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Nota di contenuto	Cover; Constructing the Self in a Digital World; SERIES EDITOR; Title; Copyright; Contents; Contributors; Series Foreword; Introduction: Connecting Conversations about Technology, Learning, and Identity; A Learning Research Perspective; Developmental and Sociocultural Approaches to Identity; Overview of the Book; Constructing the Self in a Digital World; References; Part I Authoring and Exploring Identity;

Introduction Part I: Developmental Perspectives; Foundational Theories and Ideas; Critical Tensions in Developmental Research; Conclusion; References

1 "This Is Me": Digital Photo Journals and Young Children's Technologies of the SelfTheoretical and Empirical Background; Narrative and Development; Technologies of the Self; Digital Technologies and Photo-Elicitation; Research Context and Data Collection Methods; Research Questions and Data Analysis Methods; Results and Discussion; Question 1: Self-Representation; Question 2: Context Representation; Question 3: Nature of Self-Narrative; Question 4: Creating Digital Journals as a Technology of the Self; Future Trends and Conclusions; References; 2 Digital Storytelling and Authoring Identity

The Importance of MediumPurpose and Perspective; Background and Theory; Research on Digital Storytelling; Narrative and Identity; Research on Digital Storytelling and Identity; Context and Methods; Case 1: Marion and His Airplanes; Case 2: Isaiah Gets Serious; Conclusion; Future Trends; References; 3 Building Identities as Experts: Youth Learning in an Urban After-School Space; Background and Theory; Methods and Results; Settings and Participants; Data Collection and Analysis; Data and Results; The Project Phases; The Youth and Their Experience with Technology

The First Stage of Constructing Expertise: Becoming Acclimated.The Second Stage of Expertise: Competence; The Third Stage of Expertise: Proficiency; Findings Summary; Future Trends; Conclusion; References; 4 Positive Technological Development: The Multifaceted Nature of Youth Technology Use toward Improving Self and Society; Theoretical Framework; Measuring Factors and Correlates; Methods; Participants; Measure; Results; Statistical Validation of the PTDQ; Gender Differences in Technology Use; Guiding Program Development; Discussion; Future Directions; Appendix A; References

Part II Identities in Flux and in PlayIntroduction Part II: Identities Unleashed; Dual Identity; Virtual Identities and Social Capital; Learning and Scratch Identities; References; 5 "You Can Make Friends Easier on a Boy Face": Identity Play and Learning in a Multiuser Virtual Environment; Background and Theory; Whyville; Two Studies of Whyville Identities; Survey of Whyville Users; Why Whyville?; Online Participation; Multiple Identities; Whyville and the Real World; Science Learning on Whyville; Participatory Simulation: Why-pox; Why-pox Participation; Identity and Why-pox; Future Trends
Conclusion

Sommario/riassunto

It has become popular in recent years to talk about 'identity' as an aspect of engagement with technology - in virtual environments, in games, in social media and in our increasingly digital world. But what do we mean by identity and how do our theories and assumptions about identity affect the kinds of questions we ask about its relationship to technology and learning? Constructing the Self in a Digital World takes up this question explicitly, bringing together authors working from different models of identity but all examining the role of technology in the learning and lives of children and youth.
