# DigiGen

# Children's digital experience

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# About me:
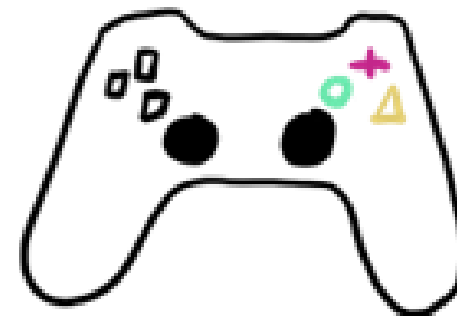
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# What is DigiGen?

● The Impact of Technological Transformations on the Digital Generation.

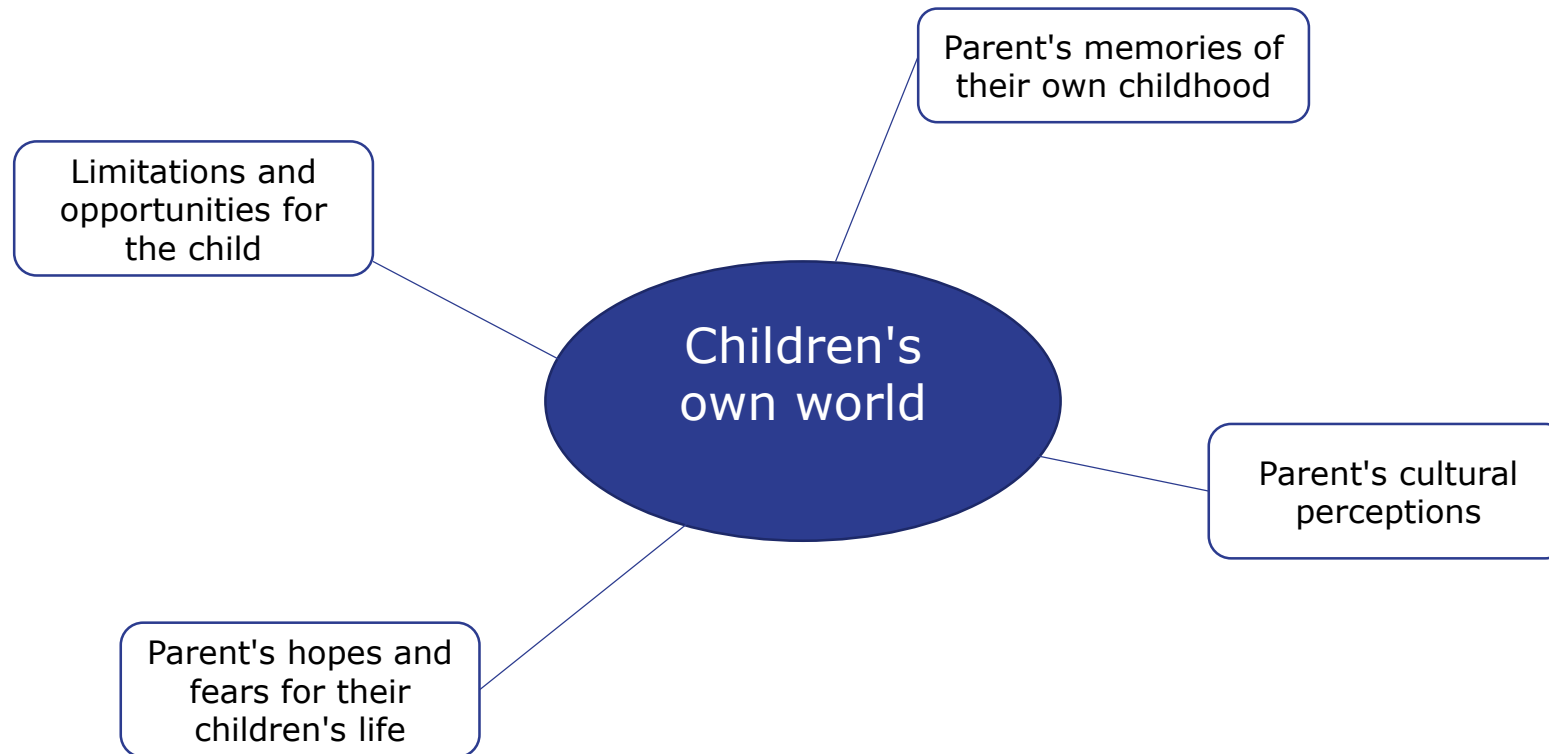**WP3:** Studies the Impact of Technological Transformations on family life.

