Media, Social Media, Children and Adolescents

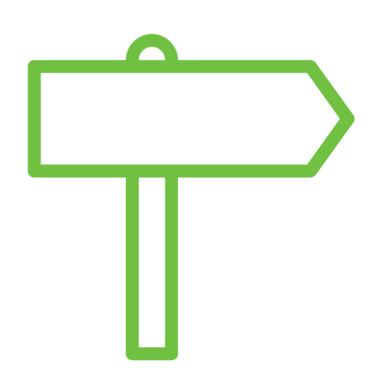
Kristin A. Dalope, MD, MEd

Disclosures

Source	
Research Funding	ECHO Autism
Advisor/Consultant	
Employee	UPP/University of Pittsburgh
Speakers' Bureau	
Books, Intellectual Property	
In-Kind Services	
Stock or Equity	
Honorarium	



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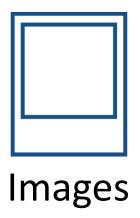


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Terms of Reference: Media



Text





Audio



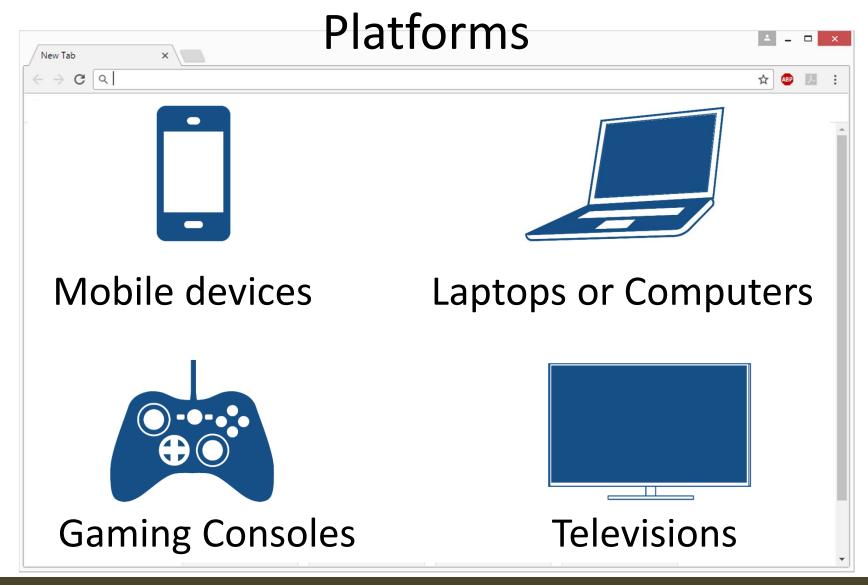
Terms of Reference: Digital Media

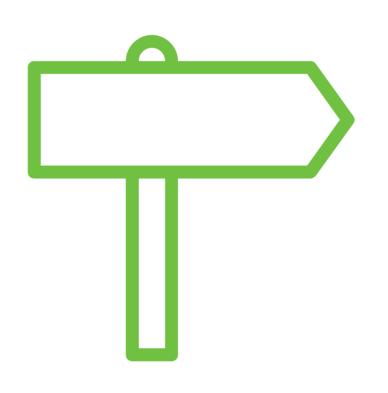
Digital media is a generic term for any content in electronic form



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Terms of Reference: Technology



