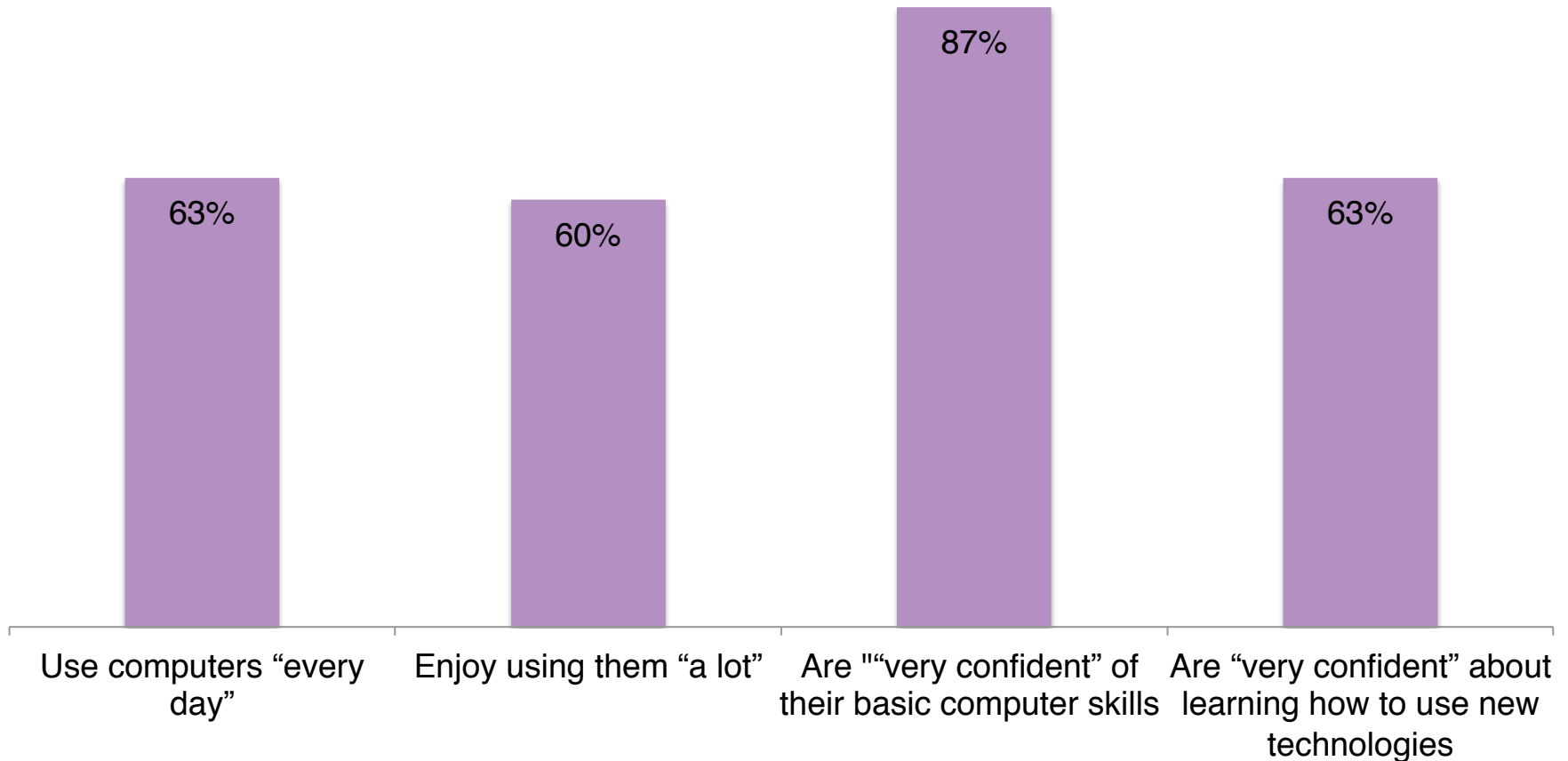




**#DigitalLives**  
**cgest.asu.edu/DigitalLives**

# Key Finding #1

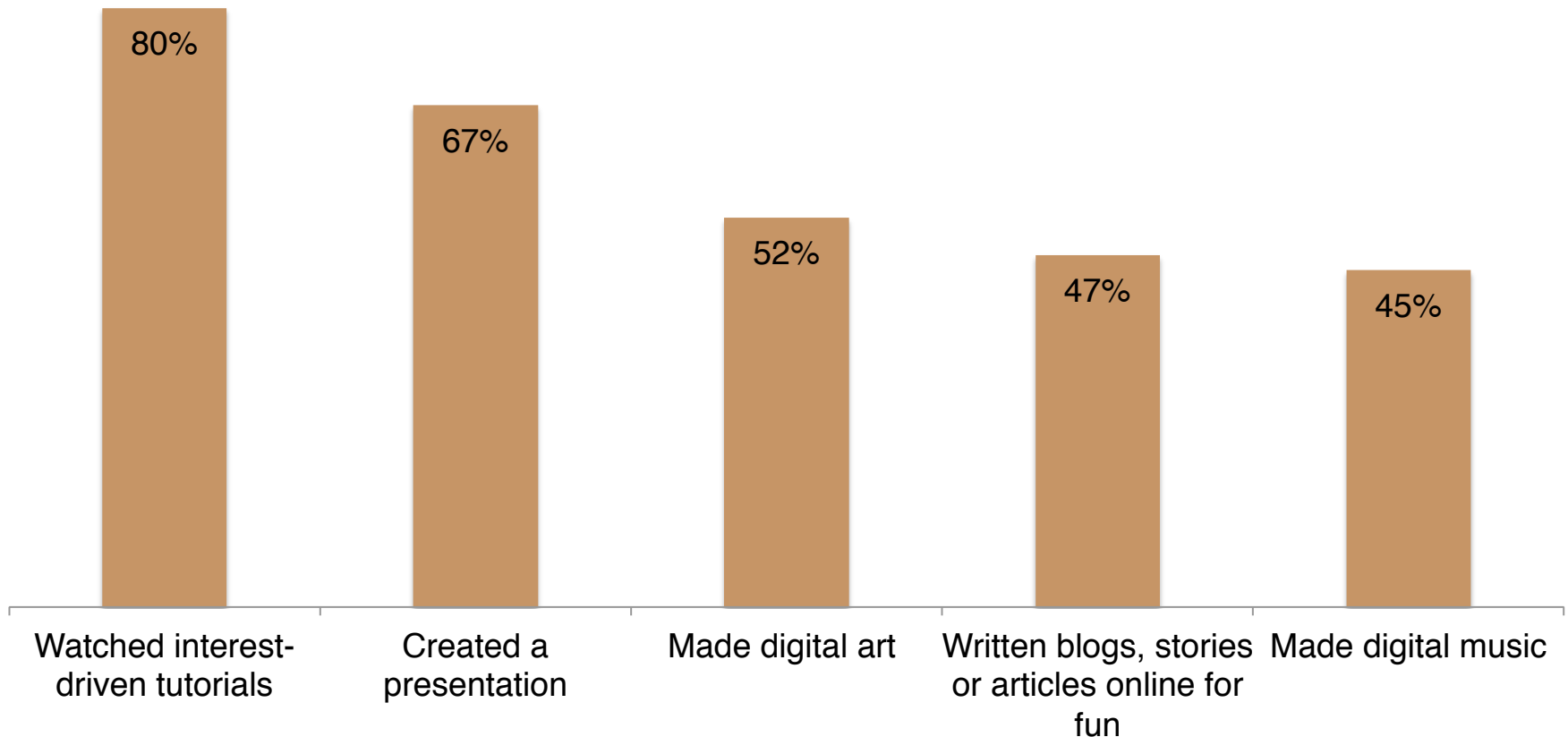
**African American youth use computers frequently, enjoy using them a lot, and are confident about their computer related skills. Percent