# 「屏幕少年」紀錄片播放及座談會



PIFE PACIFIC INSTITUTE OF FAMILY EDUCATION AND KNIGHTS OF COLUMBUS

CANADIAN MARTYRS 加拿大殉道聖人天主堂

JAN 14, 2018

### AGENDA 議程

• 2pm Check-in 登記

• 2:15pm Introduction and Screenagers 歡迎及記錄片播放

• 3:15pm Small Group Discussion 小組分享

• 3:35pm Large Group Report 大組滙報

• 3:45pm Presentation 總結

• 3:55pm Family Action Plan 家庭行動計劃

• 4:10pm Closing Remarks 通告及鳴謝

• 4:15pm Refreshments 茶點

### LESSONS FROM STUDIES ABOUT DIGITAL DEVICES

- New information releases pleasure producing a brain chemical called dopamine
- Performance decreases when someone next to you has a phone
- Multitasking leads to worse performance under the impression of doing better
- Overexposure in the young leads to permanent damage to development of brain cells (as seen in mice)
- Trust is established face to face
- Development of empathy and the sense of self is jeopardized



### 關於電子產品的研究課題

- 新資訊刺激腦部分秘產生快感的化學物—— 多巴胺
- 當身旁的人拿出智能電話,你的表現水平也 降低
- 同時間操多項任務令人感覺上做了很多,但 實際上表現是一事無成
- 被過分刺激的年幼老鼠,腦細胞永久性受創
- 為建立信任,眼神接觸和面對面交流不可或 缺
- 妨害同理心和自我感覺的成長

「過分刺激令腦部瘦 瘰和減低其功能」—

一Christakis 醫生,西雅圖兒童 醫院兒童發展研究員

### VIDEO GAME ADDICTION AND VIOLENCE

- Violent video games were developed by the military to desensitize soldiers to violence before going to war
- Children have no self regulation yet
  - "turns into a different person when asked to turn game off"
- Adolescent brain: Effect of dopamine is greater.
  Vulnerable to gaming addiction
- Someone addicted to video games shows similar brain patterns as someone addicted to drugs, gambling, other substances
- Pro-social games and educational games that have value, teaching strategies, cooperation, conceptbuilding can be alternatives



### 視頻遊戲癮和暴力

- 軍部發展暴力遊戲,目的是讓軍人上戰場時, 對暴力產生麻木感
- 孩子未有自制能力
- 青少年腦袋對快感特別敏感,容易上癮
- 視頻遊戲癮跟毒癮、賭癮的腦部影像大同小異
- 提升社交和教育遊戲是另類選擇

「玩暴力遊戲減低同理心和敏感度,增加 理心和敏感度,增加 侵略性思想和行為」— —Christakis 醫生,西雅圖兒童醫

院兒童發展研究員

## TESSA'S CASE 個案 - FACTS 事實

- Mom wants to be thoughtful, deliberate 媽媽心思熟慮
- Tessa wants smartphone 想要智能手機
- All her friends have one 所有的朋友都有一部
- Mom worried about technology's impact on child 媽媽擔心技術對孩子的影響

### TESSA'S CASE 個案- PROBLEM 問題

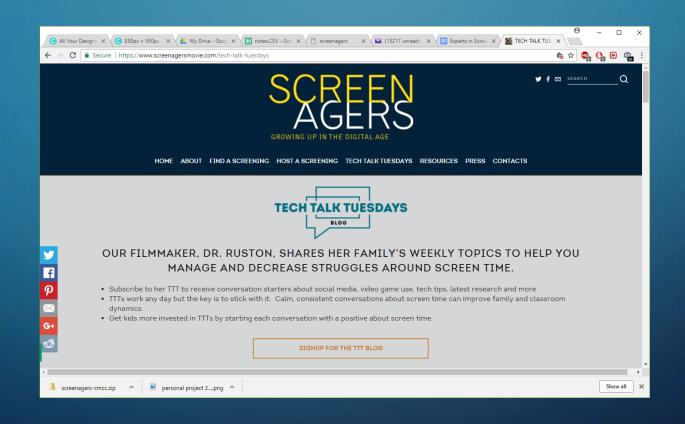
- Conflicts arise from limit setting on technology use 技術使用限制的摩擦
- One way discussion/enforcing of rules 單方面討論/執行規則
- No explanation of rules 沒有解釋規則
- No reasons given for parent's concern 沒有給父母關注的理由
- No acknowledgement of what Tessa wants connection to friends (can be good but also can be negative) 沒有承認Tessa想要什麼 聯絡朋友(可以是好的,但也可以是負面的)