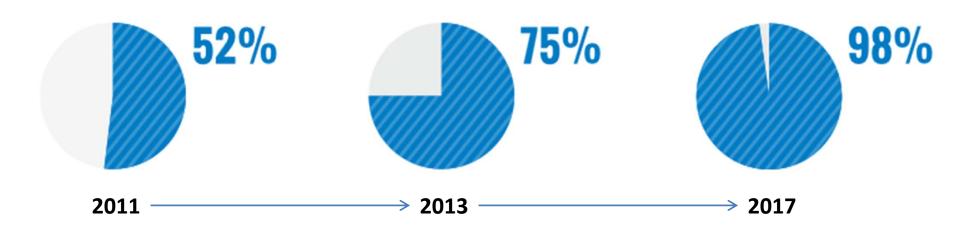


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Mobile Device Ownership

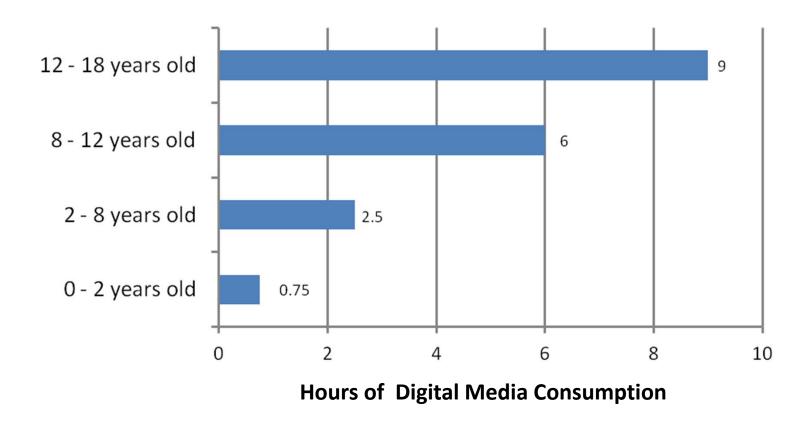


Mobile is universal. Among 0- to 8-year-olds, percent of homes with a mobile device



https://www.commonsensemedia.org/sites/default/files/uploads/pdfs/2017-zero-to-eight-not-infographic-final.pdf

Daily Media Use



Data Source: https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens

Media Preference: Toddlers



- Slow
- Familiar



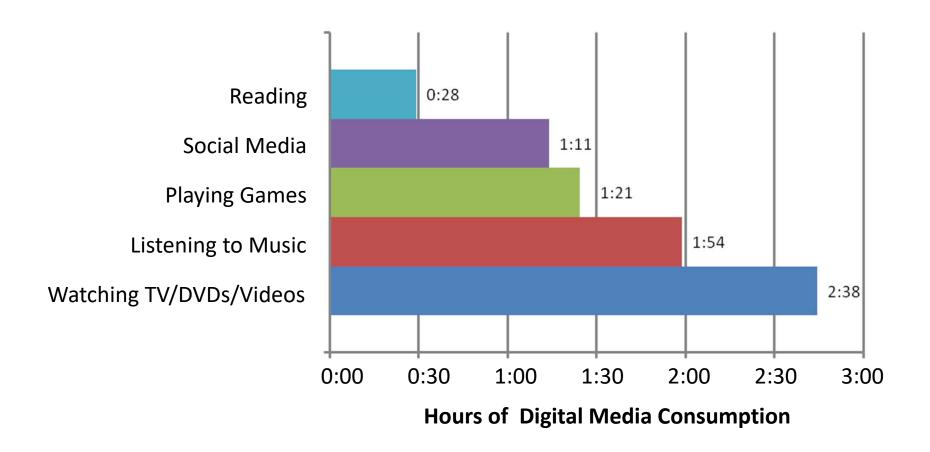
Media Preference: School Age





- Faster
- Adventurous
- Creative/Fantasy
- Educational
- Instructional

Media Preference: Tweens & Teens



Source Data: https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens



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American Academy of Pediatrics



Prior to October 28, 2016:

- DISCOURAGE "Screen time" from 0-2 years old
- LIMIT "screen time" to 2 hours a day for children over 2 years old

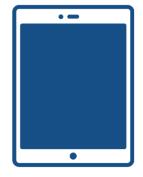
Quality > Quantity

"In Real Life"



