Internet Use of Icelandic Children and Adolescents 2001-2

Some results from an ongoing qualitative study at Iceland University of Education/Kennaraháskóli Íslands (KHÍ)

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Research supported by the Icelandic Research Council

Goal

* Examine how Icelandic children and adolescents are using the Internet
* Provide graduate students that are in a diploma program on ICT in education at KHÍ research-related experience in data gathering and analysis.

Graduate students 2002

* Were taking a course managed by Salvör Gissurardóttir, assistant professor KHÍ - Teaching and Learning on the Internet in Spring quarter 2002. Research participation was evaluated as 1/2 credit (1 ects), managed by Sólveig Jakobsdóttir, associate professor KHÍ.
* Most are practicing teachers. In 2002 there were 22 graduate students that participated 17 women and 5 men.
* Made observations and short interviews of 102 individuals. Most did 4 observations (2 girls, 2 boys, averaging 13 minutes per observation).

Study participants 2002 from schools, chosen randomly

Participants from homes in 2002 (i.e. connected to grad. students’ families)

Participants 2002, everyone
Observations - instructions

- Write down as fast as you can everything that the individual being observed is doing - try to include movements, facial expressions, sounds, words, keyboarding skills, interaction with the screen and others, things going on on the screen.

Types of Internet Use

- AR: 2002

<table>
<thead>
<tr>
<th>Category</th>
<th>N-nam</th>
<th>N-uppl</th>
<th>N-leik</th>
<th>N-samsk</th>
<th>N-skap</th>
<th>Önnur</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hlutfall (%)</td>
<td>60</td>
<td>50</td>
<td>40</td>
<td>30</td>
<td>20</td>
<td>10</td>
</tr>
</tbody>
</table>

Staðsetning

- Skóli
- Heimili

Hlutfall (%)

- 60
- 50
- 40
- 30
- 20
- 10
- 0

Popular websites

- 86 individuals under 20
  - They visited 59 webs that were recorded plus a few unrecorded

Popular websites

- Entertainment and sports
  - 62% visited such webs
  - Nobody under 10
  - Girls more entertainment
  - Boys more sports

Popular websites

- Games
  - 52% participants used those
  - Not much gender difference
  - Most popular among 10-12 year olds

Popular websites

- Information-related
  - 31% participants used those
  - School webs, 9%
  - More girls than boys and more prominent among 13 years and older
Popular websites

- Communications
- 22% used those
- More girls than boys
- More prominent among 13 years and older

Popular websites

- Search machines/webs
- 19% of participants used those
- Mainly an Icelandic one leit.is (16%)

Elements coded for - focus

- Increases with age, less with increased interaction with others, and less with fragment

Elements coded for - attitude/enjoyment

- Boys tend to be more openly positive in their behavior than are the girls

Elements coded for - communication or interaction with other individuals

- More interaction in schools than homes

Elements coded for - how experienced/confident/skilled the students appear

- Boys tend to appear more confident/less hesitant in what they are doing
Speculations on what type of learning may be taking place

AR 2 2002

Interviews - Internet use

Examining students under 20 years old

Spring 2001, 15 boys and 15 girls
Spring 2002, 24 boys and 25 girls 6-15 years old.

In the interview was e.g. asked about Internet use in and out of school and the use of other types of technology.

Interviews - Internet use

Games more prominent in younger group than older but in 2001 data but such difference was not visible in the 2002 group?

Trend with project work/information search mentioned more in 2002 than 2001?

Boys - Internet out of school 2001

- Use the Internet: 10 (66.6)
- Games: 9 (58.1)
- Chat: 2 (13.3)
- E-mail: 2 (13.3)
- Music: 1 (6.6)

ID 151 To find ways of cheating at games
ID 117 Plays games and chats

Boys - Internet out of school 2002

- Use the Internet: 21 (88.4)
- Games: 19 (82.4)
- E-mail: 5 (27.1)
- Chat: 2 (8.1)
- Music: 2 (8.1)

ID 59 It is so boring to use the Internet at school - we never get to go on the Internet except to do something boring. We sometimes need to search for something - REALLY boring!