of African American youth who:**



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

## Key Finding #2

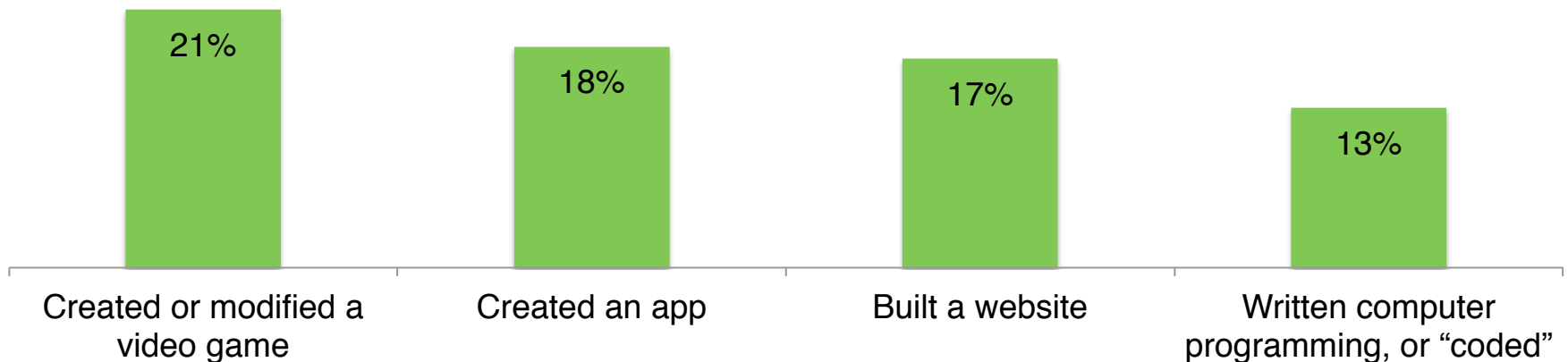
Many African American youth have engaged in innovative and creative activities on computers. Percent of African American youth who have:



