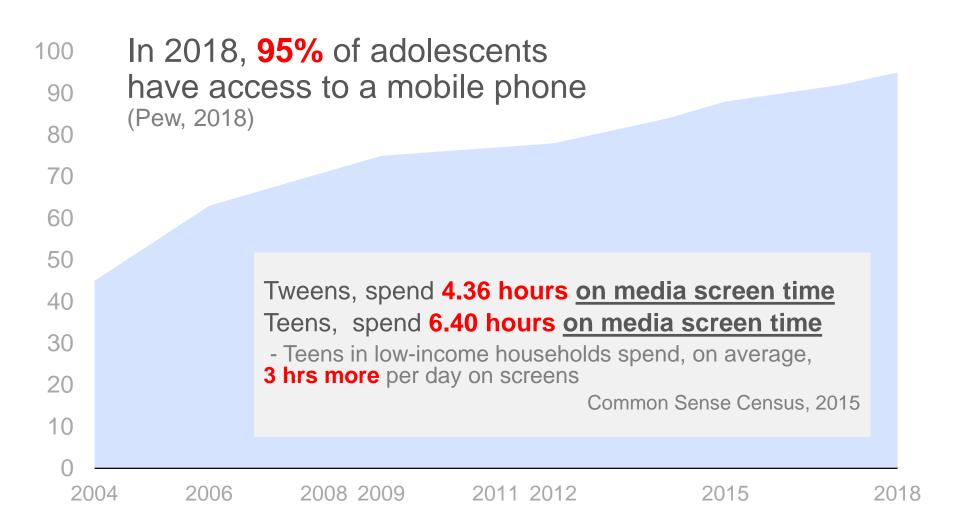
Bridging the new digital divide

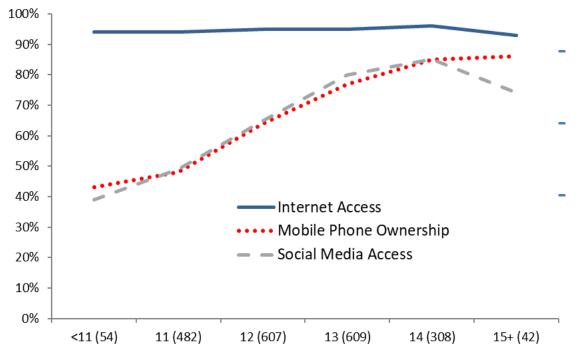
Adolescents' access, experiences, and effects

Candice L. Odgers
June 2018, Washington DC





Access Begins Early (N = 2100 adolescents aged 10-15)



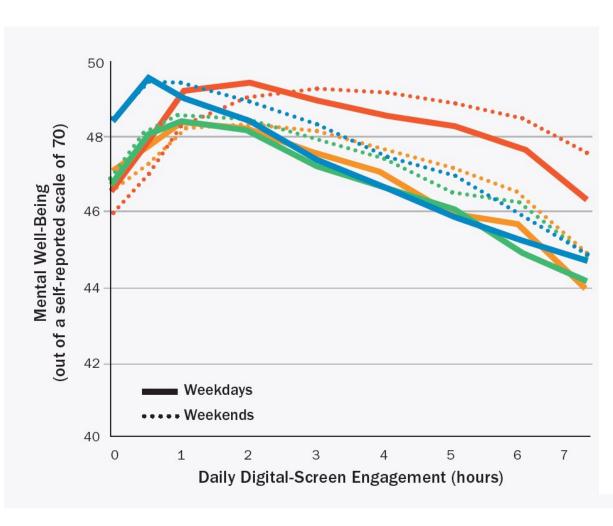
- Traditional digital divide is disappearing
- Few differences in mobile device access, by SES
- But, differences in social media access and experiences



Is this constant connection harming our kids?

Most research supports the "Goldilocks" hypothesis...





No association with moderate levels of screen time...

Negative correlation at "high" levels, BUT

Less than 1% of the variation explained, and

CORRELATIONAL!

- Przybylski et al, Pscych Science

Daily level, few associations between usage and mental health

Michaeline Jensen, UNC

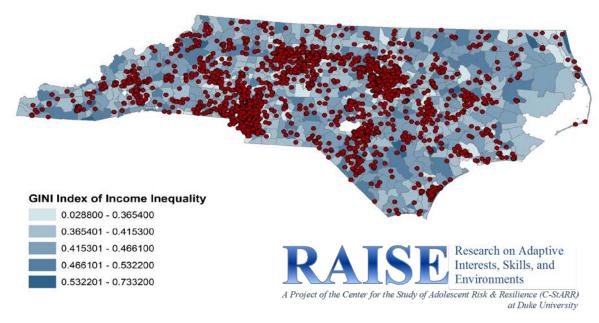


N = 2000 adolescents + Admin Records

n = 400 BioBaseline + EMA

Ecological Momentary Assessment





Seven Fears and the Science of How Mobile Technologies May Be Influencing Adolescents in the Digital Age

Madeleine J. George¹ and Candice L. Odgers^{1,2}

¹Department of Psychology and Neuroscience, Duke University, and ²Sanford School of Public Policy, Duke University

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Madeline George



- Safety, Who are they talking to?
- Cyberbullying, new victims?
- 3. 'Alone Together', no social skills?
- 4. Being 'someone else' online?
- 5. Digital divide with parents?
- 6. Impaired cognitive performance?
- 7. Losing their sleep?