Boys - Internet in schools 2001

- Use the Internet: 12 (100)
- Games: 9 (66.7)
- Information searching: 5 (38.5)
- Pictures: 3 (37.5)
- Chat: 2 (16.7)
- Music: 2 (16.7)

ID 8 12 years old, buys games over the Net.

Boys - Internet in schools 2002

- Use the Internet: 22 (100)
- Games: 10 (45.5)
- Information searching: 15 (68.1)
- Pictures: 3 (27.3)
- Chat: 3 (13.6)
- Music: 3 (13.6)

ID 151 Interesting websites (8 year old)

Interviews - Internet use

Girls - Internet out of school

- Use the Internet: 10 (70.5)
- Games: 11 (44)
- Chat: 2 (8)
- Music: 2 (8)
- GSM tones: 1 (4)

Girls - Internet out of school

- Use the Internet: 10 (70.5)
- Games: 4 (26.6)
- Chat: 1 (6.6)
- Music: 1 (6.6)

Girls - Internet in schools

- Use the Internet: 7 (46.7)
- Games: 6 (38.5)
- Chat: 1 (6.6)
- Music: 1 (6.6)

ID 152 Interesting websites (9 year old)

Interviews - Internet use

Boys - Internet in schools

- Use the Internet: 22 (92)
- Information searching: 15 (63)
- Games: 11 (46)
- Download, view pictures: 4 (17)
- E-mail: 3 (13)
- Chat: 3 (13)
- Don’t use the Net: 2 (8)
- Look at websites: 2 (8)

Boys - Internet in schools

- Use the Internet: 21 (90)
- Games: 10 (43)
- Information searching: 8 (33.3)
- Games only: 4 (17.3)
- Projects: 3 (13)
- Email home pages: 1 (4)

ID 151 To find ways of cheating at games
ID 117 Plays games and chats

ID 117 IRC
2001 Interviews 2002

**Girls - Internet in schools**

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<tr>
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<th>2002</th>
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<td>Use the Internet</td>
<td>15</td>
<td>25</td>
</tr>
<tr>
<td>Games</td>
<td>4</td>
<td>14</td>
</tr>
<tr>
<td>Information search</td>
<td>3</td>
<td>10</td>
</tr>
<tr>
<td>Regular class</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>Freetime</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>In-computer class</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>In-special computer class</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>E-mail</td>
<td>4</td>
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**ID 111** Just as usuals as the teacher says.

2001 Interviews 2002

**Boys - technology use out of schools**

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<tr>
<td>Computers</td>
<td>14</td>
<td>92%</td>
</tr>
<tr>
<td>TV-watching</td>
<td>13</td>
<td>87%</td>
</tr>
<tr>
<td>Computer games</td>
<td>10</td>
<td>67%</td>
</tr>
<tr>
<td>Game player</td>
<td>5</td>
<td>33%</td>
</tr>
<tr>
<td>CD-player</td>
<td>5</td>
<td>33%</td>
</tr>
<tr>
<td>Radio</td>
<td>4</td>
<td>27%</td>
</tr>
<tr>
<td>Computer games</td>
<td>3</td>
<td>20%</td>
</tr>
<tr>
<td>TV-documentaries</td>
<td>2</td>
<td>13%</td>
</tr>
<tr>
<td>Word processing</td>
<td>2</td>
<td>13%</td>
</tr>
<tr>
<td>TV-recordings</td>
<td>2</td>
<td>13%</td>
</tr>
<tr>
<td>GSM</td>
<td>1</td>
<td>4%</td>
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<td>Computers</td>
<td>25</td>
<td>100%</td>
</tr>
<tr>
<td>TV/video</td>
<td>13</td>
<td>52%</td>
</tr>
<tr>
<td>Software</td>
<td>7</td>
<td>28%</td>
</tr>
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<td>GSM</td>
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**ID 146** Telephone, sometimes, GSM, grill and radio.

Questions - improving the research model - ongoing study

- Interview checklist, improve
- Make more detailed interviews with older participants.
- NB - research not conclusive but provides sort of a window - provides hints about trends and ideas about further research regarding ever-changing technology environment and use of the Internet
- Study site: [http://soljak.khi.is/netnot](http://soljak.khi.is/netnot)