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

## Key Finding #3

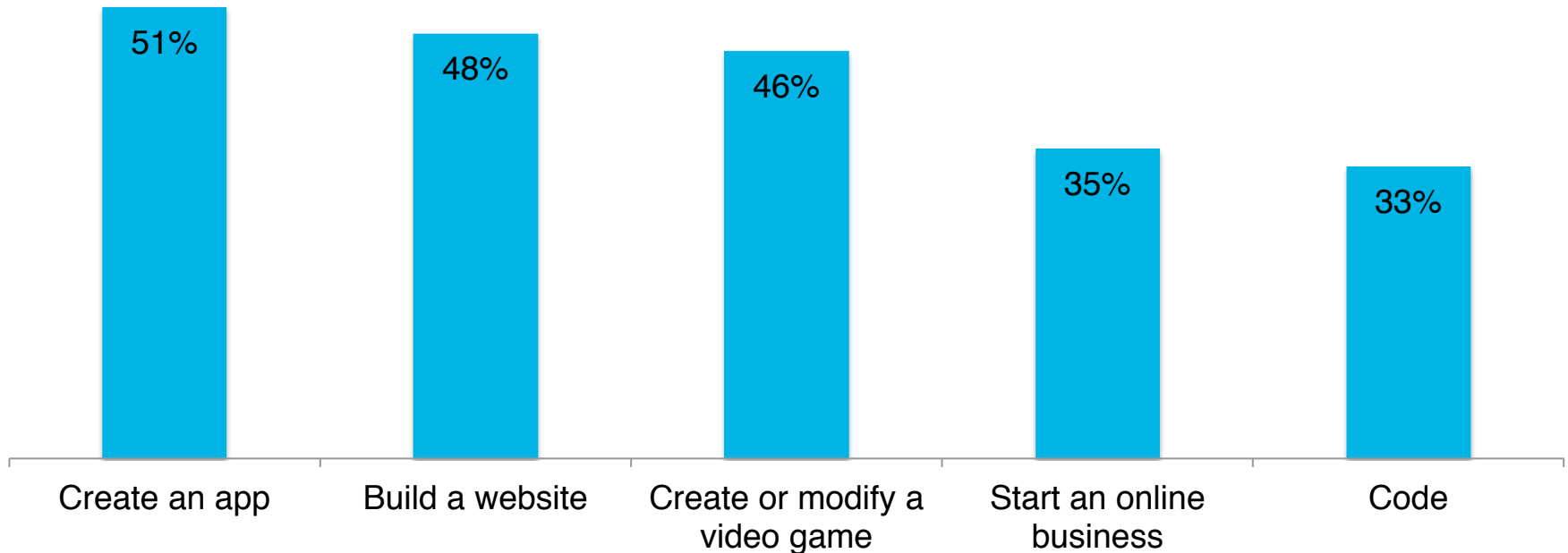
Relatively few African American youth have engaged in more technical activities on computers. Percent of African American youth who have:



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

## Key Finding #4

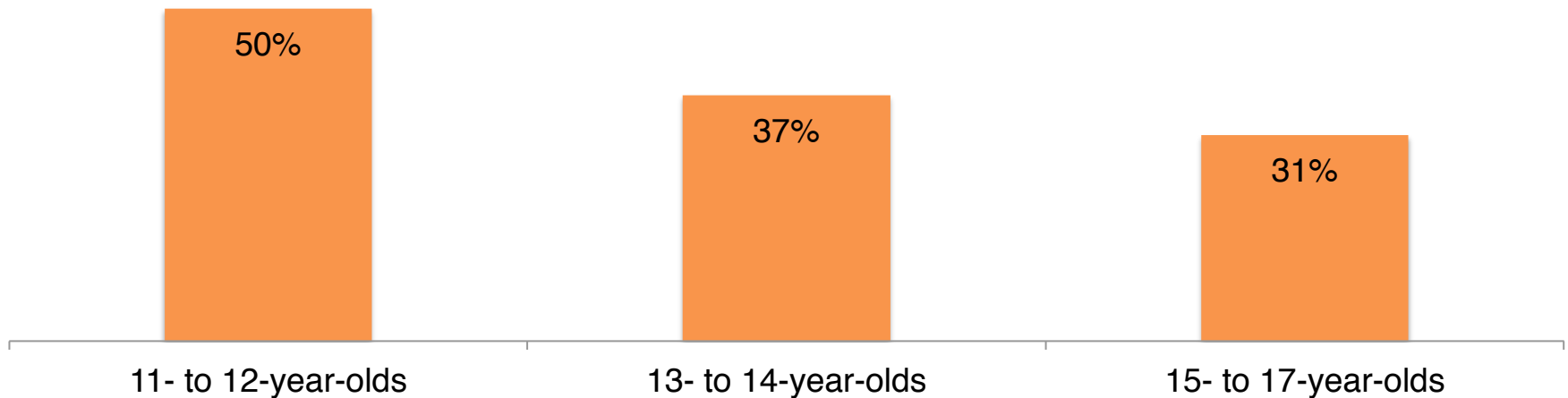
Many African American youth are interested in learning much more about computers. Percent of African American youth who want to learn how to:



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

## Key Finding #5

Interest in coding is highest among tweens. Percent of African American youth who have not coded, but want to learn how:

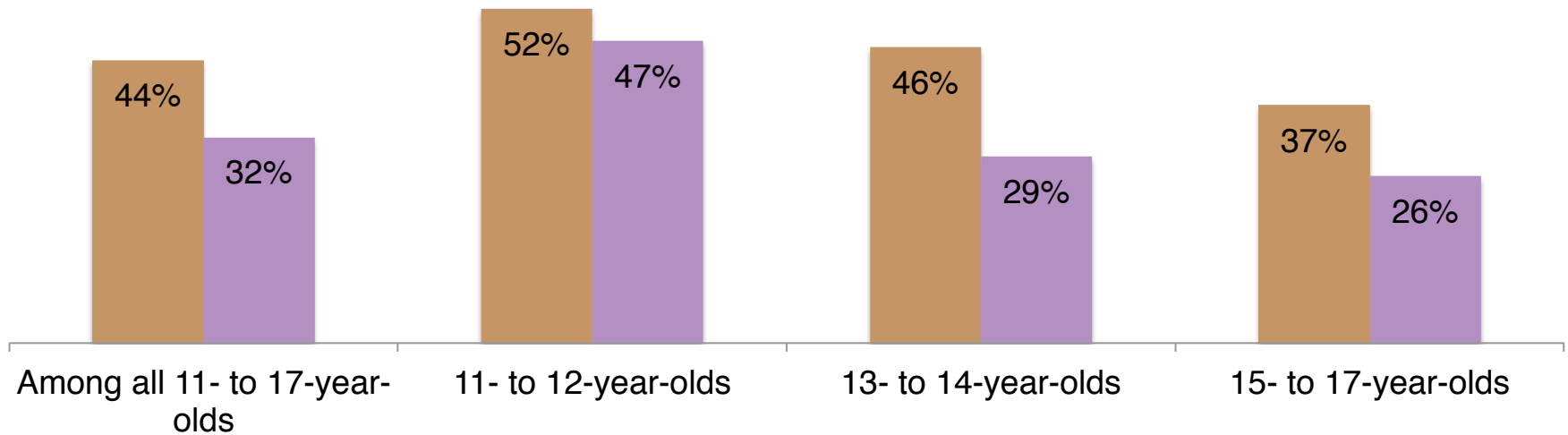


Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

## Key Finding #6

Interest in learning how to code is higher among boys than girls. Percent of African American youth who have not coded, but want to learn how:

