

Digital Youth Workshop: Calling All Designers, Researchers, and Policy Makers

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Abstract

Digital age youth has emerged as a focus of interest to researchers across many disciplines. iSchool researchers address youth through designing applications and writing code, policymaking, understanding youth behavior and resources in myriad situations—including school, family, and neighborhoods. Despite the common interest in youth, iSchools have yet to come together as a field and move forward around a shared agenda. The goals of the 2013 workshop are to bring together researchers who are interested in digital youth and interested in being at the outset of a new digital youth community. The workshop will consist of one-minute “lightning” presentations followed by an unConference format where participants come together around working groups of interest. The 2013 iSchool workshop is the first in a three-event effort to establish an iSchool voice as leaders on the international stage around promoting digital youth. The first event, iConference 2013, is aimed at drawing a diverse initial community that will further comprise a steering group to help plan the second event, a Digital Youth Summit 2014 (in Seattle) that will be sponsored and attract participants from industry, government, nonprofits, education, and media. The third event will return to the iConference 2015 for reporting out.

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