Web 2.0 and Youth Use of Technology

<table>
<thead>
<tr>
<th>Web 1.0 (first generation)</th>
<th>Web 2.0 (second generation)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Downloading</td>
<td>Uploading</td>
</tr>
<tr>
<td>Consuming</td>
<td>Creating</td>
</tr>
<tr>
<td>Corporate</td>
<td>Personal</td>
</tr>
<tr>
<td>Separate Media</td>
<td>Converged Media</td>
</tr>
<tr>
<td>Static</td>
<td>Interactive</td>
</tr>
</tbody>
</table>

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

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

From "New Cyberworries and Solutions," December 2013, Ryan Klingensmith, LPC, NCC Addiction Medicine, Prevention Education and SAP Services Western Psychiatric Institute and Clinic