

Appendix III: Project Index

Study's Short Title	Study's Full Title	Study's Authors
Animation Around the Block	Animation Around the Block: After-School Game Design	Katynka Z. Martínez
Anime Fans	Transnational Anime Fandoms and Amateur Cultural Production	Mizuko Ito
Collaborative Storytelling	Searching for Count Whistleboy: Explorations in Collaborative Storytelling through Design Research	Dan Perkel and Sarita Yardi
Digital Photo-Elicitation with Kids	Discovering the Social Context of Kids' Technology Use	Dan Perkel and Sarita Yardi
Final Fantasy XI	Life in the Linkshell: The Everyday Activity of a Final Fantasy Community	Rachel Cody
Freshquest	Freshquest	Megan Finn, David Schlossberg, Judd Antin, and Paul Poling
Game Play	Game Play	Matteo Bittanti
Harry Potter Fandom	Mischief Managed: Multimedia Production in the Harry Potter Fandom	Becky Herr-Stephenson
High School Computer Club	The Student-Led Startup: One High School's Computer Club	Katynka Z. Martínez
Hip-Hop Music Production	Hip-Hop Music and Meaning in the Digital Age	Dilan Mahendran
Living Digital	Living Digital: Teens' Social Worlds and New Media	C. J. Pascoe and Christo Sims
Los Angeles Middle Schools	Teaching and Learning with Multimedia	Lisa Tripp and Becky Herr-Stephenson

Study's Short Title	Study's Full Title	Study's Authors
Media Literacy Education	Media Literacy Education: Understanding Technology and Online Media in the Lives of Middle-School Girls	Sarita Yardi and Sarai Mitnick
MySpace Profile Production	The Practices of MySpace Profile Production	Dan Perkel
Neopets	Virtual Playgrounds: An Ethnography of Neopets	Heather A. Horst and Laura Robinson
Pico Union Community Center	New Media in an Old Community Center	Katynka Z. Martínez
Pico Union Families	Bedroom Culture and the Studio Apartment: Media, Parents, and Children in Urban Los Angeles	Katynka Z. Martínez
Pro-Eating Disorder Discussion Groups	No Wannarexics Allowed	C. J. Pascoe and Natalie Boero
Rural and Urban Youth	Rural and Urban Youth (Part of the Living Digital: Teens' Social Worlds and New Media Project)	Christo Sims
Self-Production through YouTube	Broadcast Yourself: Self-Production through Online Video-Sharing on YouTube	Sonja Baumer
Silicon Valley Families	Coming of Age in Silicon Valley	Heather A. Horst
Team Play	Team Play: Kids in the Café	Arthur Law
Teen Sociality in Networked Publics	Teen Sociality in Networked Publics	danah boyd
The Social Dynamics of Media Production	The Social Dynamics of Media Production in an After-School Setting	Judd Antin, Dan Perkel, and Christo Sims
Wikipedia and Information Evaluation	Information the Wiki Way	Laura Robinson
Wondering, Wandering, and Wireless	Wondering, Wandering, and Wireless: An Ethnography of the Explainers and Their Brief Affair with a Mobile Technology	Alison Billings
YouTube and Video Bloggers	Thanks for Watching: A Study of Video-Sharing Practices on YouTube	Patricia G. Lange

This is a section of [doi:10.7551/mitpress/11832.001.0001](https://doi.org/10.7551/mitpress/11832.001.0001)

Hanging Out, Messing Around, and Geeking Out

Kids Living and Learning with New Media

By: Mizuko Ito, Sonja Baumer, Matteo Bittanti, danah boyd, Rachel Cody, Becky Herr Stephenson, Heather A. Horst, Patricia G. Lange, Dilan Mahendran, Katynka Z. Martínez, C. J. Pascoe, Dan Perkel, Laura Robinson, Christo Sims, Lisa Tripp

Citation:

Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media

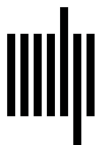
By: Mizuko Ito, Sonja Baumer, Matteo Bittanti, danah boyd, Rachel Cody, Becky Herr Stephenson, Heather A. Horst, Patricia G. Lange, Dilan Mahendran, Katynka Z. Martínez, C. J. Pascoe, Dan Perkel, Laura Robinson, Christo Sims, Lisa Tripp

DOI: [10.7551/mitpress/11832.001.0001](https://doi.org/10.7551/mitpress/11832.001.0001)

ISBN (electronic): 9780262354653

Publisher: The MIT Press

Published: 2019



The MIT Press

© 2010 Massachusetts Institute of Technology

Preface to the tenth anniversary edition © 2019 Massachusetts Institute of Technology

This work is subject to a Creative Commons CC BY 4.0 license.

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.

This book was set in Stone Sans and Stone Serif by SNP Best-set Typesetter Ltd., Hong Kong. Printed and bound in the United States of America.

Library of Congress Cataloging-in-Publication Data

Names: Ito, Mizuko, author. | Baumer, Sonja, author. | Bittanti, Matteo, author.

Title: Hanging out, messing around, and geeking out : kids living and learning with new media / Mizuko Ito, Sonja Baumer, Matteo Bittanti, Danah Boyd, Rachel Cody, Becky Herr Stephenson, Heather A. Horst, Patricia G. Lange, Dilan Mahendran, Katynka Z. Martinez, C. J. Pascoe, Dan Perkel, Laura Robinson, Christo Sims, and Lisa Tripp ; preface by Mizuko Ito and Heather A. Horst with the assistance of Heather A. Horst.

Description: Tenth Anniversary Edition. | Cambridge, MA : MIT Press, [2019] | Series: The John D. and Catherine T. MacArthur Foundation series on digital media and learning | Revised edition of Hanging out, messing around, and geeking out, c2010. | Includes bibliographical references and index.

Identifiers: LCCN 2018059351 | ISBN 9780262537513 (pbk. : alk. paper)

Subjects: LCSH: Mass media and youth--United States. | Digital media--Social aspects--United States. | Technology and youth--United States. | Learning--Social aspects.

Classification: LCC HQ799.2.M352 H36 2019 | DDC 302.23083--dc23

LC record available at <https://lccn.loc.gov/2018059351>

10 9 8 7 6 5 4 3 2 1