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Session Proposal

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Digi-scapes: Considering the digital landscapes of children and young people

Many children and young people have spent almost their entire lives exposed to different online environments through the use of digital devices and technologies. A look at recent research in the subdiscipline of children and young people's geographies highlights the prominence of how digital technology has changed the research process, challenged the ways in which we conduct research with children and young people, and stirred up new and creative topics for investigation. In consideration of the digital turn in Geography, it is imperative that we, as geographers, interrogate the digital landscapes of children and young people, which may include online social environments, such as social media, interactive online games, or vlogs. The aim of this session is to spark discussion on how we can define the digital landscapes of children and young people and how these digi-scapes are transforming their notions of space, place and community. Some questions for consideration may include: What are the digital landscapes of children and young people? In what ways do children and young people differentiate between physical and digital landscapes? How does the digital world challenge children and young people's understandings of place and space? What are the benefits and challenges for children and young people as digital environments are increasingly a part of their everyday lives?