Online



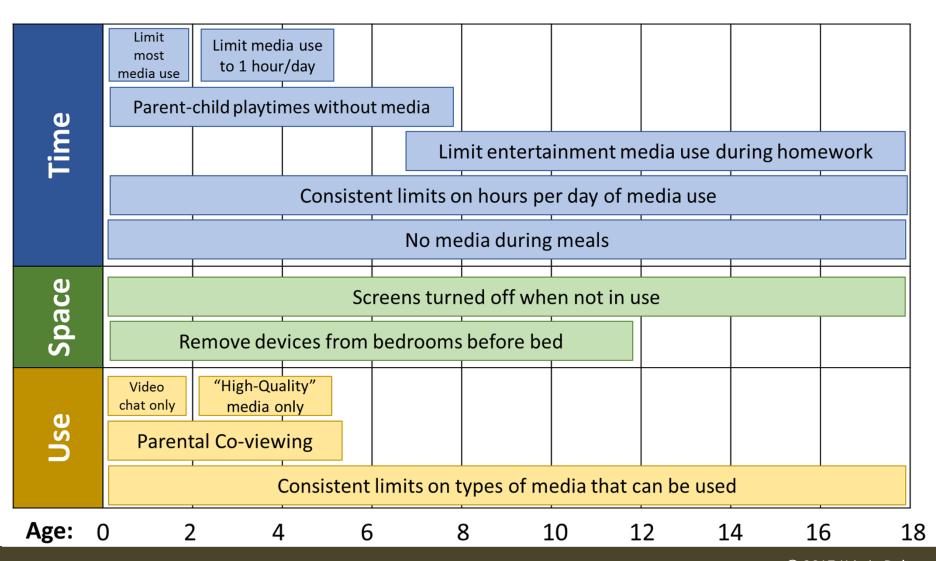




AAP Guidelines to Industry

- Create design interfaces that are developmentally appropriate
- Scientifically evaluate products before making educational claims
- Make high-quality products accessible to lowincome families and in multiple languages.
- Eliminate advertising in applications and programming
- Provide parents the tools to set limits and monitor media use

AAP Digital Media Limit Setting



AAP Media Literacy Process

- Don't feel pressured to introduce technology early
- Avoid using media as the only way to calm your child
- Avoid fast-paced programs for young children
- Use resources to find quality media (e.g., Common Sense Media, PBS Kids, Sesame Workshop)
- Educate your child on selecting high quality media
- Create a Family Media Plan

Planning for Media Use

Supervising Media Use

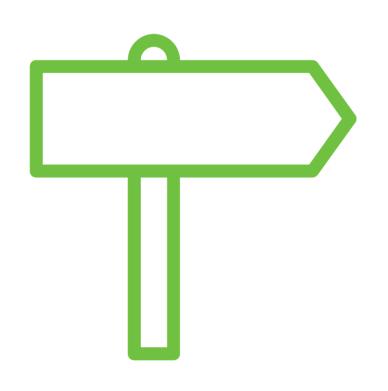
- Monitor child's or adolescent's media consumption for adherence to limits set in the Family Media Plan
 - Review and test what apps are used; potentially using them together
 - Watch for sexting, cyberbulling, problematic internet use and internet gaming disorder
- Serve as a positive role model with healthy media use



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Chief Complaint (& Media Use)

- Depression/Anxiety/Bipolar
- Bullying
- Poor grades
- Insomnia
- Addiction
- Aggression
- Inappropriate behavior
- College



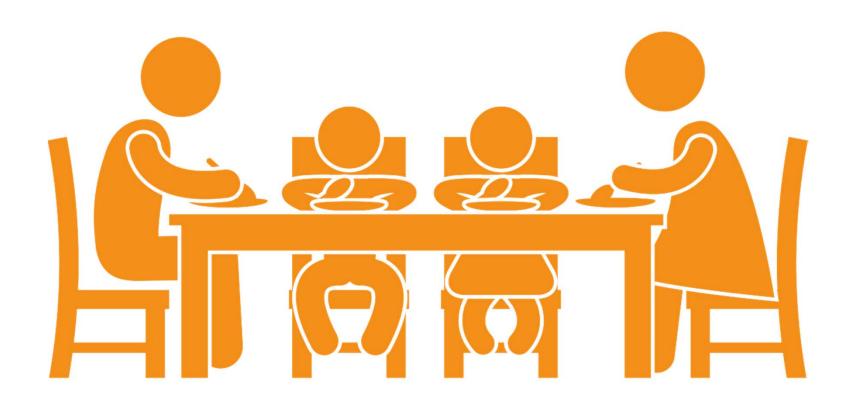
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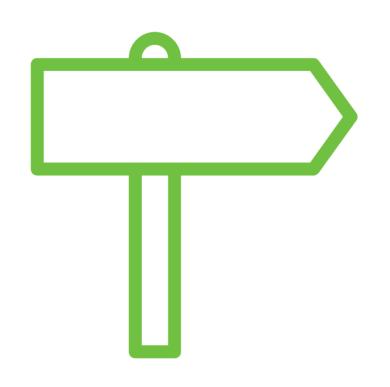
Evaluation with a Media History



