Lessons learned on student engagement from the nature of pervasive socio‐digital interests and related network participation of adolescents

Engl. transl.: Lessons learned on student engagement from the nature of pervasive socio‐digital interests and related network participation of adolescents

# Keywords

* connected learning
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* egocentric networks
* interest
* pervasive technology
* socio-digital participation

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* Learning
* Internet usage, practices and engagement
* Digital and socio-cultural environment

## Sample

15 (8 female, 6 male, 1 unknown) second-year students of a multicultural teacher-training high school at the southern part of Finland; the school includes a regular high school program as well as an International Baccalaureate (IB) program.

## Implications For Educators About

School innovation

# Abstract

The rise of modern socio-digital technologies has fundamentally changed the everyday environments in which young people communicate with each other and cultivate interests. To gain a more sophisticated understanding of this phenomenon, this study provides in-depth, qualitative insights into adolescents' experiences of their socio-digital developmental ecologies. The 15 interview participants were recruited based on a previously conducted questionnaire. The semi-structured theme interview addressed the socio-digital aspects of the participants' interest-driven behaviours and related networks with the aid of participant-generated egocentric maps. The data not only qualitatively enrich the picture on adolescents' friendship- and interest-driven socio-digital participation but also provide new perspectives on the phenomena through the added network-layer of analysis. The youth seem to vary in their motivational profiles related to their participation and the potential relevant psychological background factors for this variation are considered. Educational implications of these results are discussed when it comes to effective student engagement and connected learning.

# Outcome

Six different cases of socio-digital participation (SDP) were described in-depth. Three genres of SDP were obvious: hanging out, messing around or geeking out, withthe latter apparent in rarer cases. The egocentric network data was also collected about the social networks that related to different genres of participation. The socio-digital interest-driven networks were geographically wider than the friendship-driven networks. Intensive personal interests manifested in mastering high-level expertize in the domain of interest