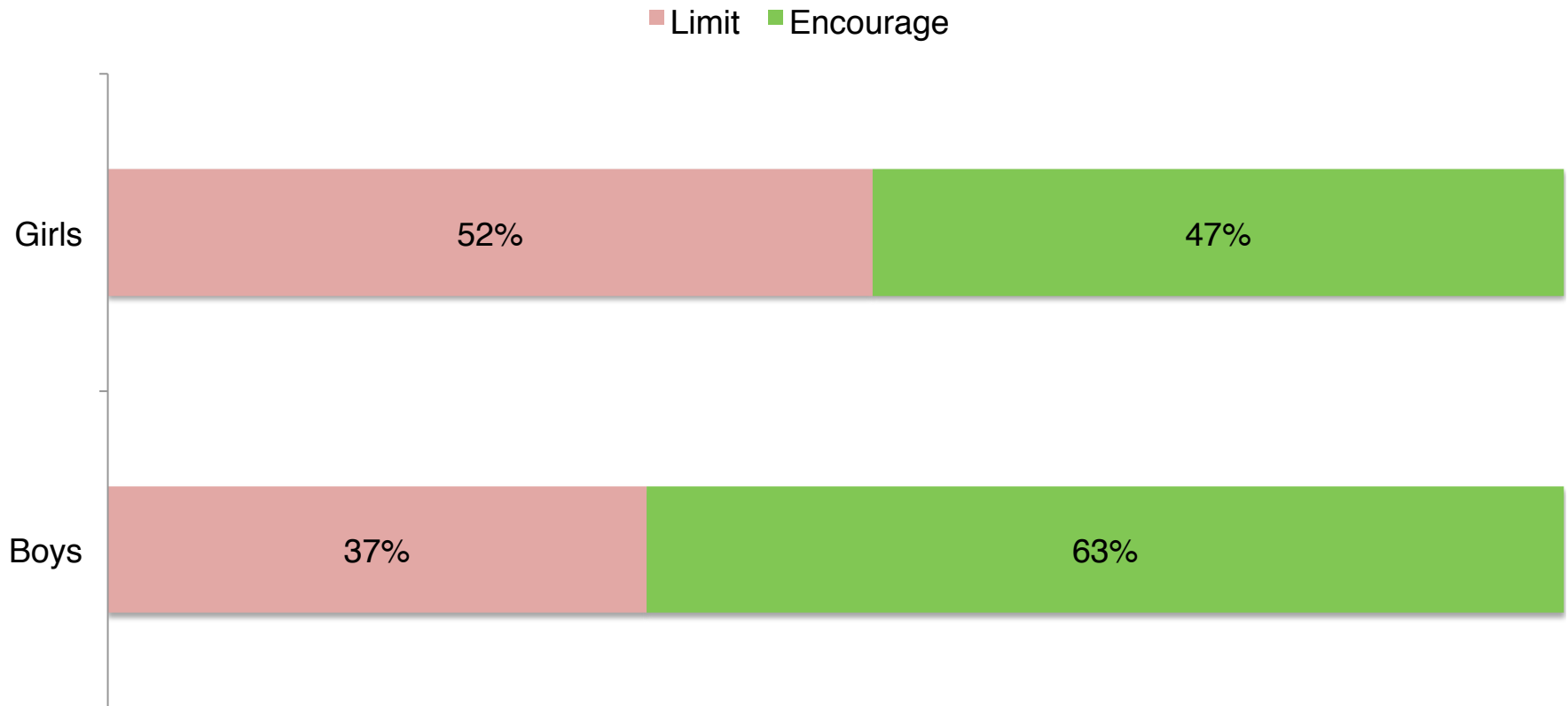
Boys Girls



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

## Key Finding #7

Parents are more likely to limit girls' than boys' online activities. Percent of parents who say they are more likely to encourage or limit children's online activities, by child's gender:



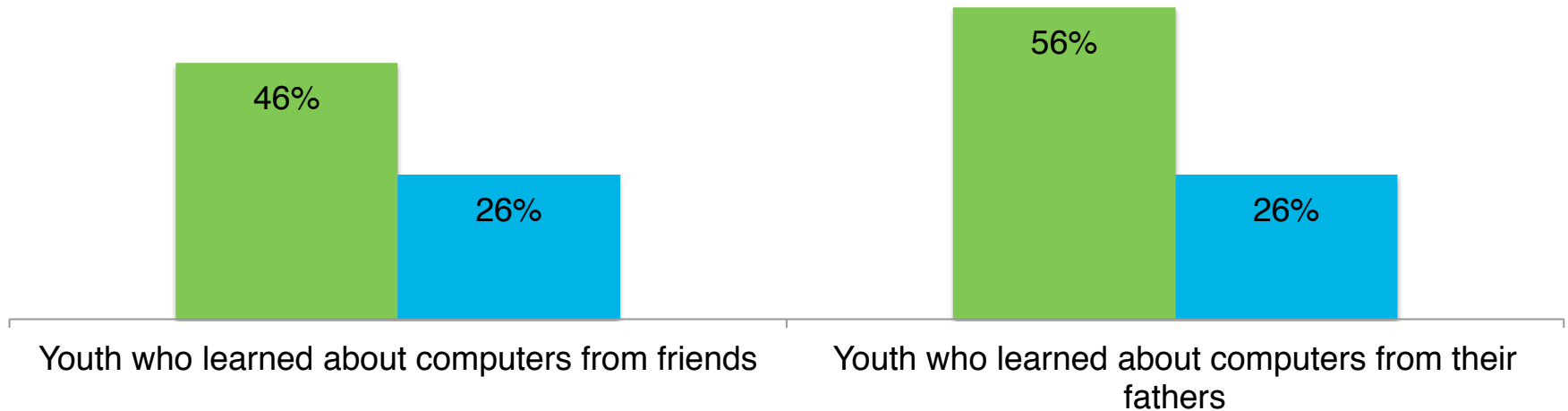
Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)



