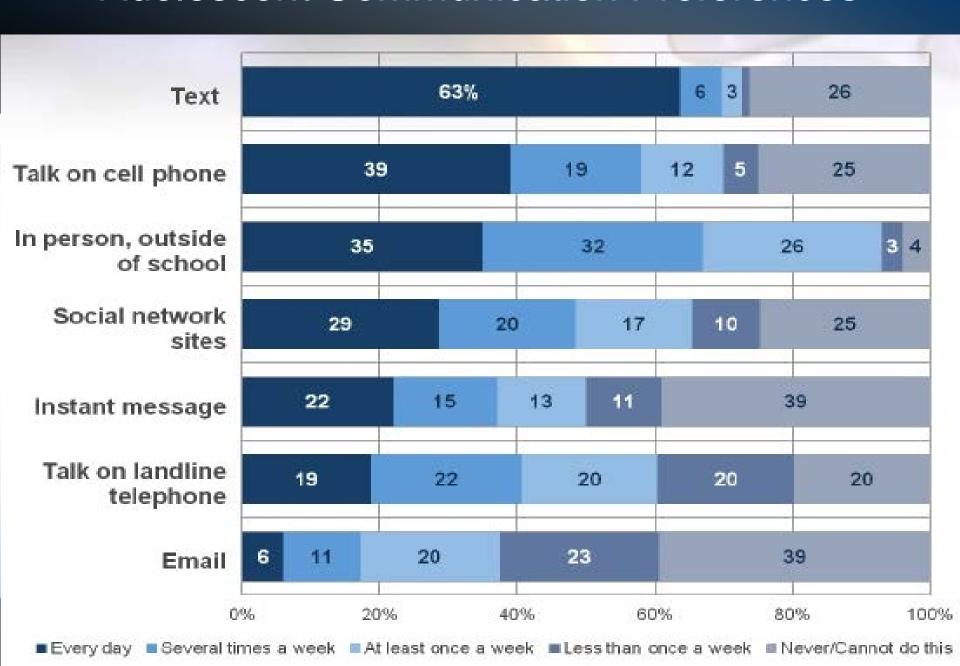
## **Engaging Youth in the Digital Age:** Tech, Text and Thrive

**Marguerita Lightfoot** 

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#### Adolescent Communication Preferences



#### Adolescents...

Can we get youth to listen?



Do they want to attend groups or come to therapy?

#### Demographics of teen cell phone users

the % of teens in each demographic group who have a cell phone

% of toons

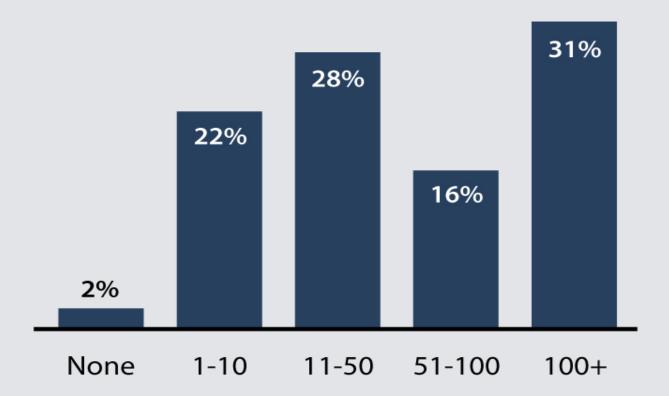
	% of teens		% or teens
Total teens	75%	Race/ethnicity	
		White, non-Hispanic	78%
		Black, non-Hispanic	75
Sex		Hispanic (English-speaking)	68
Boys	74%		
Girls	77	Household income	
		Less than \$30,000/yr	59%
Age		\$30,000-\$49,999	76
12-13	66%	\$50,000-\$74,999	73
14-17	80	\$75,000+	87



% of toons

#### A typical teen sends about 50 texts per day

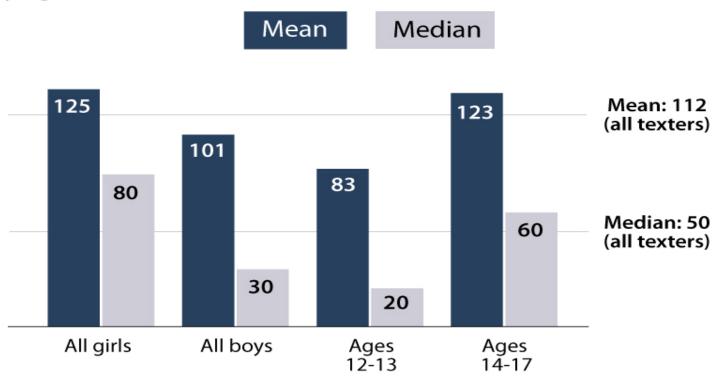
The % of teen texters who send that many texts per day





