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about half of all youth reported playing a video game on the day preceding survey participation. 66 in comparison to the 17 minutes youth spend playing online games, they spend about 1.25 hours using video games on other platforms. most of that time is spent on a game console attached to a television (36 minutes), 30 and 77 percent of teens own a game console. 67 time spent gaming on handheld players and cell phones is about equal (21 and 17 minutes, respectively). 30 pew reports that 55 percent of teens own a handheld game player, with 67 percent of 12- to 14-year-olds owning one, compared with 44 percent of 15to 17-year-olds. ownership does not vary by household income or by race/ethnicity. 67 this paper was written under contract hhsp23320095649wc, task order no. hhsp23337005t with the administration for children and families (acf) and the office of the assistant secretary for planning and evaluation (aspe) within the u.s. department of health and human services, the goal of the task order is to develop a working knowledge base about the use of new media (such as the internet, social networking sites, cell phones, online video games, and mp3 players) among adolescents and the potential impact on their sexual activity, the literature review presented in this paper has the specific goals of (1) fostering an understanding of the types of new media available to adolescents, outlining both the platforms that adolescents use to access media and the media itself, and (2) illuminating the potential relations between new media and

adolescent sexual activity. the intended audiences are policymakers, public health professionals, researchers studying adolescent sexual health and/or media use, and program developers.

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epidemiologic studies have found an association between early sexual activity and increased sexual risk taking, however, few studies have explored the role of time spent online in this context. we assessed the relationship between time spent online and early sexual experiences among a diverse sample of us youth. in our study, early sexual experience included early initiation of sexual activity, use of birth control to avoid pregnancy, and first sexual intercourse before age 15 among the married and not-yet-married participants, time spent online was obtained from the youth risk behavior surveillance system for adolescents aged 12 to 17 years. approximately 82,000 adolescents responded to the survey in 2006. the data show that in unadjusted analyses, each additional hour of time spent online increased the probability of engaging in early sexual activity by 6% to 17% depending on the context. the results remained statistically significant when the models were adjusted for sociodemographic variables, leisure-time activities, and time spent on cell phones. the full data are being published in the american journal of preventive medicine. a number of lessons emerge from these data. among them is the finding that television content still dominates the media landscape. while new media combined are taking up more and more of teens' time and television programming is increasingly being viewed on platforms other than a traditional set, television is still, by far, the most central aspect of adolescents' media lives. no other activity comes close in terms of time spent with a particular form of content or a particular platform, in terms of time spent online, youtube, game playing, and social networking sites are the key activities and are equal-attention grabbers for youth, though as we will note below,

they have not been equally attended to by researchers. cell phones are increasingly the platform of choice: when time spent texting and talking is included in estimates, teens spend more time with them than with computers and use them for a full range of activities. cell phones are used for listening to music, watching television content, and playing games (when combined) more than for talking. text messaging is not yet the preferred mode of phone communication for the majority of youth, but among those who use it, it is vastly preferred over talking. 5ec8ef588b

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