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# Hanging Out, Messing Around, and Geeking Out

## Kids Living and Learning with New Media

By: Mizuko Ito

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## **Hanging Out, Messing Around, and Geeking Out**

## **The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning**

*Engineering Play: A Cultural History of Children's Software* by Mizuko Ito

*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, with contributions by Judd Antin, Megan Finn, Arthur Law, Annie Manion, Sarai Mitnick, David Schlossberg, and Sarita Yardi

### **Inaugural Series Volumes**

These edited volumes were created through an interactive community review process and published online and in print in December 2007. They are the precursors to the peer-reviewed monographs in the series.

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*Youth, Identity, and Digital Media*, edited by David Buckingham

# HANGING OUT, MESSING AROUND, AND GEEKING OUT

Kids Living and Learning with New Media

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To the memory and ongoing legacy of Peter Lyman.  
His vision, passion, and leadership have guided this project  
and animated its spirit of interdisciplinary, collaborative work.



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