“recent” survey (pub’ed 2007) suggests 4% of infants toddlers have used a computer

- **Range of data on impacts on children: jury is still out, moderation is likely the answer**
  - Early media use associated with having attention deficits later in childhood
  - No evidence on educational value of Baby Einstein – claims abound!
  - “video games can enhance cognitive skills” (page 445)
  - Attention can be trained through video games
  - BUT children who have heavy tv and computer use are more likely to have problems paying attention and keeping focus
  - Think about what we’re not testing and what children are not doing during this time on media
  - What about texting?

- **Impacts of new media use on aging:**
  - Computer based training can prevent decline in specific areas, but impacts appear to be restricted to those areas
  - Ex: train memory, then impacts on memory, not language or attention
  - Can be part of the use it or lose it package?

- **Adulthood**
  - **Fluid Intelligence** – ability to solve new problems (ex: depending on working memory)
  - Beginning of decline in middle adulthood
  - **Crystallised Intelligence** – knowledge obtained from experience
  - Takes a long time to level off

- **Adulthood: Social Development**
  - **Erikson’s model**
    1. 20 to 40: Intimacy vs isolation
    2. 40 to 65: Generativity vs stagnation
    3. 65+: Integrity vs despair
  - **Wisdom** – informed and knowledgeable about life, but also a detachment from it, according to Erikson
  - Socio-emotional selectivity theory

- **Dealing with Death**
  - **Kubler-Ross** stages of dying
    - Denial
    - Anger
    - Bargaining
    - Depression
    - Acceptance