# Key Finding #8

**African American youth from lower SES homes are less likely to learn about computers from informal sources.**

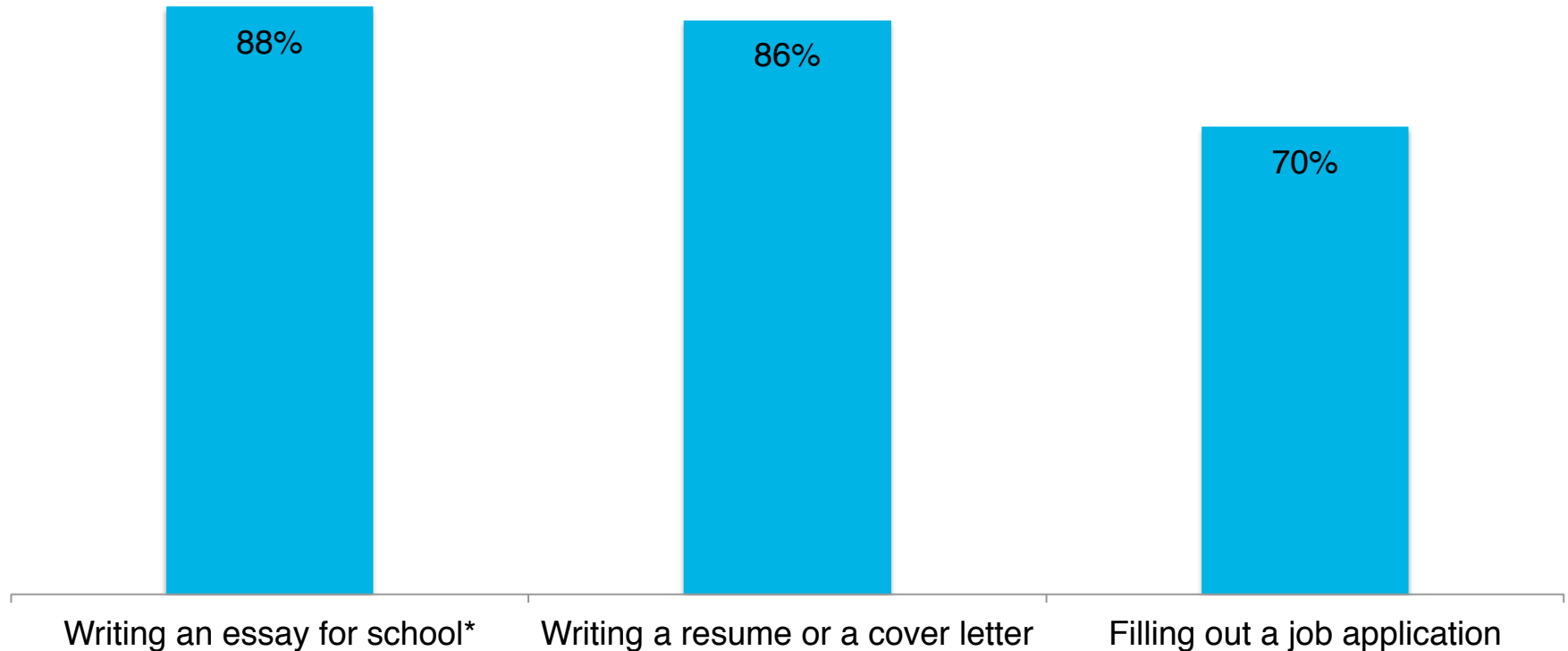
■ High-income ■ Low-income



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

## Key Finding #9

Most African American youth prefer using a computer to a phone for important functions. Percent of youth who prefer a computer to a phone for:

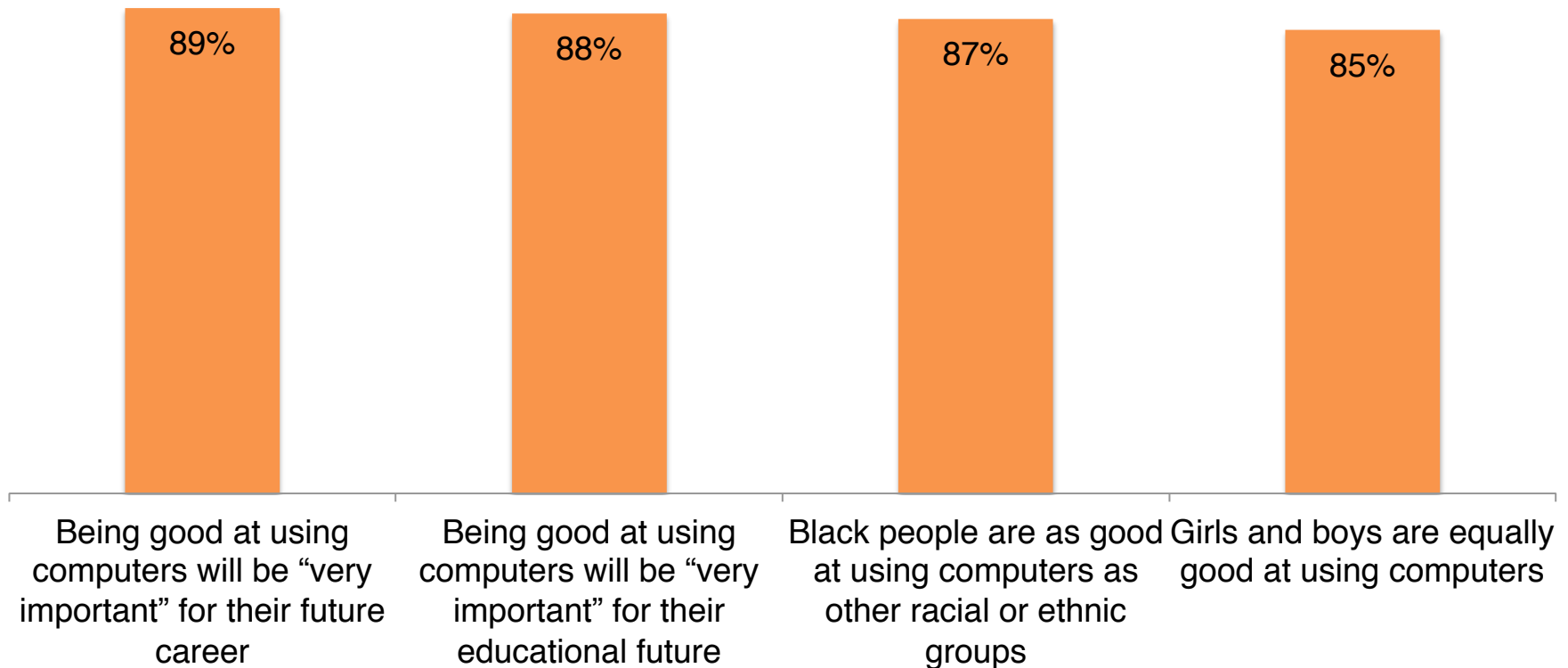


\*Among 13- to 17-year-olds

Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

# Key Finding #10

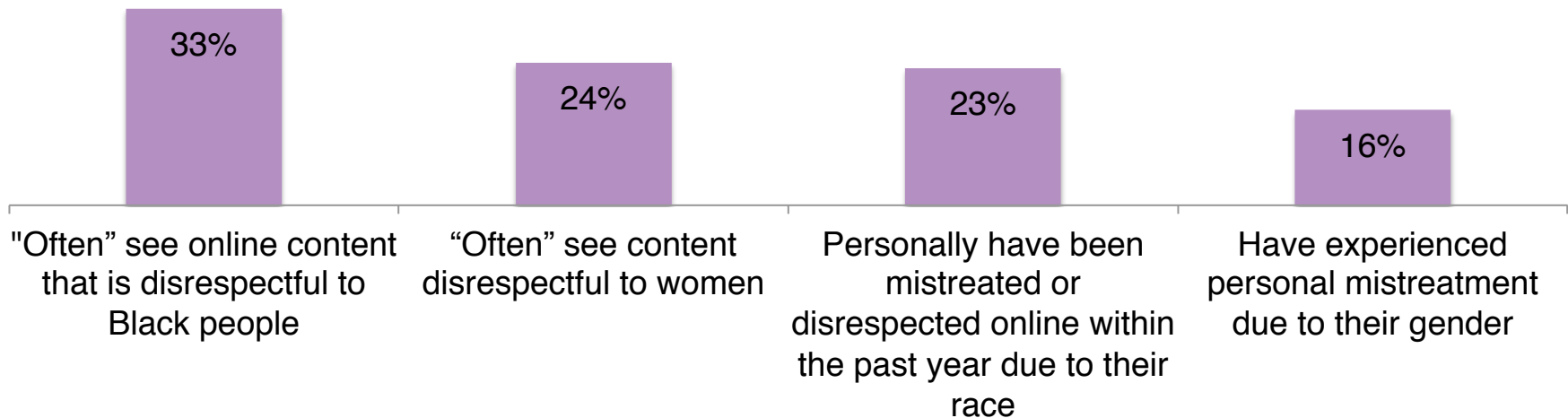
**African American youth recognize the importance of computers to their future, and don't adhere to negative racial or gender stereotypes about computer users.**  
**Percent of African American youth who say:**



