

# Adolescent Development

48.212: Dr. Jeffrey Leitzel  
Ch. 7: Work, Leisure, and Media

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# Outline-Overview

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

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# Adolescent Time Utilization

- o American adolescents spend more time on leisure, less time in productive activities, than peers in other countries
- o 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

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## 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

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## 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

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## 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

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## 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

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## 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

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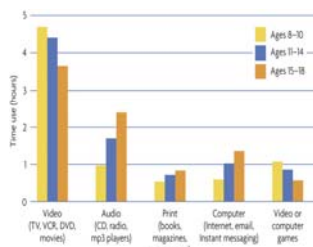
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## Leisure and the Mass Media

- 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



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## 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.

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## Effects of Media Violence – Recent Research

- Bushman, B. J. & Anderson, C. A. (2001). Media violence and the American public: Scientific facts versus media misinformation. *American Psychologist*, 56, 477-489
- What is current data on relationship between media violence and aggression?
- What do media moguls say about this?
- Media reality vs. real reality

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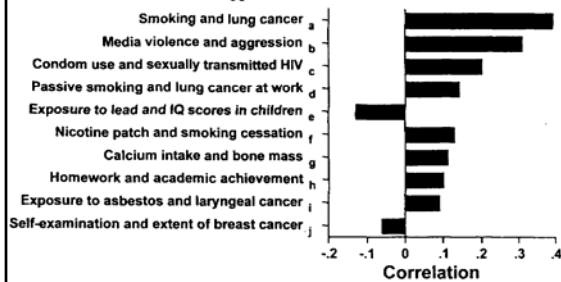
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## Effect of violent media on aggression

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




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● ● ● | 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

18 ○ Final points to keep in mind

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● ● ● | Effects of Media Violence – Recent Research II

- Huesmann, L. R., Moise-Titus, J., Podolski, C. L., & Eron, L. D. (2003). Longitudinal Relations Between Children's Exposure to TV Violence and Their Aggressive and Violent Behavior in Young Adulthood: 1977–1992. *Developmental Psychology*, 39(2), 201-221.

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● ● ● | Huesmann, et al. findings

- 15 year longitudinal study of 329 youths.
- 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
- Males and females for physical aggression
- Females only for indirect aggression
- Controlling for childhood aggression levels, cognitive functioning, and socioeconomic status-no change
- Long term effects most pronounced among 2-14 year olds

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