COPIII MICI (0-8 ANI) ȘI TEHNOLOGIILE DIGITALE Un studiu exploratoriu calitativ. Rezultate preliminare pentru România

# Details

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Romanian

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Report and working paper

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Institutul de Sociologie

## Topics

* Internet usage, practices and engagement
* Literacy and skills
* Social mediation

## Sample

"Eleven families on which a child 6-8 years old (6 girls and 5 boys) and one of their parents were interviewed in their household."

## Implications For Parents About

## Implications For Educators About

Professional development

## Implications For Policy Makers About

## Implications For Stakeholders About

# Abstract

# Outcome

"The Romanian households are in their majority still in the computer-era. If given an
alternative, kids prefer to migrate on mobile devices, with the tablet as the most
common gadget.
• Video gaming is the activity all the children five to eight have in common. Kids also
watch online videos: either as an extension to the cartoon channels on TV, or for
discovering user generated content (vlogs, tutorials etc.). Some kids are actively
searching for promotional videos.
• Content creation: All the children in the Romanian sample know how and love to
take pictures and videos.
• Some of the children in the Romanian sample use digital technology in order to
engage in communication.
• Most of the Romanian parents consider the smartphone as a yet not necessary device
for children at this age.
• For children, there is a desire of owning technology in itself, in an endless
accumulation of devices. For the parents, the choice of technological devices to buy is
a cost-driven one.
• Parents see the digital technologies as a positive thing, giving their children some
opportunities, but also good for the family during the shared activities.
• Both the parents and the children in the Romanian sample tend to consider as
‘technology’ and thus worthy to invest in, only the devices themselves; content and
software are seen as collateral elements one takes ‘for free’ from the internet.
• The interviewed parents think the educational opportunities of digital technology are
not available for 6 to 8 year-old children (but for younger or older children). (Velicu Mitarcă, 2016, p. 4; authors' translation)"