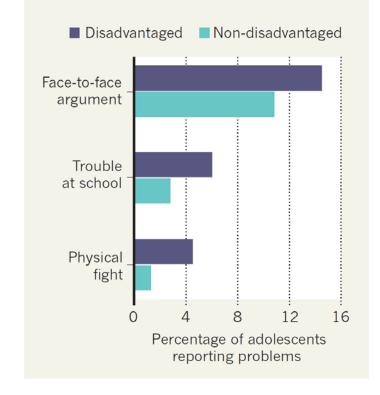
In Europe, smartphone ownership among young people aged 9 to 16 is 46%, according to a 2014 survey of 7 countries.

Smartphones are bad for some teens, not all

Young people who are already struggling offline might experience greater negative effects of life online, writes **Candice Odgers**.

SOCIAL-MEDIA SPILLOVER

In an unpublished survey of 2,100 US teens, those from low-income families are more likely than their affluent peers to report offline problems stemming from use of social media.





Contact & Funding Support



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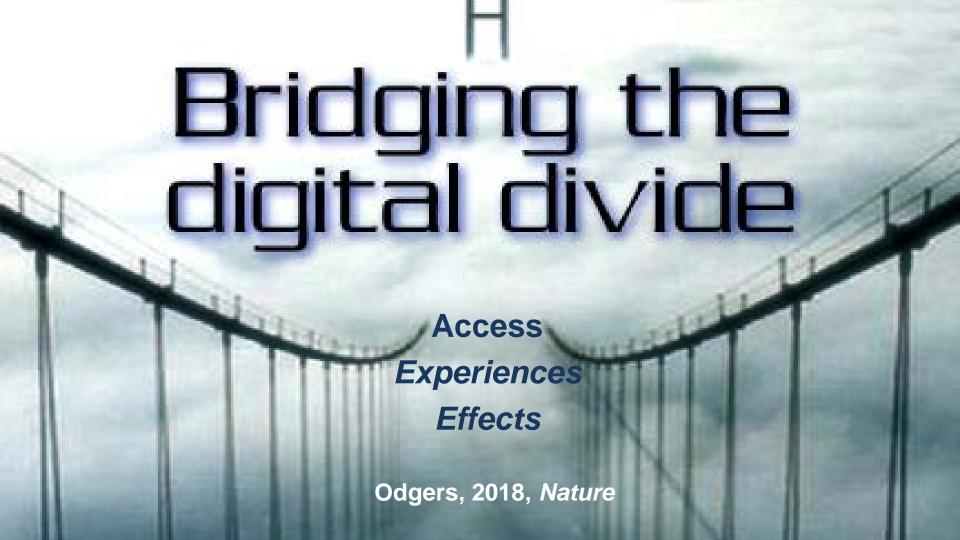












CHILD DEVELOPMENT



Child Development, xxxx 2017, Volume 00, Number 0, Pages 1-11

The title for this Special Section is Contemporary Mobile Technology and Child and Adolescent Development, edited by Zheng Yan and Lennart Hardell

Concurrent and Subsequent Associations Between Daily Digital Technology Use and High-Risk Adolescents' Mental Health Symptoms

Madeleine J. George Duke University Michael A. Russell Pennsylvania State University

Joy R. Piontak and Candice L. Odgers

Duke University

Adolescents are spending an unprecedented amount of time using digital technologies (especially mobile technologies), and there are concerns that adolescents' constant connectivity is associated with poor mental health, particularly among at-risk adolescents. Participants included 151 adolescents at risk for mental health problems ($M_{\rm age} = 13.1$) who completed a baseline assessment, 30-day ecological momentary assessment, and 18 month follow-up assessment. Results from multilevel regression models showed that daily reports of both time spent using digital technologies and the number of text messages sent were associated with increased same-day attention deficit hyperactivity disorder (ADHD) and conduct disorder (CD) symptoms. Adolescents' reported digital technology usage and text messaging across the ecological momentary assessment (EMA) period was also associated with poorer self-regulation and increases in conduct problem symptoms between the baseline and follow-up assessments.



Joy Piontak



Michael Russell



Madeline George

miLife Study Design

- 150 adolescents (ages 12-15 years) & parents in high-risk neighborhoods
- -14,000 assessments, -800,000 lines of data



ETV

..see people fighting in your home? School? Neighborhood?

Emotions, Symptoms

Anger, depression, anxiety, irritability, hopelessness...

Behaviors

Substance use, fighting, bullying, health-risk behaviors...

Health

Sleep, diet, exercise



Analyses: Multi-level modeling framework (Raudenbush & Bryk, 2002); Person-mean centering est, within and between-perso effects of ETV: PROC GLIMMIX: SAS v9.3