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Gazteen
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Dinisman, Tamar; Montserrat, Carme; Casas, Ferran. The subjective well-being of Spanish adolescents: Variations according to different living arrangements.

Children and adolescents' subjective well-being (SWB) has been recognized as an important component in understanding their quality of life. However, little is known about SWB. The purpose of this study is to explore differences in SWB between young adolescents 'living in care' and in two other living arrangements ('living in single parent families' and 'living in two-parent families'). In this research it was found that adolescents living in care have the least stable lives. These findings highlight the need to address the SWB of vulnerable children, particularly those living in care.

[Children and Youth Services Review](#), vol. 34, n.12, December 2012, p. 2374–2380



Nenga, Sandi Kawecka. Not teh community, but a community: transforming youth into citizens through volunteer work.

Public discourse suggests that volunteer work will transform youth into productive citizens by connecting youth to their communities. However, the meaning and practice of 'community' is rarely defined or investigated. Using interview and observation data from a study of 47 volunteers, the author argues that there are three different types of community youth commonly join via volunteer work. One kind of community was composed of a homogenous group of students. A second type of community was formed from a diverse group of volunteers and far-flung networks of marginalized groups. A third community developed when youth became attached to a city-wide web of nonprofit agencies but formed few ties to other volunteers and clients.

[Journal of Youth Studies](#), vol. 15, n. 8, December 2012, p. 1063-1077



Rubio Méndez, María. Retos y posibilidades de la introducción de videojuegos en el aula.

Today, video games receive increasingly greater support from teaching innovation researchers with a view to including them in the classroom as educational tools. However, there are still a number of problems that need to be addressed in depth in order to find satisfactory and effective solutions. In this article, the author discusses some of the most pressing problems affecting the relationship between technology and education, such as the second digital gap, the gender digital gap and critical digital literacy, always focusing on the role video games could play to alleviate these issues. The author also provides an overview of the different uses that video games can be given in education.

[Revista de estudios de juventud](#), n. 98, September 2012, p. 118-134



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