



Child Sexual Abuse & Exploitation: Facts for Prevention

Impact of Media and Technology on Youth

Because children have high levels of exposure, media have greater access and time to shape young people's attitudes and actions than do parents or teachers, replacing them as educators, role models, and the primary sources of information about the world and how one behaves in it.¹

– American Academy of Pediatrics Council on Communications and Media

Youth and technology

• A national survey reported teenagers spend, on average, 8.08 hours a day using various forms of media, not including time spent doing school work or talking or texting on a cell phone. This includes television, commercial or self-recorded video, movies, video games, print, radio, recorded music, computers, cell phones, and the Internet.² Youth media use encompasses both consumption of media and creation of content from a variety of platforms as detailed below.

Internet activities

- Most children are introduced and use the Internet while they are kindergarten age or younger.³
- **90% of 13-17-year-olds have used some form of social media and 75% have a profile on a social networking site.**⁴

- 38% of youth share photos, stories, videos and art.⁶
- 47% of online teens have uploaded pictures where others can see them.⁵
- 27% of teens record and upload video to the Internet and 13% stream video live to the Internet for others to watch.⁶
- 30% of parents stated they do not monitor their child's Facebook activity.⁷

Mobile media

- 77% of all 8-18-year-olds have their own cell phone, up from 44% in 2004. Cell phone ownership has increased with age, as 87% of teenagers 14-17-years-old now own a cell phone, and 31% of these older teens have smartphones.⁸
- 20% of all media consumption occurs on mobile devices (cell phones, iPod, or handheld games).²

- 46% of 8-18-year-olds report sending an average of 118 texts per day with 7th - 12th graders spending an average of an hour and a half a day sending or receiving texts. ²
- 63% of all teens exchange text messages every day with people in their lives — far surpassing all other forms of daily communication including email, instant messaging, social networking and phone calling. ⁷

Games

- “Interactive media, such as video games and the Internet...[have] even greater potential for positive and negative effects on children’s physical and mental health. Titillating violence in sexual contexts and comic violence are particularly dangerous, because they associate positive feelings with hurting others. Child initiated virtual violence may be even more profound than those of passive media.” ¹
- A national study found only half of homes surveyed had rules about videogames. ⁹

References

¹ American Academy of Pediatrics Council on Communications and Media. (2009). Policy Statement – Media Violence. *Pediatrics*, 124(5), 1495-1503. <http://pediatrics.aappublications.org/content/124/5/1495.full.pdf>

² Rideout, V. J., Foehr, U. G., & Roberts, D. F. (2010). *Generation M2: Media in the Lives of 8-18-Year-Olds*. Menlo Park, CA: Henry J. Kaiser Family Foundation. <http://www.kff.org/entmedia/upload/8010.pdf>

³ McQuade, S., & Sampat, N. (2008). *Survey of Internet and At-Risk Behaviors*, Rochester Institute of Technology. Monroe County, NY: Report of the Rochester Institute of Technology, 7. <http://www.sparsa.org/res/research/SurveyOfInternet.pdf>

⁴ Other reports indicate that the number of 12-17 year-olds who have access to the Internet is 86%, with 93% of youths overall using the Internet. Vahlberg, V. (Spring 2010). *Fitting into their lives: A survey of three studies about youth media usage*. Arlington, VA: Newspaper Association of America Foundation. http://www.naafoundation.org/docs/foundation/research/fitting_into_their_lives.pdf

⁴ Rideout, V. (2012). *Social media, social life: How teens view their digital lives: A Common Sense Media Research Study*. <http://www.common sense media.org/sites/default/files/research/socialmediasociallife-final-061812.pdf>

⁵ Lenhart, A., Madden, M., Macguill, A., Smith, A. (2007) *Teens and Social Media*, Washington, D.C.: Pew Internet & American Life Project. http://www.pewinternet.org/~media/Files/Reports/2007/PIP_Teens_Social_Media_Final.pdf.pdf

⁶ Lenhart, A. (2012). *Teens & online video*. Washington, D.C. Pew Research Center’s Internet & American Life Project. http://pewinternet.org/~media/Files/Reports/2012/PIP_Teens_and_online_video.pdf

⁷ Lebo, H. (2013) *Surveying the Digital Future: Year Eleven*, Center for the Digital Future USC Annenberg School for Communication and Journalism (2013). The 2013 Digital Future Report Surveying Year Eleven. ⁸ Lenhart, A. (2012). *Teens, smartphones & texting*. Washington, D.C.: Pew Research Center’s Internet & American Life Project. http://www.pewinternet.org/~media/Files/Reports/2012/PIP_Teens_Smartphones_and_Texting.pdf

⁹ Gentile, D. (2009). Pathological video-game use among youth ages 8-18. *Physiological Science*, 20(5), 594-603. http://www.drpdouglas.org/drpdpdfs/Gentile_Pathological_VG_Use_2009e.pdf

For more information about the Coalition, please visit us online at: www.preventtogether.org or via Email at preventtogether@gmail.com