

Aussie Teens and Kids Online

This research snapshot produced jointly by the Australian Communications and Media Authority (the ACMA) and the *Office of the Children's eSafety Commissioner* provides an update to *Aussie teens online*, a report released by the ACMA in July 2014.

The update highlights what teens do on the internet, how the situation has changed in recent years, and how teens' behaviour online compares to that of adult Australians. Understanding the levels of online engagement by young people is seen as the first step in exploring issues such as trust and online safety that will be developed in future research.

In the 2015 survey, over 935,000 teens or 82% of those surveyed reported being online in the previous four weeks, up from 74 per cent four years earlier. Teenage girls are more likely to have been online than boys, while those living in cities were more likely to have accessed the internet than their regional counterparts.

The vast majority of Australians aged 14–54 are frequent internet users. Eighty-three per cent of teens go online three or more times daily, compared to 90% of the next age group (18–24 year-olds), but equal to or higher than all other adult groups. The proportion of teens who are frequent internet users has increased substantially from 2011, when 64 per cent of teens went online more than once a day.

Australia's teenagers are using a range of devices to access the internet, in proportions almost identical to the adult population.

Rather than sticking to one technology or exchanging one device for a new one, most teens go online using a suite of devices, changing according to where or when they connect.

Half of teen internet users are accessing the internet with two different devices, while 30 % are using three.

Teens are more likely to use a tablet to go online than most other age groups, and are leading the use of other wireless devices such as games consoles and smart TVs.

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Tablets have increased in popularity relatively recently, being used by 27 per cent of online teens in June 2014 and rising to 39 per cent just 12 months later.

However, the single biggest factor in teens spending increased hours online is likely to be the growing use of mobile phones. In June 2011, smartphones were used by less than a quarter of teens. Four years later, 80 per cent of all Australian teens used a smartphone. Australian teens are in step with their overseas counterparts in terms of use of internet via mobile phones and take-up of smartphones

Most teens access the internet in their homes—98 per cent in the three months to June 2015. This has remained unchanged from 2011.

Outside the home teens are increasingly accessing the internet from a number of places, with:

- 64% accessing the internet at an educational institution in the three months to June 2015, up from 59 per cent in the three months to June 2011—reflecting the emphasis on digital learning
- 57% accessing the internet from a friend's place at June 2015, up from 42 per cent at June 2011.

The use of wireless hotspots has seen the most dramatic growth in popularity among teens, more than doubling between 2011 and 2015.

This snapshot is part of the ACMA's research program, which has five broad areas of interest:

- market developments
- media content and culture
- digital society
- citizen and consumer safeguards
- regulatory best practice and development.

For more details see:

<http://acma.gov.au/theACMA/engage-blogs/engage-blogs/Research-snapshots>

Violence in the Media: the stories and the science

This Sydney conference will be presented by ACCM in partnership with the Children and Families Research Centre, Macquarie University. It will be held at the Parliament of New South Wales Theatre on Monday 18 July 2016

The conference will look at the social impacts of the ways that violence is presented and reported in the media and what can be done about these.



Professor. L Rowell Huesmann



Professor Barbara Krahé

The conference line-up features a range of international scholars:

- Distinguished Professor Craig Anderson (USA)
- Amos N. Tversky Professor L. Rowell Huesmann (USA)
- Professor Barbara Krahé (Germany)
- Professor Douglas Gentile (USA)
- Dr Wayne Warburton (Australia)
- Professor Elizabeth Handsley (Australia)

The conference will be of specific interest to those whose work or interests fall in several key areas: those working with children (educators, counsellors, psychologists, paediatricians, GPs, community workers etc.); those working with victims of violence or domestic violence, or with an interest in the status of women; policy makers, and journalists.

For more information and registration, go to:

<http://childrenandmedia.org.au>

**NEW REPORT:
AUSSIE TEENS
AND KIDS ONLINE**

**EDITORIAL:
WHY DO PARENTS THINK
DEADPOOL IS OK FOR KIDS?**

**CONFERENCE:
VIOLENCE IN THE MEDIA: THE
STORIES & THE SCIENCE**



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www.gocreate.com.au

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EDITORIAL**Why do some parents think it's OK to take their kids to Deadpool?**

Now! Parents have a legal right to take their children to an MA15+ movie like *Deadpool*. The classification means that, although the content has been assessed as unsuitable for those under 15 years and has strong impact, children can attend if their parents are with them.

