

Hanging Out, Messing Around, and Geeking Out

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

Civic Life Online: Learning How Digital Media Can Engage Youth, edited by W. Lance Bennett

Digital Media, Youth, and Credibility, edited by Miriam J. Metzger and Andrew J. Flanagin

Digital Youth, Innovation, and the Unexpected, edited by Tara McPherson

The Ecology of Games: Connecting Youth, Games, and Learning, edited by Katie Salen

Learning Race and Ethnicity: Youth and Digital Media, edited by Anna Everett

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

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 et al.

The Civic Web: Young People, the Internet, and Civic Participation by Shakuntala Banaji and David Buckingham

Connected Play: Tweens in a Virtual World by Yasmin B. Kafai and Deborah A. Fields

The Digital Youth Network: Cultivating Digital Media Citizenship in Urban Communities edited by Brigid Barron, Kimberley Gomez, Nichole Pinkard, and Caitlin K. Martin

The Interconnections Collection developed by Kylie Peppler, Melissa Gresalfi, Katie Salen Tekinbaş, and Rafi Santo

Gaming the System: Designing with Gamestar Mechanic by Katie Salen Tekinbaş, Melissa Gresalfi, Kylie Peppler, and Rafi Santo

Script Changers: Digital Storytelling with Scratch by Kylie Peppler, Rafi Santo, Melissa Gresalfi, and Katie Salen Tekinbaş

Short Circuits: Crafting E-Puppets with DIY Electronics by Kylie Peppler, Katie Salen Tekinbaş, Melissa Gresalfi, and Rafi Santo

Soft Circuits: Crafting E-Fashion with DIY Electronics by Kylie Peppler, Melissa Gresalfi, Katie Salen Tekinbaş, and Rafi Santo

Connected Code: Children as the Programmers, Designers, and Makers for the 21st Century by Yasmin B. Kafai and Quinn Burke

Disconnected: Youth, New Media, and the Ethics Gap by Carrie James

Education and Social Media: Toward a Digital Future edited by Christine Greenhow, Julia Sonnevend, and Colin Agur

Framing Internet Safety: The Governance of Youth Online by Nathan W. Fisk

Connected Gaming: What Making Video Games Can Teach Us About Learning and Literacy by Yasmin B. Kafai and Quinn Burke

Giving Voice: Mobile Communication, Disability, and Inequality by Meryl Alper

Worried About the Wrong Things: Youth, Risk, and Opportunity in the Digital World by Jacqueline Ryan Vickery

Good Reception: Teens, Teachers, and Mobile Media in a Los Angeles High School by Antero Garcia

Families at Play: Connecting and Learning through Video Games by Sinem Siyahhan and Elisabeth Gee

Resonant Games: Design Principles for Learning Games that Connect Hearts, Minds and the Everyday by Eric Klopfer, Jason Haas, Scot Osterweil, and Louisa Rosenheck

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. Martínez, C. J. Pascoe, Dan Perkel,
Laura Robinson, Christo Sims, and Lisa Tripp**

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

**The MIT Press
Cambridge, Massachusetts
London, England**

© 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

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.

Contents

Series Foreword	xi
Preface to the Tenth Anniversary Edition	xiii
Mizuko Ito and Heather A. Horst	
Acknowledgments	xxxvii
Notes on the Text	xli
INTRODUCTION	1
1 MEDIA ECOLOGIES	29
Lead Authors: Heather A. Horst, Becky Herr-Stephenson, and Laura Robinson	
Box 1.1 Media Ecologies: Quantitative Perspectives	32
Christo Sims	
Box 1.2 Michelle	42
Lisa Tripp	
Box 1.3 “You Have Another World to Create”: Teens and Online Hangouts	50
C. J. Pascoe	
Box 1.4 The Techne-Mentor	59
Megan Finn	
Box 1.5 zalas, a Digital-Information Virtuoso	67
Mizuko Ito	
2 FRIENDSHIP	79
Lead Author: danah boyd	

Box 2.1	Sharing Snapshots of Teen Friendship and Love	85
	Katynka Z. Martínez	
Box 2.2	From MySpace to Facebook: Coming of Age in Networked Public Culture	92
	Heather A. Horst	
3	INTIMACY	117
	Lead Author: C. J. Pascoe	
Box 3.1	The Public Nature of Mediated Breakups	133
	danah boyd	
Box 3.2	Bob Anderson’s Story: “It Was Kind of a Weird Cyber Growing-Up Thing”	142
	Christo Sims	
4	FAMILIES	149
	Lead Author: Heather A. Horst	
Box 4.1	The Garcia Family: A Portrait of Urban Los Angeles	158
	Katynka Z. Martínez	
Box 4.2	The Miller Family: A Portrait of a Silicon Valley Family	168
	Heather A. Horst	
Box 4.3	The Milvert Family: A Portrait of Rural California	186
	Christo Sims	
5	GAMING	195
	Lead Authors: Mizuko Ito and Matteo Bittanti	
Box 5.1	Neopets: Same Game, Different Meanings	204
	Laura Robinson and Heather A. Horst	
Box 5.2	First-Person Play: Subjectivity, Gamer Code, and Doom	210
	Matteo Bittanti	
Box 5.3	Learning and Collaborating in Final Fantasy XI	216
	Rachel Cody	
Box 5.4	Machinima: From Learners to Producers	224
	Matteo Bittanti	
6	CREATIVE PRODUCTION	243
	Lead Authors: Patricia G. Lange and Mizuko Ito	

Box 6.1 “MySpace Is Universal”: Creative Production in a Trajectory of Participation 257

Dan Perkel

Box 6.2 All in the Family 263

Patricia G. Lange

Box 6.3 Making Music Together 270

Dilan Mahendran

Box 6.4 **Spoiler Alert: Harry Potter Podcasting as Collaborative Production** 285

Becky Herr-Stephenson

7 WORK 295

Lead Author: Mizuko Ito

Box 7.1 “I’m Just a Nerd. It’s Not Like I’m a Rock Star or Anything” 311

Mizuko Ito

Box 7.2 Technological Prospecting in Rural Landscapes 316

Christo Sims

Box 7.3 Being More Than “Just a Banker”: DIY Youth Culture and DIY Capitalism in a High-School Computer Club 320

Katynka Z. Martínez

Box 7.4 Final Fantasy XI: Trouncing Tiamat 326

Rachel Cody

Box 7.5 Eddie: Neopets, Neocapital, and Making a Virtual Buck 331

Laura Robinson

CONCLUSION 339

Appendix I: Project Overview 355

Appendix II: Project Descriptions 361

Appendix III: Project Index 371

Bibliography 373

Index 399

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

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