 Listen for risky behavior, poor decision making on and offline

Evaluation of Media and Family



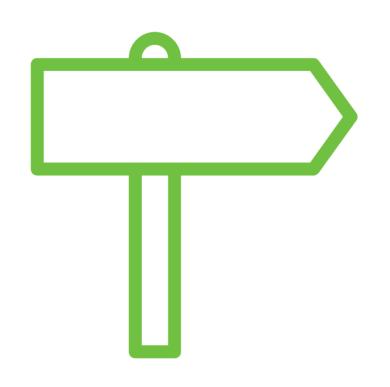


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Level of Intervention	Possib	le Pro	viders	Type of Intervention		Examples
	МНС	РСР	FT	K	S	
Individual		•				Assess developmental level and knowledge of technology/media to determine if they match
Parental						Provide education about what is developmentally appropriate and how to manage technology
Consultation				•		Assess what is/is not working, parental knowledge level, and individual's developmental level. Brief problem solving session.
Crisis Stabilization				•		Assist the family to navigate the situational crisis, provide feedback and psycho-education and assist the family with devising a plan for the next steps in addressing the issue which led to the crisis.
Family Therapy	•					All of the above plus help family navigate family roles and conflicts around technology

Legend: MHC: Mental Health Clinician; PCP: Primary Care Provider; FT: Family Therapist; K: Knowledge; S: Skill

Source: Dalope & Woods; Child and Adolescent Psychiatry Clinics of NA, in press

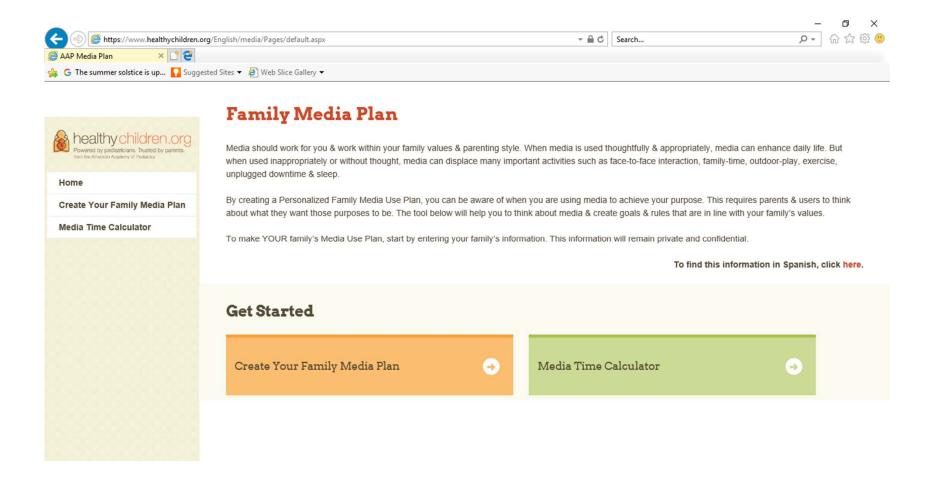


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AAP Family Media Use Plan

- Individualized
- Identify a balance between screen time/online time and other activities
- Set boundaries for accessing content
- Guide displays of personal information
- Encourage age-appropriate critical thinking and digital literacy
- Support open family communication and implementation of consistent media use rules