And in the case of *Deadpool*, many parents, decided to take quite young children. Some justified this as their right- it was their children! Some said their children were fine with that sort of content. Some may not have paid much attention to the classification- after all, the film was about Marvel comic characters.

Among other adults in the audience, some were annoyed because their enjoyment of the film was disrupted by parents taking distressed children out. Others were prepared to congratulate young ones who toughed it out.

This phenomenon was repeated in overseas countries, despite similar ratings being given. The US gave *Deadpool* an R (not recommended under 17 unless with parent); the Netherlands gave it 16 (with legal force for violence and language); the UK gave it a 15 (those under 15 prohibited (for strong bloody violence, strong language and sex scenes).

Some writers online spoke out against parents

Technology and children: must-knows from the experts

Two seminars will be held on 16th May 2016 at Tyndale Christian School, Salisbury East.

Join us as we hear from experts:

- Dr Kate Highfield - Nationally recognised expert on how technology can be used as a tool in learning and play
- Ben Riley - Cognitive Behaviour Therapist; Researcher on gambling-related digital media

4:00pm-5:30pm: Professional Development

- How to use devices in an integrated way
- How to think about a world that is becoming increasingly digital
- How to let students share their expertise without teachers feeling threatened
- Awareness of potential issues

7:00-8:30pm: Parents/Carer Session

- Being a step ahead of our children
- Understanding the links between games and gambling
- Being clued in about devices
- Encouraging children to be smart users

More information soon
<http://childrenandmedia.org.au>

taking their children. (eg <http://moviepilot.com/posts/3781217>) while others asked what business it was of anyone else if parents made that choice.



Barbara Biggins
OAM
Hon CEO

ACCM believes there is cause for concern in such exposure.

- Firstly the evidence is that exposure to strong and glamorised violence increases the risks that children will choose to use aggression to solve conflict; that viewers will become desensitised to the use of violence, or develop unnecessary fears and anxieties.
- Secondly, changes to children's attitudes and beliefs and the development of fears may not be immediately obvious. Even if parents don't see harm, it may have occurred.
- Thirdly, children who see adult movies rarely keep it to themselves. In the playground, they discuss what they've seen and play it out. Don't children whose parents have chosen not to expose them to strong bloody violence, language and sex scenes have rights too?

Read the ACCM news item about *Deadpool* which includes the Classification Board report at:

<http://childrenandmedia.org.au/news/news-items/2016/warning-deadpool-is-not-a-movie-for-children>

Open air cinemas: open to all?

As we move into autumn, and the sun sinks slowly into the sea, open-air cinemas pop up all over Australia. Taking the family to see movies under the stars can be fun, especially if the movies are age-appropriate.

Being exposed to movies that aren't age-appropriate if you are just walking past open air cinemas, however, is not.

The potential for such exposure is evident at some locations. The screens are clearly visible (not to mention the sound) from close by. And when films on the schedule include R18+ movies like *The Hateful Eight* that's a cause for some concern.

You might like to check out the locations and programs for the open-air movies in your area, and avoid them on nights that could be hazardous for your family.

<http://openaircinemas.com.au/>

Children and Gambling Watch List

This list of apps which contain elements of gambling is a part of the *Know Before You Load* app review project funded by the Attorney General's Department of South Australia.

<http://childrenandmedia.org.au/app-reviews/watchlist>

Clips 'n' Cuts

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Games that bring people together

MATTHEW KRONBERG

"Lay off the computer games, and play a real game with somebody."

At some point, that's an admonition most of us have given (to a child or Candy Crush-addicted spouse) or received (as that lost soul). Indeed, since the days of Pong, it has been widely accepted that gathering around the table for a game of Monopoly or cards is an inherently more social experience than any pastime that involves an electronic screen.

Though there may be some truth to that, it's hardly an absolute. Case in point: the games shown here that, through clever engineering, encourage actual fun with actual people in the room.

These four titles break the barrier between the digital and real worlds, turning the irresistible pull of the screen into an occasion for a more basic form of interactivity: face-to-face play.

Spaceteam ESL

REQUIREMENTS: A smartphone or tablet for each player.

SETUP: You and your space team must follow commands quickly or be swallowed by the surging corona of an exploding star.

GAMEPLAY: Though it may be true that "in space, no one can hear you scream", in Spaceteam everybody will. That's because you and your fellow shipmates are each shown separate parts of your ship's control panel. Different commands to escape the exploding

star appear at the top of each player's screen simultaneously — but the hitch is that most commands are for controls belonging to another player. Reading them aloud quickly escalates into shouting, since every order not executed in time lets doom inch closer.