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

# Key Finding #11

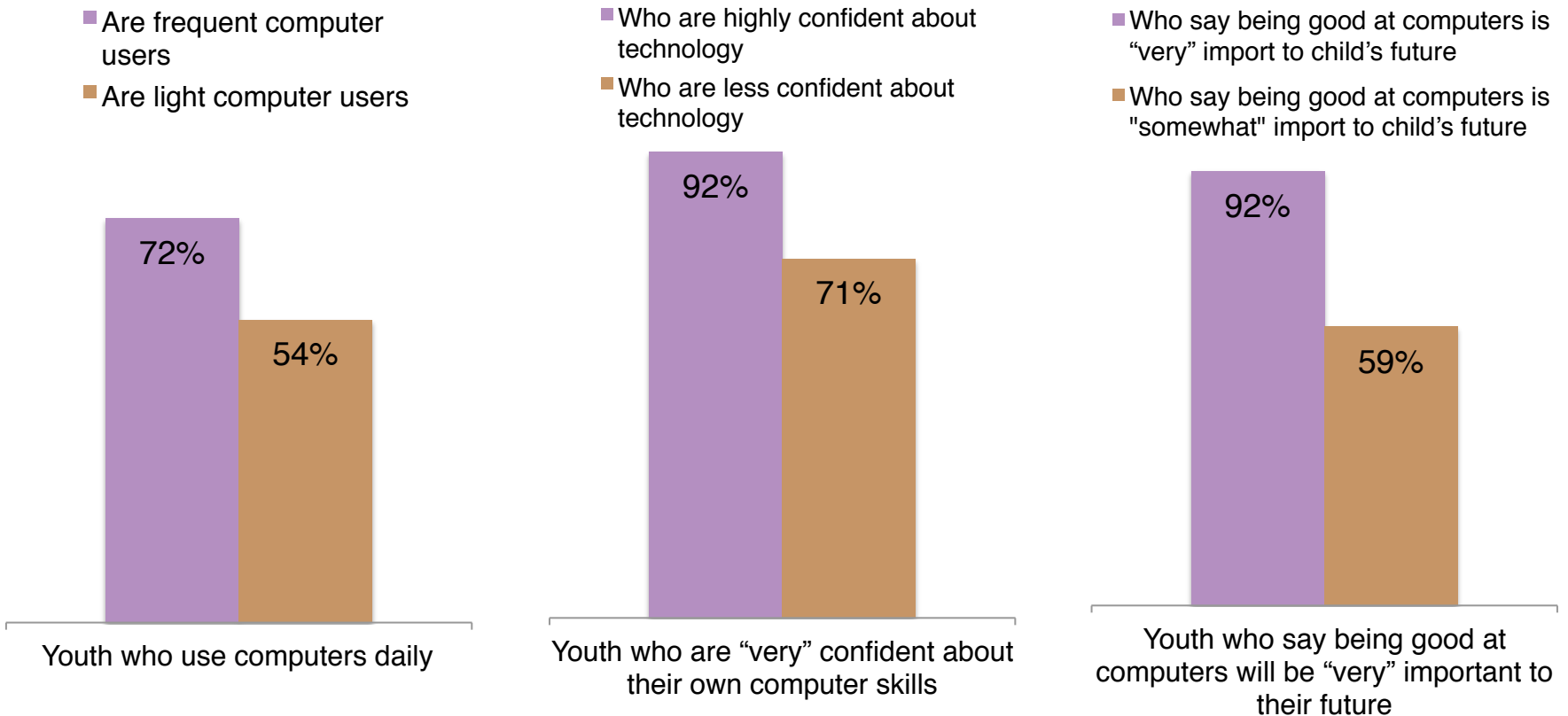
**Many African American youth frequently encounter content online that is disrespectful to women and Black people. Percent of African American youth who say they:**



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)

# Key Finding #12

**African American youth attitudes about and use of computers are strongly related to those of their parents. Among youth whose parents:**



Rideout, V.J., Scott, K.A., Clark, K.A. (2016, October 19). *The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology*. Retrieved from [https://cgest.asu.edu/sites/default/files/digital\\_lives\\_report.pdf](https://cgest.asu.edu/sites/default/files/digital_lives_report.pdf)