Digital Youth

# Details

## Year

2015

## Scope

National

## Countries

Netherlands

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

## Has Formal Ethical Clearance

## Consents

Consent obtained from parents

## Informed Consent

Consent obtained

## Ethics

Ethical considerations not mentioned

## URL

https://www.uu.nl/onderzoek/digital-youth

## Data Set Availability

Not mentioned

# Goals

This study researches the role of social media use and gaming in the lives of youth. The goal is to investigate the positive and negative consequences of social media use and gaming on pyschosocial wellbeing and school performances of youth.