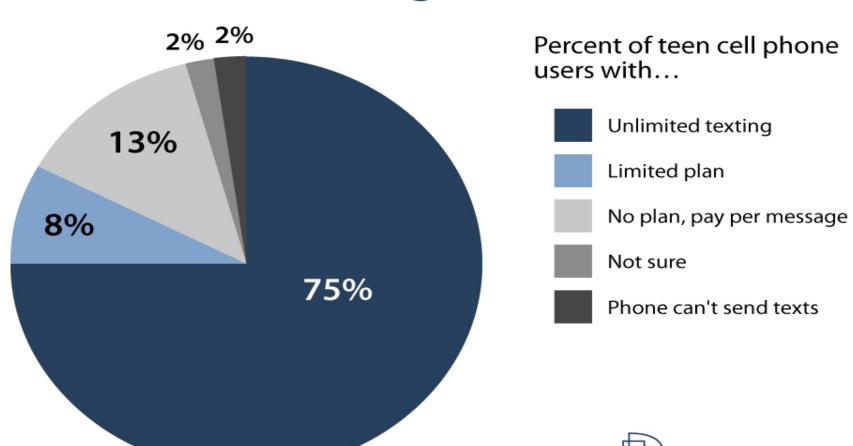
#### Typical number of texts per day

The mean and median number of texts sent per day by teen texters, by age and sex





## The vast majority of teen cell phone users have unlimited texting



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"I hate it when I have to talk on my phone."

## How do we get youth to test?



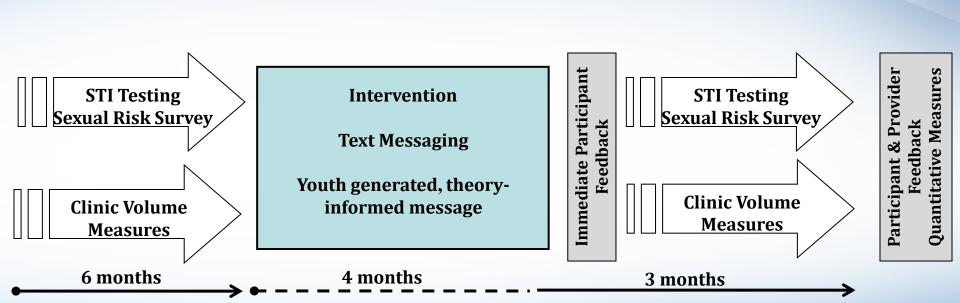
## Why Test?

- Almost 69,000 13 24 year olds infected
   ⇒ 60% don't know it
- HIV rate stable for other demographics
   ⇒ increased for 15 24 year olds
- Adolescents → highest STI rates
- Know infected 
   reduce risk behaviors
- Diagnosis 
   Iinkage to care & better health outcomes

#### Who Tests?

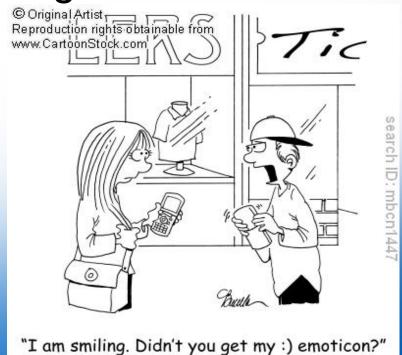
- Only 22% sexually active youth tested for HIV
- Sexually active & no condom use 30% been tested for HIV
- Overall
  - ⇒ 15% females, 11% males
  - ≥ 25% Black, 12% Hispanic, 11% White
  - → 17% 12 graders, 14% 11<sup>th</sup> graders, 11% 10<sup>th</sup> graders

## **Texting Intervention**



#### **Acceptability Issues**

- Good idea, important, appropriate
- What will my friends think?
- Who do I send a message to?
- What do I say?



#### Scientific/Ethical Issues

- Cyber bullying
- Incentives
- Message standardization
- Social networks
- "If they are already in contact, why send an impersonal text when actual word of mouth is possible?"
- Did they read the message?



## Findings

- Few refusals
- Everyone sends at least 5 texts
- Some youth would rather talk about clinic than testing
- Everyone willing to check in after a week
- Sample texts
  - come to the third st clinic for std check
  - im in a study to spread the word about the new 3rd street clinic on Bancroft you can get std check, birth control, etc.
  - r u stressed ned help have problems have we hav free councling at 3rd street youth center n clinic
  - Ay bruh you know your status you could come down to 3<sup>rd</sup> street and get checked make sho you straight.
  - Wussup bruh, I'm at the clinic right now getting tested. You should slide through brah, give me some support.
  - Hey Im at the Clinic you wanna come hang and just talk Im getting checked out can you maybe help me out and get checked out so I won't feel alone.

