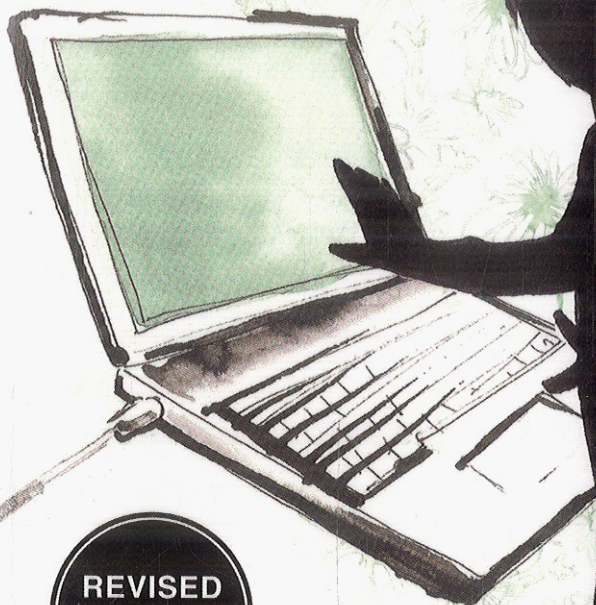


GROWING UP ONLINE

Young People and Digital Technologies



REVISED
EDITION

EDITED BY
SANDRA WEBER AND
SHANLY DIXON



Contents

<i>List of Illustrations</i>	ix
<i>Acknowledgments</i>	xi
<i>About the Contributors</i>	xiii
Introduction: Perspectives on Young People and Technologies <i>Sandra Weber and Shanly Dixon</i>	1
One Playspaces, Childhood, and Video games <i>Shanly Dixon and Sandra Weber</i>	17
Two “I’m the One Who Makes the Lego Racers Go”: Studying Virtual and Actual Play <i>Seth Giddings</i>	37
Three Girls’ Adoption of New Technologies <i>Sandra Weber, with Julia Weber</i>	51
Four The Girls’ Room: Negotiating Schoolyard Friendships Online <i>Kelly Boudreau</i>	69
Five “I Think We Must be Normal . . . There are Too Many of Us for This to be Abnormal!!!”: Girls Creating Identity and Forming Community in Pro-Ana/Mia Websites <i>Michele Polak</i>	83
Six Private Writing in Public Spaces: Girls’ Blogs and Shifting Boundaries <i>Brandi Bell</i>	97
Seven Consuming Fashion and Producing Meaning through Online Paper Dolls <i>Rebekah Willett</i>	115

Eight	Producing Gender in Digital Interactions: What Young People Set Out to Achieve through Computer Game Design <i>Caroline Pelletier</i>	131
Nine	Contexts, Pleasures, and Preferences: Girls Playing Computer Games <i>Diane Carr</i>	151
Ten	Adolescent Girls' Expression on Web Home Pages: Spirited, Somber, and Self-Conscious Sites <i>Susannah R. Stern</i>	161
Eleven	Playing At and With Popular Teen Culture on "Girl" Websites: The Case of Alice <i>Jacqueline Reid-Walsh</i>	183
Twelve	Girl Culture and Digital Technology in the Age of AIDS <i>Claudia Mitchell and Jacqueline Reid-Walsh</i>	197
Thirteen	New Girl (and New Boy) at the Internet Café: Digital Divides/Digital Futures <i>Claudia Mitchell and Grace Sokoya</i>	213
Fourteen	Contested Spaces: Protecting or Inhibiting Girls Online? <i>Leslie Regan Shade</i>	229
Fifteen	Reviewing Young Peoples' Engagement with Technology <i>Sandra Weber and Shanly Dixon</i>	249
<i>Index</i>		263