TOGETHERNESS FACTOR: This game can bring the whole family together. This new version offers simplified vocabulary and is perfect for younger children.

Available for Android and iOS. Free, spaceteamesl.ca

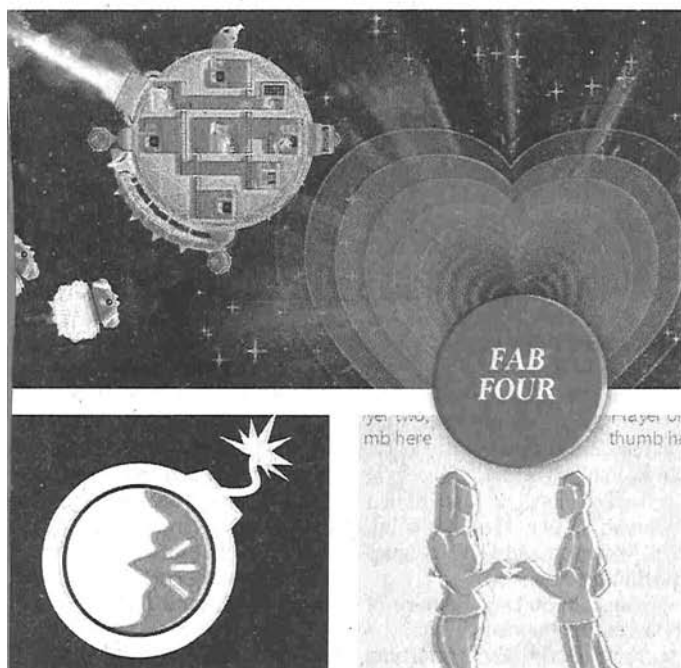
Keep Talking and Nobody Explodes

HARDWARE REQUIRED: A laptop or desktop computer and access to a printer; a version of the game is also available for Ocu-

lus Rift and Samsung Gear VR. **SETUP:** The setting is a spartan cinder block cell. One player sees a ticking time bomb. The other player, who can't see the bomb, has a printout of a manual for defusing it. **GAMEPLAY:** Terse, clear dialogue is your team's key to survival. "How many wires do you see?" "Five." "OK, the manual says that if there is exactly one red wire and there is more than one yellow wire, cut the second wire." "Which is the second wire?!"

TOGETHERNESS FACTOR: Although there's no reason you and your partner couldn't play this game over the phone or even a walkie-talkie, sitting across the table from each other makes the ever-mounting cycles of tension and relief far more palpable.

Available for Mac and Windows



Lovers in a Dangerous Spacetime, Keep Talking, Bounden

(\$15) and Samsung VR (\$10), keeptalkinggame.com

Lovers in a Dangerous Spacetime

HARDWARE REQUIRED: An Xbox One, PS4 or computer that you and your partner share.

SETUP: As members of the League of Very Empathetic Rescue Space-nauts, you've been tasked with rescuing kidnapped space bunnies from baddies.

GAMEPLAY: The spaceship you and your friend commandeers has more stations than can be manned at once, so division of labour is the key to mastering the game.

TOGETHERNESS FACTOR: The designers deliberately chose not to make the game networked, so your partner needs to be in the same room as you.

Available for Windows, Mac, Xbox One and PS4. \$15, loversinadangerouspacetime.com

Bounden

HARDWARE REQUIRED: A single smartphone to share between two players.

SETUP: Anyone can be a graceful dancer.

GAMEPLAY: You and a friend hold on to opposite ends of the same smartphone, then try to move a dot on the screen through a path by tilting and twirling the device — and consequently, each other.

The Dutch National Ballet designed some of the levels and demonstrates a few moves in the video tutorial.

At best, players will find themselves channelling their inner Nureyev. At worst, they're engaged in an elegant, fluid variation on Twister.

TOGETHERNESS FACTOR: As high as it gets.

Available for Android and iOS. \$3, bounden.gameovenstudios.com

THE WALLSTREETJOURNAL

What's in store for girls now that Barbie's evolving at last

'Petite', 'curvy' and 'tall' dolls may prompt a shift away from absurd body-image standards

RICK MORTON

SOCIAL AFFAIRS WRITER



When Barbie was introduced at a toy fair in New York in 1959, nobody thought to question the practicalities of her dimensions.