● Interviews with children in the age of 5-6 years and 8-10 years - 2 family members of each child.

● Focus groups with children in the same age groups.

# Children's digital experience

● Using only the data material about norwegian 5-6 – year-olds (individual interviews and focus groups)


● **Reseach question:** How do norwegian 5-6-year-olds desbribe living a digital childhood?

# Childhood constructions

**DigiGen**

Parent's memories of their own childhood

Limitations and opportunities for the child

Children's own world

Parent's cultural perceptions

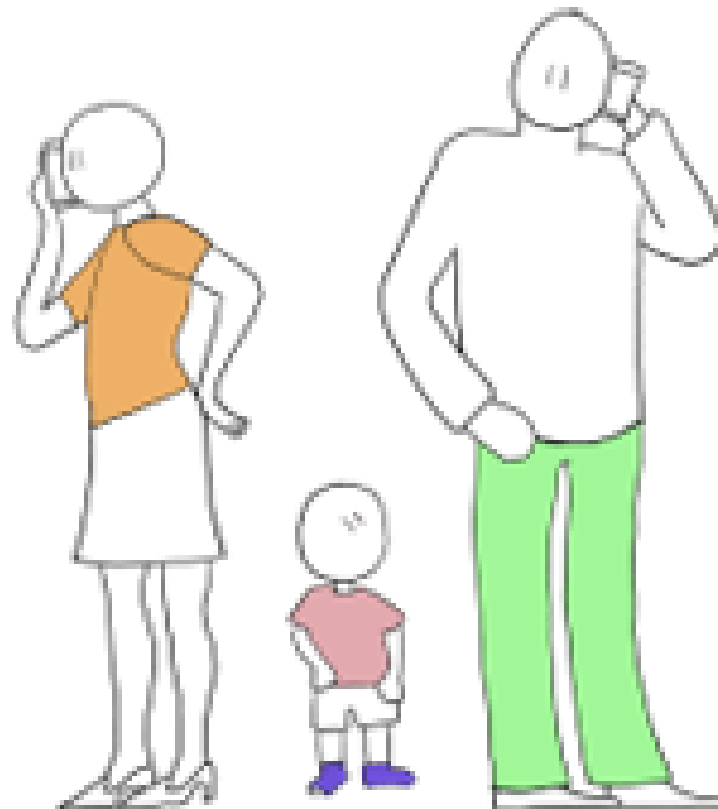Parent's hopes and fears for their children's life

# Method and analysis

- 6 individual interviews
- 5 focus groups with 3 children
- Picture cards with devices and situations
- Roleplay
- At home or Zoom
- Kindergarden

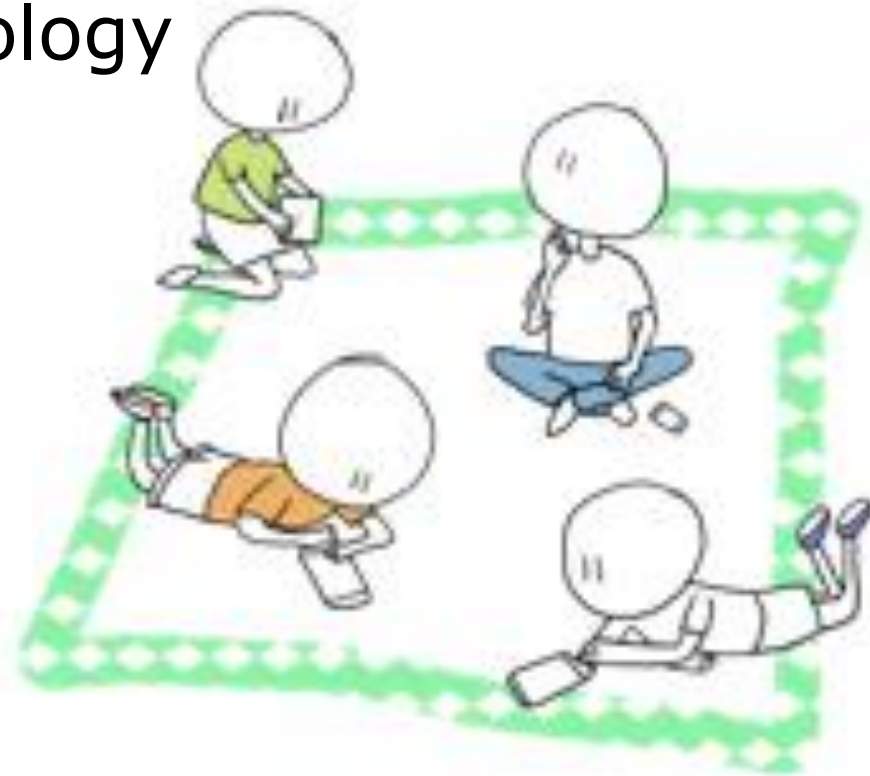- Empirical close coding (Tjora, 2019)

