Social network sites have changed our lives because they made this rapid shift in public life visible. Instead of trying to stop them or regulate use, we should learn from what teens are experiencing. They are learning to navigate networked publics; it is in our interest to help them.

modified from danah boyd

44th Presidential Advisory Council Meeting: Youth and HIV
MIGUEL GOMEZ, AIDS.gov
They can’t help it, they are born that way.

*Digital Native:* A person born into the digital age (after 1980) who has access to networked digital technologies and strong computer skills and knowledge.
As social media use has grown in the United States so has students’ appreciation for the First Amendment*

Students who report spending “a lot” or “some” time using social media.

- Find information about friends 56%
- Share opinions 55%
- Find out what is happening in the world 50%
- Find out what is happening in school 47%
- Share personal information with friends 46%

Demographics of teen internet users
% of teens who use the internet

<table>
<thead>
<tr>
<th></th>
<th>% of Teens</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total teens</td>
<td>93</td>
</tr>
<tr>
<td>Boys</td>
<td>91</td>
</tr>
<tr>
<td>Girls</td>
<td>94</td>
</tr>
<tr>
<td>Race/ethnicity</td>
<td></td>
</tr>
<tr>
<td>White, Non Hispanic</td>
<td>94</td>
</tr>
<tr>
<td>Black, Non Hispanic</td>
<td>87</td>
</tr>
<tr>
<td>Hispanic</td>
<td>95</td>
</tr>
<tr>
<td>Age</td>
<td></td>
</tr>
<tr>
<td>12-13</td>
<td>88</td>
</tr>
<tr>
<td>14-17</td>
<td>95</td>
</tr>
<tr>
<td>Household income</td>
<td></td>
</tr>
<tr>
<td>Less than $30,000, yr</td>
<td>88</td>
</tr>
<tr>
<td>$30,000-$49,000</td>
<td>89</td>
</tr>
<tr>
<td>$50,000-$74,999</td>
<td>96</td>
</tr>
<tr>
<td>$75,000+</td>
<td>97</td>
</tr>
</tbody>
</table>

The Pew Research Center’s Internet & American Life Project 2009 Parent-Teen Cell Phone Survey conducted from June 26 to September 24, 2009 n=800 teens ages 12-17 (including 245 cell phone interviews)
Teen gadget ownership
% of all teens ages 12-17 who own each of the following devices
(as of September 2009)

- **Cell phone**: 75%
- **Desktop or laptop computer**: 69%
- **iPod or mp3 player**: 79%
- **Game console**: 80%
- **Portable game device**: 51%

The Pew Research Center's Internet & American Life Project 2009 Parent-Teen Cell Phone Survey conducted from June 26 to September 24, 2009 (n=800 teens ages 12-17 (including 245 cell phone interviews))

Percent of teens who own a cell phone by age

- **12 years old**: 58%
- **13 years old**: 73%
- **14 years old**: 70%
- **15 years old**: 79%
- **16 years old**: 82%

The Pew Research Center's Internet & American Life Project 2009 Parent-Teen Cell Phone Survey conducted from June 26 to September 24, 2009 (n=800 teens ages 12-17 (including 245 cell phone interviews))
Percent of teen device owners who use that device to go online (ages 12-17)

- Portable gaming device: 19%
- Game console: 24%
- Cell phone: 27%
- Desktop or laptop: 93%

Typical number of texts per day
The mean and medium sent by teens

The Pew Research Center's Internet & American Life Project 2009 Parent-Teen Cell Phone Survey conducted from June 26 to September 24, 2009 (n=800 teens ages 12-17 including 245 cell phone interviews)
“We have reached an important juncture, where the lack of trust in established institutions and figures of authority has motivated people to trust their peers as the best sources of information.”

2009 Trust Barometer

“...Informed publics value guidance from credentialed experts over a 'person like me,' which lost ground as a credible voice of information for a company.”

2010 Trust Barometer

“It is to a large degree in our own hands — most of all, in their own hands — to shape the future of the Internet.”

Born Digital: Understanding the First Generation of Digital Natives, by John Palfrey and Urs Gasser