#### Games and health behavior

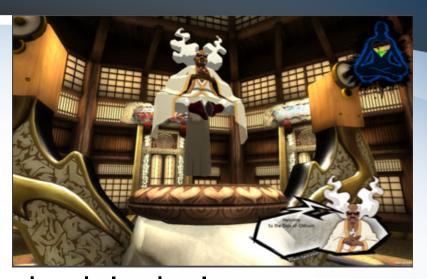
- Powerful environments for learning, attitude change, risk perception, skill development, and health behavior change—for all ages
- Growing body of research provides outcomes for specific populations
- New platforms and genres emerging
  - For example, mobile games, exergames, robots, and toys take games off the TV screen and/or entice players off the couch

#### Sample

- 170 adolescents
- 114 male (67%)
- Grade

- 9<sup>th</sup> & 10<sup>th</sup> 40%

- 11<sup>th</sup> & 12<sup>th</sup> 48%



Target: Emotion-related physiological processes and emotion-related behavior



#### DOJO

To watch video clip, go to http://vimeo.com/19907689

## Findings

- Difficulties in Emotional Regulation
  - Access to emotion regulation strategies

- Brief Symptom Inventory
  - Psychoticism



## Acceptability

ITEM	N	Mean	Min	Max	sd	t	Df	Sig
I liked doing the DOJO Computer Program		3.81	1	5	.982	7.385	78	.000
I learned about controlling myself by using		3.53	1	5	.959	3.069	76	.003
the DOJO Computer Program								
I learned about emotions/feelings and		3.59	1	5	.913	5.544	77	.000
behavior using the DOJO Computer								
Program								
The DOJO Computer Program was easy to	79	3.82	1	5	.874	5.922	78	.000
use.								
The DOJO Computer Program was	79	3.95	1	5	.799	8.781	78	.000
interesting								
I related to the characters and their	77	3.04	1	5	1.094	300	76	.765
situations in the DOJO Computer Program.								
The program kept things moving, so it was	78	3.27	1	5	1.002	1.922	76	.058
not boring.								
I wished I could have asked questions	76	3.32	1	5	.883	1.669	77	.099
while using the DOJO Computer Program								
I would tell a friend to try the DOJO	77	3.52	1	5	1.008	3.581	76	.001
Computer Program.								
I wish education programs were like the	73	3.67	1	5	.944	2.526	76	.014
DOJO Computer Program								
How likely do you think it is that you can		3.99	2	5	.798	8.180	77	.000
control your emotions?								
How likely do you think it is that you can		4.06	2	5	.671	13.833	76	.000
control your behaviors?								

#### **Technology-mediated Communication**

Mobile	Social Networking				
Moves information with us	Surround us with information through our many connections				
Makes information accessible ANYTIME and ANYWHERE	Brings us information from multiple, varied sources				
Puts information at our fingertips	Provide instant feedback, meaning and context				
Magnifies the demand for timely information	Allows us to shape and create information				
Makes information location-sensitive	Allow us to shape and create information ourselves and amplify others' messages				





- users are most likely to have Facebook accounts (96% v. 87% of blacks and 88% of Latinos)
- Older teen social media users also more likely to have Facebook accounts (95% of 14-17 year-olds v. 87% of those 12-13)
- Teen social media users whose parents have been to college are more likely than other teens to have Facebook accounts (96% v. 89% among other teens)

# **MySpace**

- MySpace profiles are most common among Latino teens (35% of Latino teen social media users have an account v. 22% of whites)
- Teen social media users whose parents did not go to college are more likely to have a MySpace account (32% v. 18% of those whose parents went to college



YouTube

 Among teen social media users, boys (9%) are more likely than girls (3%) to have an account on YouTube



Yahoo

 Young teen social media users (age 12-13) are more likely than older teens (14-17) to have an account on a Yahoo site (12% v. 5%)

#### Differences in Social Media Use

#### Twitter shows big differences

- 34% of online African-American teens use Twitter
- 11% of online white teens use Twitter
- 13% of online Latino teens use Twitter
- Lower income teens (under 30K hhd inc) more likely to use than higher income teens.
- Girls more than boys youngest boys 12-13 are laggards

#### Social network site use more broadly adopted

- Lowest income teens use SNS more than highest income teens
- Girls more than boys
- Older teens more than younger teens



### Thank you

- National Institute of Drug Abuse
- MAC Fund
- Research Team
- Agencies, schools, providers
- Youth willing to share their lives

## Questions?

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Want today's Wifi password?

1. Make your beds
 2. Vacuum downstairs
 3. Walk the dog
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