# Themes:

- Differences

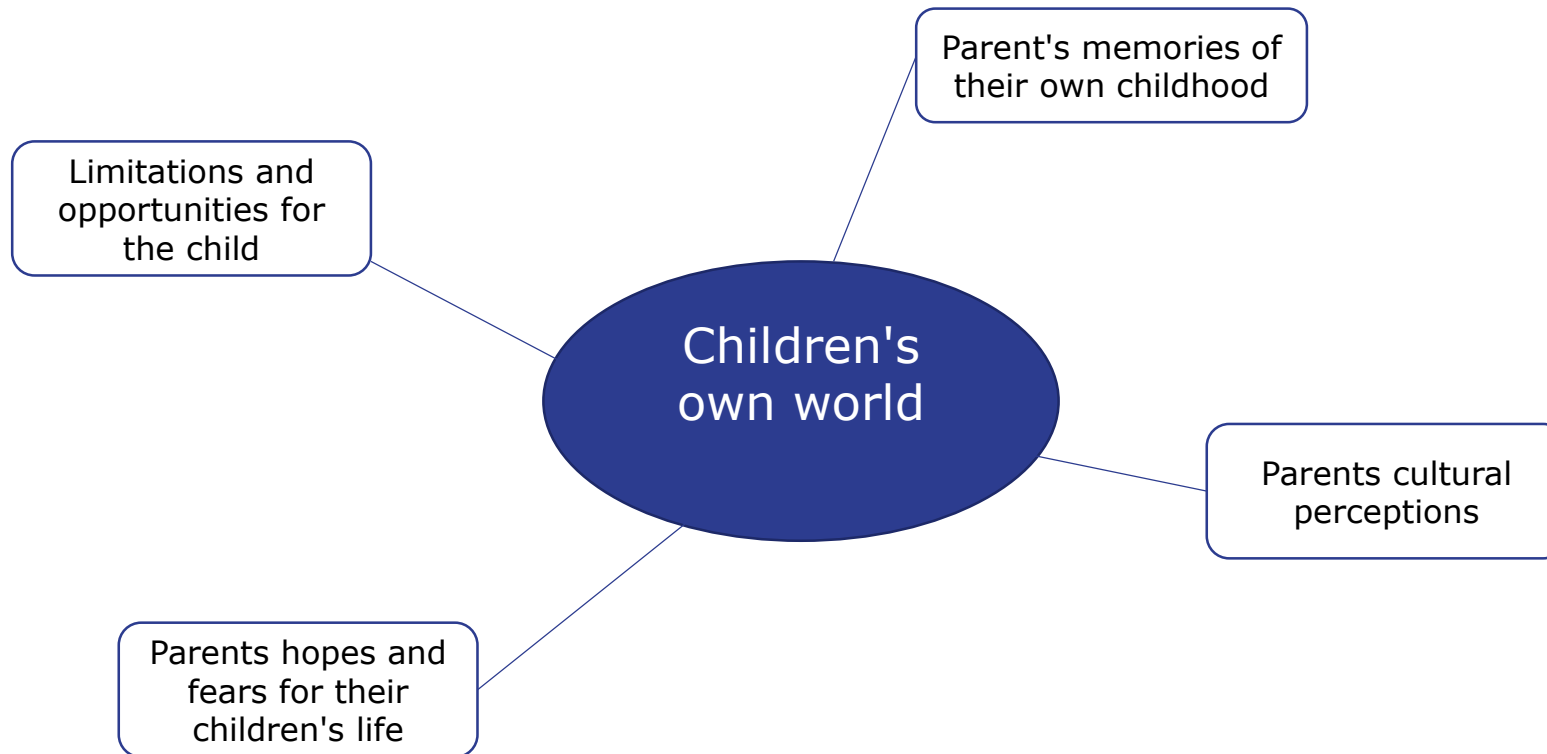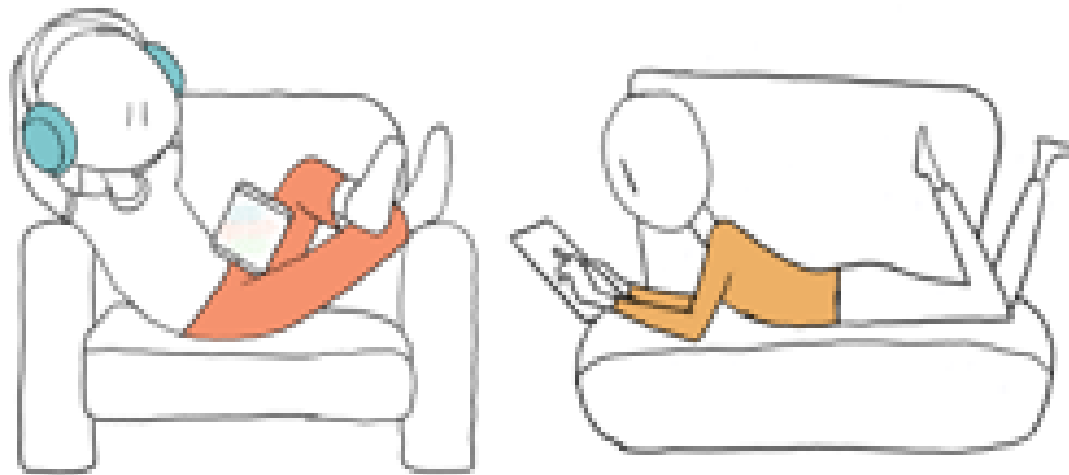- Being together and alone