Barbie had boobs, for a start, and was so unlike all the dolls that had preceded her that the crowd was too preoccupied to wonder whether her tiny feet, disproportionate bust size and impossibly slender waist were realistic.

Put another way: given millions of years, the process of evolution would never have produced an organism as ill-suited to life as Barbie. The received wisdom is that Barbie, were she an actual human being, would be almost 183cm tall

and weigh about 55kg, giving her the properties of somebody with an eating disorder.

Her waist would be 39 per cent smaller than that of an anorexic woman and her weight so low she would not menstruate. In this frame her breasts were many orders of magnitude too big and her feet so small that, as some have noted, she would be required to walk on all fours because they could never support her weight.

But life in plastic was so fantastic and gosh she was pretty, so nobody seemed to notice. At least, not to begin with.

"Imagination comes in all shapes and sizes. We've proudly added three new body types to our line," Mattel announced on its Facebook page last week.

After decades of a one-size-fits-all policy for Barbie the company that owns her released "petite", "curvy" and "tall" versions along-

side the original. "This is radical because what we're saying is there isn't this narrow standard of what a beautiful Barbie looks like," senior director of product design Robert Best says.

Another designer, Nicole Guice, says girls are "seeing the differences among their friends and family being celebrated".

The doll evolves, went the corporate catchcry. It's also something of a commercial decision, but that will come as no surprise.

For the longest time there were no alternatives. Girls in the US between the ages of three and 10 owned, on average, eight Barbies and only 1 per cent owned none.

Barbie was a \$US1.5 billion brand in the early 2000s. She had cornered the market for dolls and, as it turns out, body image.

A 2006 study in the journal *Developmental Psychology* presented the first exposure research using 162 girls aged five to eight who were shown either pictures of Barbie dolls, plus-sized dolls or no dolls at all. The girls, particularly those in the upper end of the age range, reported feeling worse about their own body after seeing images of Barbie, but not after see-

The Weekend Australian 6-7/2/16

BARBIE: ORIGINAL VS CURVY

●60% of Barbies have blonde hair

●90% of people in the world recognise her: Mattel

●Mattel removed her signature 'stiletto' look

●If Barbie were real, estimates say she would be 1.83m tall and weigh 55kg



●The new Barbie has more of a moon face

●Blue hair, new looks give her a fresh style

●Fuller waist, larger backside

●Old outfits and accessories will not be compatible

●Larger feet will feature on two-thirds of the new models

ing the larger dolls or no dolls at all.

"The present findings suggest that Barbie dolls' ultra-thin body proportions provide an aspirational role model for very young girls that causes body dissatisfaction," the study says. "Girls today are swamped by ultra-thin ideals not only in the form of dolls but also in comics, cartoons ... advertising (and) merchandising. But Barbie

appears to occupy a special role in girls' developing body image."

There was an unexpected twist in the findings, however. As girls got older, around the age of seven or eight, they appeared to reach a point of no return, the line beyond which they internalised the "beauty ideal" and retained it for life, at least on a subconscious level.

"The unanticipated finding

that older girls reported a greater desire to be thin when adults after exposure to (plus-sized dolls) deserves comment because this suggests that more realistically sized dolls may not only fail to prevent body dissatisfaction in girls aged over seven but also have the undesirable, opposite effect of increasing it," the *Developmental Psychology* study says.

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"For these older girls, if they had already internalised the thinness ideal, then the depiction of a full body could represent a possible, but feared, future self."

On a continent far, far away in the not so distant past, there was once a national taskforce for this sort of thing.

Online users parodied the introduction of the new line almost immediately

Set up under the former Labor government, the National Advisory Group on Body Image fizzed without changing much at all.

Co-founder and content director of Mamamia Women's Network and former magazine editor Mia Freedman, who chaired the advisory group, tells *Inquirer* the new Barbie models are a "great step forward" without being the final solution.

"It's just smart business to make women and girls feel good about themselves by literally broadening the physical depiction of what it means to be female," Freedman says.

"Pop culture is very much the gatekeeper for how our society defines an attractive, desirable woman and until very recently that definition has been almost al-

ways the same: tall, extremely thin, young, white and usually blonde.

"Women started pushing back on this a decade ago and finally, big companies are starting to realise there is more money to be made and more success to be had by reflecting a more realistic image of women."

Freedman says women her age who grew up under Barbie's spell are now the ones with the purchasing power and the will to break it.

