

Title: Connected Leisure: the e-leisure experience of youth (16-18 years) of Bizkaia.

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Summary of the content of the thesis:

In the Digital Era habits and lifestyles have been transformed by the unstoppable and constant development of Internet technologies. The field of leisure, understood in this study as an experience of human development (Cuenca, 2000), it has not been left out. It has also noted the direct influence of digitization, leading to the creation of new types of leisure related to Internet use (denominated in the study and-leisure or leisure connected). It has also noted the direct influence of digitization, leading to the creation of new types of leisure related to Internet use (denominated in the study as e-leisure or connected leisure).

These new practices in e-leisure have special rise among the young generation, who at birth surrounded by screens, feel the virtual space as another integral part of everyday life. They are young digital natives, which does not mean they are digital competent, with its own characteristics. Young people who are different from their parents and teachers, which feel some concern about the kind of education that their children and students are receiving relate with digital subject-matter.

The general aim of the thesis is to analyze, from the perspective of experiential leisure, e-leisure features of young people between 16 and 18 years of Bizkaia, belonging to educational centers of different characteristics. The purpose is to provide a vision that clarifies socially hot topic and provide the basis for the start of a future educational intervention. It argues that the leisure experience, in which the study is based, can become more valuable and mature through training. Working on the assumption that youth e-leisure is superficial and depends on ICT training received; the proposal of this research is to provide training in digital matter that not only impinge on the values of the network society, but also in leisure as a factor in human development.

The thesis concludes with various contributions which refer both, to the conceptual framework as well as evidences of the empirical study. Both parts help to clarify the relationship established between e-leisure and youth.