

The John D. and Catherine T. MacArthur Foundation Reports on Digital Media and Learning

Digital Youth with Disabilities by Meryl Alper

Peer Participation and Software: What Mozilla Has to Teach Government by
David R. Booth

The Future of Thinking: Learning Institutions in a Digital Age by Cathy N.
Davidson and David Theo Goldberg with the assistance of Zoë Marie
Jones

*Kids and Credibility: An Empirical Examination of Youth, Digital Media
Use, and Information Credibility* by Andrew J. Flanagin and Miriam
Metzger with Ethan Hartsell, Alex Markov, Ryan Medders, Rebekah
Pure, and Elisia Choi

*New Digital Media and Learning as an Emerging Area and “Worked Ex-
amples” as One Way Forward* by James Paul Gee

*Digital Media and Technology in Afterschool Programs, Libraries, and Muse-
ums* by Becky Herr-Stephenson, Diana Rhoten, Dan Perkel, and Christo
Sims with contributions from Anne Balsamo, Maura Klosterman, and
Susana Smith Bautista

*Young People, Ethics, and the New Digital Media: A Synthesis from the Good
Play Project* by Carrie James with Katie Davis, Andrea Flores, John M.
Francis, Lindsay Pettingill, Margaret Rundle, and Howard Gardner

*Confronting the Challenges of Participatory Culture: Media Education for the
21st Century* by Henry Jenkins (P.I.) with Ravi Purushotma, Margaret
Weigel, Katie Clinton, and Alice J. Robison

The Civic Potential of Video Games by Joseph Kahne, Ellen Middaugh,
and Chris Evans

We Used to Wait: Music Videos and Creative Literacy by Rebecca Kinskey

Quest to Learn: Developing the School for Digital Kids by Katie Salen, Robert Torres, Loretta Wolozin, Rebecca Rufo-Tepper, and Arana Shapiro

Measuring What Matters Most: Choice-Based Assessments for the Digital Age by Daniel L. Schwartz and Dylan Arena

Learning at Not-School? A Review of Study, Theory, and Advocacy for Education in Non-Formal Settings by Julian Sefton-Green

Measuring and Supporting Learning in Games: Stealth Assessment by Valerie Shute and Matthew Ventura

Participatory Politics: Next-Generation Tactics to Remake Public Spheres by Elisabeth Soep

Evaluation and Credentialing in Digital Music Communities: Benefits and Challenges for Learning and Assessment by H. Cecilia Suhr

The Future of the Curriculum: School Knowledge in the Digital Age by Ben Williamson

For more information, see <http://mitpress.mit.edu/books/series/john-d-and-catherine-t-macarthur-foundation-reports-digital-media-and-learning>.

This is a section of [doi:10.7551/mitpress/10259.001.0001](https://doi.org/10.7551/mitpress/10259.001.0001)

Digital Youth with Disabilities

By: Meryl Alper

Citation:

Digital Youth with Disabilities

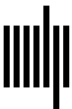
By: Meryl Alper

DOI: 10.7551/mitpress/10259.001.0001

ISBN (electronic): 9780262323789

Publisher: The MIT Press

Published: 2014



The MIT Press

© 2014 Massachusetts Institute of Technology

All rights reserved. No part of this book may be reproduced in any form by any electronic or mechanical means (including photocopying, recording, or information storage and retrieval) without permission in writing from the publisher.

MIT Press books may be purchased at special quantity discounts for business or sales promotional use. For information, please email special_sales@mitpress.mit.edu.

This book was set in Stone by the MIT Press. Printed and bound in the United States of America.

Library of Congress Cataloging-in-Publication Data

Alper, Meryl.

Digital youth with disabilities / Meryl Alper.

page cm. — (The John D. and Catherine T. MacArthur Foundation reports on digital media and learning)

Includes bibliographical references.

ISBN 978-0-262-52715-6 (pbk. : alk. paper)

1. Mass media and youth—United States. 2. Digital media—Social aspects—United States. 3. Youth with disabilities—United States.

4. Technology and youth—United States. I. Title.

HQ799.2.M352U647 2015

305.9'08083—dc23

2014017230

10 9 8 7 6 5 4 3 2 1