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978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

Edited by Ola Erstad and Julian Sefton-Green

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## IDENTITY, COMMUNITY, AND LEARNING LIVES IN THE DIGITAL AGE

Recent work on education, identity and community has expanded the intellectual boundaries of learning research. From home-based studies examining youth experiences with technology, to forms of entrepreneurial learning in informal settings, to communities of participation in the workplace, family, community, trade union and school, research has attempted to describe and theorize the meaning and nature of learning. *Identity, Community, and Learning Lives in the Digital Age* offers a systematic reflection on these studies, exploring how learning can be characterised across a range of ‘whole-life’ experiences. The volume brings together hitherto discrete and competing scholarly traditions: sociocultural analyses of learning, ethnographic literacy research, geospatial location studies, discourse analysis, comparative anthropological studies of education research and actor network theory. The contributions are united through a focus on the ways in which learning shapes lives in a digital age.

**Ola Erstad** is a professor in the Department of Educational Research, University of Oslo. Professor Erstad works across the fields of media and educational research and has published widely on issues of technology and education.

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# Identity, Community, and Learning Lives in the Digital Age

Edited by

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CAMBRIDGE UNIVERSITY PRESS

Cambridge, New York, Melbourne, Madrid, Cape Town,  
Singapore, São Paulo, Delhi, Mexico City

Cambridge University Press

32 Avenue of the Americas, New York, NY 10013-2473, USA

[www.cambridge.org](http://www.cambridge.org)

Information on this title: [www.cambridge.org/9781107005914](http://www.cambridge.org/9781107005914)

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First published 2013

Printed in the United States of America

*A catalog record for this publication is available from the British Library.*

*Library of Congress Cataloging in Publication Data*

Identity, community, and learning lives in the digital age / [edited by] Ola Erstad, Julian Sefton-Green.

p. cm.

ISBN 978-1-107-00591-4 (Hardback)

1. Learning – Social aspects. 2. Educational sociology. 3. Digital communications.  
4. Identity (Psychology) I. Erstad, Ola. II. Sefton-Green, Julian.

LC191.L34 2012

306.43–dc23

2012016497

ISBN 978-1-107-00591-4 Hardback

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Edited by Ola Erstad and Julian Sefton-Green

Frontmatter

[More information](#)

## Contents

<i>List of Illustrations</i>	page vii
<i>List of Contributors</i>	ix
<i>Acknowledgements</i>	xv
1 Identity, Community, and Learning Lives in the Digital Age <i>Julian Sefton-Green and Ola Erstad</i>	1
SECTION ONE. CHANGING APPROACHES TO STUDYING LEARNING: IDENTITY, POLICY AND SOCIAL CHANGE	
2 Tracing Learning and Identity Across Sites: Tensions, Connections and Transformations in and Between Everyday and Institutional Practices <i>Hans Christian Arnseth and Kenneth Silseth</i>	23
3 Processual Methodologies and Digital Forms of Learning <i>Kirsten Drotner</i>	39
4 Thinking About Feeling: Affect Across Literacies and Lives <i>Jay L. Lemke</i>	57
5 Learning Lives in Second Modernity <i>Lynne Chisholm</i>	70
6 Digital Disconnect? The ‘Digital Learner’ and the School <i>Ola Erstad and Julian Sefton-Green</i>	87

Cambridge University Press

978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

Edited by Ola Erstad and Julian Sefton-Green

Frontmatter

[More information](#)

vi

*Contents*

	SECTION TWO. FROM LEARNING TO LEARNERS: LEARNING LIVES AS THEY ARE LIVED	
7	Expanding the Chronotopes of Schooling for the Promotion of Students' Agency <i>Antti Rajala, Jaakko Hilppö, Lasse Lipponen and Kristiina Kumpulainen</i>	107
8	Studying the Discursive Construction of Learning Lives for Individuals and the Collective <i>Judith Green, Audra Skukauskaite and Maria Lucia Castanheira</i>	126
9	Social Entrepreneurship: Learning Environments with Exchange Value <i>Shirley Brice Heath</i>	146
10	The Construction of Parents as Learners About Preschool Children's Development <i>Helen Nixon</i>	163
11	Participant Categorisations of Gaming Competence: <i>Noob</i> and <i>Imba</i> as Learner Identities <i>Björn Sjöblom and Karin Aronsson</i>	181
12	Making a Filmmaker: Four Pathways Across School, Peer Culture and Community <i>Øystein Gilje</i>	198
13	Portrait of the Artist as a Younger Adult: Multimedia Literacy and 'Effective Surprise' <i>Mark Evan Nelson, Glynda A. Hull and Randy Young</i>	215
	<i>Index</i>	233

Cambridge University Press

978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

Edited by Ola Erstad and Julian Sefton-Green

Frontmatter

[More information](#)

## Illustrations

### FIGURES

7.1 Interactive virtual map used in <i>Bicycles on the Move!</i> © National Land Survey of Finland (MML), permission number 53/MML/11	page 110
7.2 A local newspaper headline stating that upper secondary school students found that the cycle routes in Espoo are in a miserable condition	116
8.1 Patterns of structuring participation	139
10.1 Advice for parents in health clinic waiting room	169
10.2 Pages from a free book for parents from the health department	171
10.3 Parents supervise children in a shopping mall play area	173
10.4 Rules for using Playworld play spaces in shopping malls	174
11.1 Categorisations of player performance	185
11.2 Transcription notations	195
13.1 Final sequence from <i>Lyfe-N-Rhyme</i> (all photos by RelixStylz)	223
13.2 Sneakers hanging from a power line (photo by RelixStylz)	224
13.3 Headphones on a cracked sidewalk (photo by RelixStylz)	225
13.4 Billboard, “Love Is Outperforming Everything This Year” (photo by RelixStylz)	227

### TABLES

8.1 Mapping two events of the first day of class: Onset of community	131
13.1 Descriptive summaries of RelixStylz’s digital stories	219

Cambridge University Press

978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

Edited by Ola Erstad and Julian Sefton-Green

Frontmatter

[More information](#)

---



Cambridge University Press

978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

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Frontmatter

[More information](#)

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Edited by Ola Erstad and Julian Sefton-Green

Frontmatter

[More information](#)

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Cambridge University Press

978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

Edited by Ola Erstad and Julian Sefton-Green

Frontmatter

[More information](#)*List of Contributors*

xi

people's development of conceptual understanding and skills called for by art, mathematics, science and language development.

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978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

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Frontmatter

[More information](#)

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Cambridge University Press

978-1-107-00591-4 - Identity, Community, and Learning Lives in the Digital Age

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Frontmatter

[More information](#)

---

*List of Contributors*

xiii

and youth's computer gaming, especially in co-located settings such as Internet cafés and LAN parties. Drawing primarily on video data, he studies situated and multimodal methods of communicating within such contexts. His dissertation 'Gaming Interaction: Conversations and Competencies in Internet Cafés' (Linköping University, 2011) deals with young players' interactional management of collaboration, disputes and gaming competence, and with how such interaction lies at the heart of participation in this gaming culture.

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Frontmatter

[More information](#)

---

## Acknowledgements

The editors would like to acknowledge the Norwegian Research Council's support of the project *Local Literacies and Community Spaces – Investigating Transitions and Transfers in the 'Learning Lives' of Groruddalen*, and, additionally the TransAction research group at the Faculty of Educational Sciences, University of Oslo, for their support and funding, which made the seminar at Soria Moria in 2009 possible.

We would also like to thank the editorial and production team at Cambridge and Naranee Ruthra-Rajan for her work on the index for this volume.

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Frontmatter

[More information](#)

---