"The women buying, or not buying, Barbie dolls for their daughters are women my age who grew up with Barbie but are now very literate in body image issues," she points out.

Mattel has set up a separate complaints line to deal with the new sizes because the company is absolutely expecting new complaints. Like an updated Apple iPhone, for instance, the new Barbie models are no longer compatible with previous standards.

Online users parodied the introduction of the new line almost immediately, wondering whether Barbie's long-time squeeze Ken (Mattel has never clarified the relationship between the two, so maybe they really are just friends) would be similarly adapted for changing norms.

Will Ken get a dadbod? Beer belly? Be rendered bald? The truth of it is simple. There are no plans for Ken. This is Barbie's world. And image is still everything.

We hate gambling ads? You bet we do

RICK WALLACE

Federal Minister Alan Tudge says the public "hates" gambling ads, but confidential figures reveal an advertising arms race with ad spending by corporate bookmakers hitting more than \$80 million, and one bookmaker outlaying \$33m in a single year.

Mr Tudge, in charge of government reforms to internet gambling laws, said MPs had heard considerable feedback from constituents about how much people disliked the amount of gambling advertising on TV. "The Australian public hates these ads, especially when they are shown during children's viewing times," he said.

"Many of the state governments are taking stronger measures, particularly with the NSW government having announced stricter advertising standards."

The regulation of gambling advertising was left out of former premier Barry O'Farrell's review into illegal offshore wagering, but Mr Tudge's comments appear to flag a push to get states to adopt tougher uniform laws on gambling ads.

Confidential ad spending figures show Sportsbet spent almost \$34m in the year to the end of October, up from about \$20m in the equivalent period of the previous year. William Hill spent more than \$13m, and Ladbrokes and Bet365 about \$12m and \$5m.

All up, spending on advertising by the main corporate bookmakers hit \$81m in the year to October 31, an increase of 55 per cent on the previous year.

The analysis shows how corporate bookies time ad blitzes around key sporting events and is likely to reignite debate about levels of gambling advertising.

The Australian 12/2/16

The Advertiser 13/2/16

Porn fuels teen sex assault rise

LAUREN WILSON

TEENAGERS and pre-teens are now the perpetrators of 25 per cent of all sexual assaults, with experts warning easy access to hardcore pornography is fuelling problematic sexual behaviour in a generation of kids.

Australian Bureau of Statistics data shows the number of young people under 20 who have committed sexual assaults has risen from 1497 in 2008 to 2009 to 1855 for the 2013-2014 reporting year.

Alarming, youths made up 25 per cent of the 7175 sexual assault perpetrators in Australia in 2014, with 697 of these young offenders aged 10-14.

Sex education experts and academics are linking the growing number of young sexual offenders to the proliferation of online porn.

Prominent Australian sex educator Maree Crabbe said porn's impact on children is "something we can't afford to ignore or obscure".

"Porn's shaping of sexual and gender norms and expectations can confuse and obscure notions of consent to the point of making sexual assault unrecognisable or invisible," Ms Crabbe said.

Michael Flood, an associate professor with the University of Wollongong, said there was an increasing body of evidence linking pornography to sexual

assault. "Young people — and adults — who use pornography are more likely than those who don't to see violence against women as OK," he said.

Forensic psychologist Ian Nisbet, who estimates adolescent boys are responsible for between a third and half of all reported sexual assaults on children, has warned the disturbing trend will continue.

"As children are encouraged to explore their sexuality at increasingly tender ages, it appears likely we will see an increase in the number of cases ... that involve the sexual assault of children by those who are little more than children themselves," Dr Nisbet said.

The Advertiser 13/2/16

Appy to help make reading child's play

JENNIFER DUDLEY-NICHOLSON

READING books to children may only be half the story when teaching them to read, according to literacy experts, with technology providing ways to boost their vocabulary, grammar and enthusiasm for reading.

The popularity of smartphones and tablets ensures children read more than their parents ever did, and research shows apps and programs that make reading into a game can encourage more boys to pick up a book.

Macquarie University Cognition Clinic for Reading head Genevieve McArthur said children were now exposed to so many screens, they read more words today than their parents or grandparents did.

"People bemoan the fact that kids don't read books as much, and kids don't engage in reading as much, but people are reading more than ever," she said. "Children are exposed to massive amounts of text."

Ms McArthur said while further research was needed around appropriate levels of screen time, "there should be

no reason why parents should be frightened of using a computer to teach a child to read".