- Competanse

# Themes

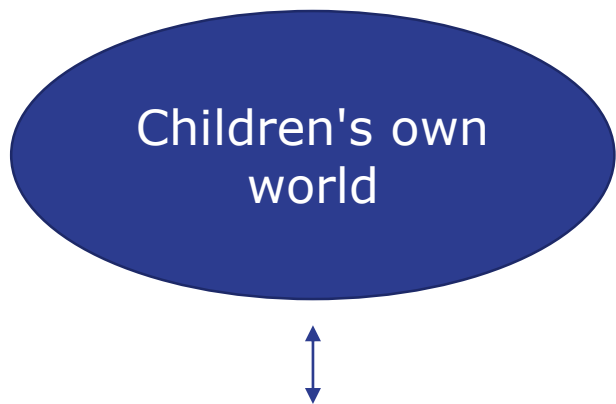- Pros and cons of digital technology

- Types of use

- Rules and time use

# Digital childhood



Children's own world

- Parent's memories of their own childhood
- Limitations and opportunities for the child
- Parents cultural perceptions
- Parents hopes and fears for their children's life
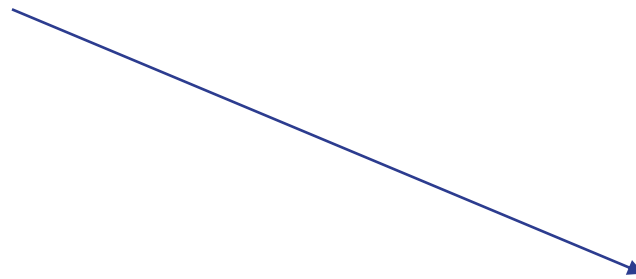
**Children's own world**

- Feeling digital competent or not
- Having digital preferences
- Using solo time on a device to relax
- Feeling lonely or not when siblings and parents are ocupied on their devices
- Taking their own precautions to not get nightmare
- Feeling occupied by the devices

# Parental constructions:

● The differences
● The available devices
● Content
● Rules
● Time use
● Being social out in the world

Children's own world

# Litterature

**DigiGen**

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Drawings made by Christer Hyggen

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