### TESSA'S CASE 個案- SOLUTION 解決方案

- Contract 合約
- Rework contract to involve Tessa 讓Tessa參與更改合約
- Tech talk Tuesday (ongoing, changing) 周二技術交談
- No digital device in the bedroom 沒有電子產品在 睡房裡
- Work with carpool parents and kids: no phones in the car except for directions 沒有電子產品在車內 除了地圖
- When doing homework (phone out of sight, take break away from tech) 當做功課(電話在視線之 外,技術小息)



### TECH TALK TUESDAYS 周二技術交談 HTTPS://WWW.SCREENAGERSMOVIE.COM/TECH-TALK-TUESDAYS



# RULES AND BOUNDARIES + LOVE AND CARING

### 規則和界限+愛和關心

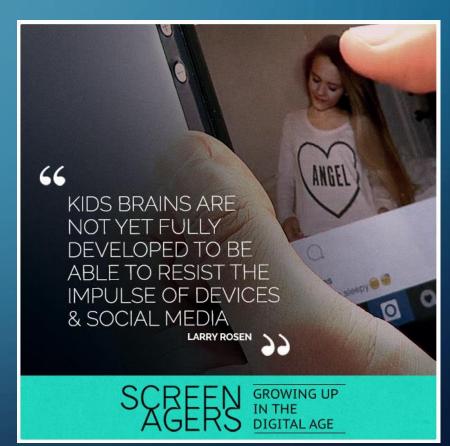
"Research shows that parenting with rules and boundaries, but with love and caring: promotes better everything; better grades in school, better relationships with their friends and better relationships with their family, everything!" ~Larry Rosen, Professor of Psychology & Tech

"The mistake that parents often make is that they assert their authority without justifying or explaining it in a way that makes sense to their child." ~ Laurence Steinberg, Professor of Adolescent Development

當我父母願意深入交 談時,情況好很多。— 片中青少年

### PARENTS, WHAT'S NEXT? 父母下一步

- Media-free times together 放下媒體的相聚
- Media-free areas at home 在家沒有媒體的一角
- Need for adult supervision 成人監管
- Offline activities essential to decreasing screen time 屏幕外的活動
- Extracurricular activities lead to self confidence, better behaviour, better grades 有益身心課外活動
- Ongoing conversations regarding online safety and citizenship 網上安全和公民責任



### PARENTS, WHAT'S NEXT? 父母下一步

- Counselor help (Chris' grandmother) 如果需要的話找輔導員
- There is no recipe 沒有一本天書
- What fits your family in the current situation, at this point in time 尋找此 時此境每家獨特的方案
- Feel encouraged to come up with your own family action plan! 創作家庭行動計劃

### FAMILY ACTION PLAN 家庭行動計劃

- 1. What is the biggest concern you have regarding the use of digital device? Why? 你對使用電子產品的最大關注是甚麼?為甚麼?
- 2. How would you like to change? Be very specific and set goals.你希望有甚麼改變?設定具體目標
- 3. What are the foreseeable difficulties in keeping up with the goal? 有甚麼可預見阻礙達標的困難?
- 4. How to overcome those difficulties? 怎樣克服這些困難?
- 5. Monitor progress every week on... like Tech Talk Tuesday 每星期騰出時間檢視進展……像 周二技術交談
- **6.** Agreed upon by all family members 獲所有家人同意

# THANK YOU FOR JOINING US 謝謝你的參與