"In order to learn to read you need the child to be paying attention, you need repetition, and you need to give immediate feedback," she said.

"Human beings can give that sort of feedback but, given the right programming, computers can do that too."

LiteracyPlant chief executive Adam McArthur said kids' reading apps were now advanced enough to teach phonics, punctuation, and grammar, but could also combine these methods with social and gaming elements.

"Some boys are just interested in kicking a ball but when they were shown these interactive learning tools with gamification, it engaged their competitive nature," Mr McArthur said.

Technology should not replace paper books, however, Queensland University of Technology associate professor Kathy Mills said.

"It's not a matter of out with books and in with digital. The two can work hand in hand," she said.

PAGE 44: PROGRESSIVE STORY

The Sapphires heads to television

Director Wayne Blair's film *The Sapphires* was a phenomenon in 2012 - a box office hit that won 12 Australian Academy of Cinema and Television Arts Awards, a soundtrack album that went double platinum and sales around the world. Now the upbeat film about an Aboriginal girl group is heading to television. Goalpost Pictures and Sticky Pictures are in the final stages of developing an animated TV series with 26 22-minute episodes for the ABC that will blend "comedy and character-driven drama with great musical elements". The series will follow musical Aboriginal teenagers Gail, Cynthia, Julie and Kay in a fictional rural Australian town. Producer Kylie Du Fresne says it will have a "phenomenal soundtrack" and will be aimed at children aged seven to 12 and a family audience.



The Age 4/2/16

Media watchdog needs more teeth: Chapman

JAKE MITCHELL
REGULATION

Outgoing Australian Communications and Media Authority chairman Chris Chapman says the watchdog needs more "mid-tier" powers to properly enforce the sector's rules and regulations.

ACMA's powers are largely binary in nature, ranging from low-level sanctions of a licence breach to outright suspension of licence powers. "We need sensible, calibrated mid-tier powers in the broadcasting space," Mr Chapman told *The Australian*.

"This might include the ability of the ACMA to direct a licence holder that they need to broadcast the fact of a code breach."

Mr Chapman will step down next Friday after 10 years as ACMA's inaugural chair and chief executive.

ACMA deputy chair Richard Bean, who previously worked at Network Ten and ISP Unwired, will assume the role of acting chair. Mr Bean appears set to fill the role for the foreseeable future with the search for a replacement stalled by the federal government's review into ACMA.

During Mr Chapman's tenure, ACMA conducted several reviews into the conduct of star Sydney radio duo Kyle and Jackie O, who presented for Southern Cross Austereo's 2Day FM at the time, as well as the infamous "Royal Prank" involving the same network. Southern Cross initiated litigation in relation to ACMA's findings that the Royal Prank call segment breached sev-

eral requirements of the Commercial Radio Codes of Practice and Guidelines. The High Court ruled in ACMA's favour.

Rather than suspending 2Day's licence, the station agreed to broadcast a three-hour special program to promote media ethics and raise public awareness of the signs and risks of bullying, depression and anxiety. It also agreed to an enforceable undertaking and additional licence conditions.

"That was most interesting and most satisfying because we observed those powers and ultimately it led to a mutually sensible outcome for the broadcaster," he said. "We did have the ability to suspend the licence but we didn't because we found a better, or what we thought was a more mature solution."

Mr Chapman said the most gratifying case he worked on was the inquiry into telecoms customer service and complaint handling processes. The inquiry resulted in changes to the Telecommunications Consumer Protections Code in 2012, designed to better protect customers from bill shock, confusing mobile plans and poor complaints-handling.

"The outcome was incredibly satisfying: firstly, complaints are 40 per cent off their highs over the last four years and secondly, it set in motion a whole new mindset within the telecommunications industry about customer satisfaction and complaint handling."

Mr Chapman will start in his new role as president of the International Institute for Communications in April.

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Student Well-being and Prevention of Violence Research Centre (SWAPv) Inaugural Conference

Enhancing child & adolescent well-being and preventing violence in school & early childhood settings

**July 13-15, 2016
Flinders University
Adelaide, South Australia**

<https://www.flinders.edu.au/ehl/swapv/swapv-conference-2016/>

4th National No 2 Bullying Conference

**18 – 19 April 2016
Mantra on View Hotel
Gold Coast, Queensland**

no2bullying.org.au

22nd World Meeting of the International Society for Research on Aggression (ISRA)

**19-23 July 2016
University of NSW, Sydney**

iec.mq.edu.au/research/cfrc/isra_2016

