Adolescent Development

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Ch. 7: Work, Leisure, and Media

Outline-Overview

- Adolescent Employment
- Adolescent Workplace
- Adolescent Employment and Development
- Leisure Activities
- Impact of Mass Media

Adolescent Time Utilization

- American adolescents spend more time on leisure, less time in productive activities, than peers in other countries
- Example
  - Average American high school student spends < 5 hours per week on homework
  - In Asian countries a student spends 4 to 5 hours per day on homework
  - Americans spend less time reading, more time playing sports
Adolescent Employment

- Nonindustrialized societies
  - Work and family life not as distinct
  - Youngsters integrated into the world of work before adolescence
  - In developing nations, adolescents generally leave school at age 15 or 16

Adolescents Employment

- Industrialized countries
  - 2/3 of U.S. high school juniors hold jobs during the school year
  - 1/4 of Japanese and Taiwanese juniors do so
  - Paid employment even rarer in most European countries
    - Virtually nonexistent in France, Russia, Hungary, and Switzerland
  - Structured apprenticeship programs in career-related jobs more common in other countries

The Adolescent Workplace

- Common Adolescent Jobs
  - Differences based on Region, Age, Gender
    - Rural regions: agricultural jobs
    - Younger teens: babysitting and yard work
    - Older teens: employed in the retail and service industries
    - Boys: manual labor
    - Girls: service positions
Adolescent Work and Development

- Premature affluence
  - Can not sustain the discretionary spending level that is established during HS
- Work and Impact on Other Activities (if > 20 hr/wk)
  - May jeopardize school performance
  - Absent from school more often
  - Less likely to be in extracurricular activities
  - Report enjoying school less
  - Spent less time on homework
  - Earned lower grades

Adolescents and Leisure

- Typical leisure activities include
  - Socializing with friends
  - Playing sports and games
  - Watching television and listening to music
  - Surfing the internet and playing video games
  - Practicing a musical instrument
  - Shopping
  - Working on hobbies
- Structured leisure activities

Leisure and the Mass Media

- Media Saturation
  - Many adolescents view TV, listen to music, or play video games, all in their bedrooms
  - The average adolescent spends more than 6 hours each day using one or more forms of media
  - Enormous increase in the last decade in the amount of time adolescent spend on the computer
Adolescents & Mass Media

- Research shows that
  - Exposure to violent television does lead to more aggressive behavior
  - Exposure to images of sex does in fact affect adolescents' attitudes about sex
  - Exposure to images of drug and alcohol use does affect adolescents' beliefs about these matters.

Effects of Media Violence – Recent Research


- What is current data on relationship between media violence and aggression?
- What do media moguls say about this?
- Media reality vs. real reality

Effect of violent media on aggression

Comparison of the Effect of Violent Media on Aggression With Effects From Other Domains

- Smoking and lung cancer
- Media violence and aggression
- Condom use and sexually transmitted HIV
- Passive smoking and lung cancer at work
- Exposure to lead and IQ scores in children
- Nicotine patch and smoking cessation
- Calcium intake and bone mass
- Homework and academic achievement
- Exposure to asbestos and laryngeal cancer
- Self-examination and extent of breast cancer

Correlation -2 -1 0 1 2 3 4
Parallels with Smoking – Lung Cancer relationship

1. Not all smokers get lung cancer - everyone who gets lung cancer is not a smoker
2. Smoking not only factor that causes lung cancer
3. First cigarette can nauseate
4. Short term effects fairly innocuous and dissipate rapidly
5. Cumulative effects are severe
6. Denial of scientific evidence

Final points to keep in mind

Effects of Media Violence – Recent Research II


Huesmann, et al. findings

1. 15 year longitudinal study of 329 youths.
2. Predictors of later aggressive adult behavior.
   - TV violence viewing between ages 6 & 9
   - identification with aggressive, same sex TV characters
   - perception that TV violence is reflective of reality
3. Males and females for physical aggression
4. Females only for indirect aggression
5. Controlling for childhood aggression levels, cognitive functioning, and socioeconomic status-no change
6. Long term effects most pronounced among 2-14 year olds