www.HealthyChildren.org/MediaUsePlan



Healthy Media Diet



Healthy Media Diet

Nutrition Facts

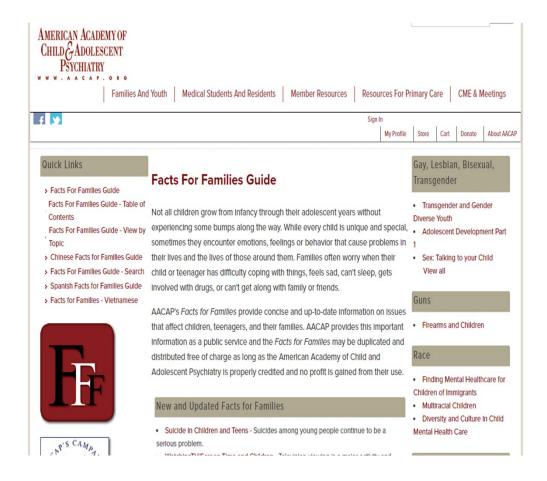
Serving Size 1 day (24 hours)

	% Daily Value
Awake 14 hrs	58%
School 7 hrs	29%
Homework 2 hrs	8%
Eating 2 hrs	8%
Exercise 1 hr	4%
Media 1 hr	4%
Asleep 10 hrs	42%

INGREDIENTS: Parental Supervision, Screen Curfews, Rules, plus Conversations About Values, Citizenship, Digital Footprints, Critical Thinking

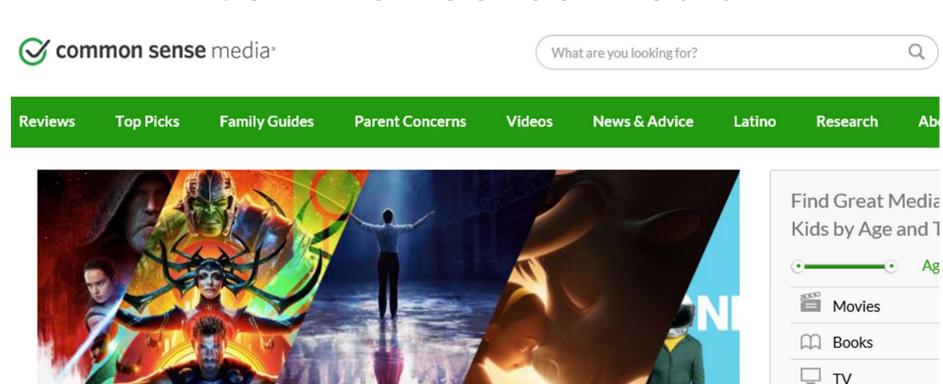
Contains AAP Guidelines

AACAP's Facts for Families



https://www.aacap.org/AACAP/Families and Youth/Facts for Families/FFF-Guide/FFF-Guide-Table-of-Contents.aspx

Common Sense Media



Holiday Movie Guide for Families and Teens

https://www.commonsensemedia.org/

Games

Apps

Websites

UPMC Tools/Resources/Policies

- Texting
- Email Use
- Social Media
- Apps



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References: Links

- AACAP Facts for Families:
 - http://www.aacap.org/aacap/families and youth
 /facts for families/fff-guide/FFF-Guide Home.aspx
- AAP Family Media Plan:
 - https://www.healthychildren.org/English/media/Pages/default.aspx
- Common Sense Media:
 - https://www.commonsensemedia.org/

References

- Shifrin D, Brown A, Hill D, Jana L, Flinn SK. Growing up digital: media research symposium. American Academy of Pediatrics. Oct 1, 2015. Accessed June 29 2017.
- Reid Chassiakos YL, Radesky J, Christakis D, Moreno MA, Cross C.
 Council on Communications and Media. *Children and Adolescents and Digital Media*. Pediatrics. 2016 Nov; 138(5). pii: e20162593.
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