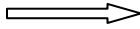
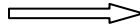
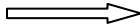
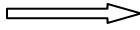
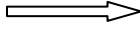



Web 2.0 and Youth Use of Technology

<i>Web 1.0 (first generation)</i>		<i>Web 2.0 (second generation)</i>
Downloading		Uploading
Consuming		Creating
Corporate		Personal
Separate Media		Converged Media
Static		Interactive

Here is a chart to further illustrate this with our youth.

<i>Our Generation</i>	<i>Our Kid's Generation</i>
Decorated our lockers and bedrooms	Decorate their webpage
Wrote diaries	Write blogs
Had yearbooks	Have Facebook
Had reality	Have reality TV
Friends were our buddies in our neighborhood	Friends are defined by Facebook
Talked on a phone connected to the wall	Have a phone in their pocket they don't talk on
Talked to our friends with full sentences	Text their friends in fragmented verse
Shared stories of what happened	Take a video and post to Youtube what happened
Looked at pictures in picture albums	Look at pictures on their phones/ipods/ipads etc
Played video games on an Atari (if you had one)	Play video games on the bus on their phone
Wrote notes to love interests	Text "Ur a QT" or "I think ur hot" to love interests

From "New Cyberworries and Solutions," December 2013, Ryan Klingensmith, LPC, NCC
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