Index

Cleveland, 28–30, 38, 41, 52, 53,	Control
136	Guardians, 74
Cognitive declines/ limitations/	ICT, 86
impairments, 6, 50, 142–	IT Culture, 132
147, 152, 159	Practicalists, 35
Community	Controlled IT Culture, 131–133
African American, 177	Corruption, 98
centers, 159, 173	Customization, 3, 5, 54, 141, 144,
socializer, 3, 43, 45, 58, 100	145
retirement, 166	
recruitment, 173	Dan, 31–33, 35, 39–41, 62, 75,
Compensators, 137, 138	103, 104, 143, 144
Compromise, 86, 92, 177	Demystified IT Culture, 131, 132
Computer	Depression, 6, 59, 63, 91, 148, 159
Alice, 16, 21-22	Design
anxiety, 103	community center programs,
Boomer Practicalists, 114-116	173
Boris, 29-31, 33, 37-38	ICT User Typology, 2
Dan, 32	ICT service and product, 151-
Enthusiasts, 110, 112	157
Erica, 116	inaccessible technology, 146
Fred, 18	Dialogic method
George, 144	analysis, 171
Gwen, 52, 57	as a form of active listening,
Guardians, 104	138
Harry, 17-18	trust, 173–174
ICT, 36-37, 52	rapport, 173
Jack, 38-39	Diffusion of Innovations, theory
and Jean June, 61-63, 69-70	of, 130, 134–136, 160
Katrina, 117-118	Digital camera, 23, 40, 45, 47, 48,
Margaret, 1-2, 75, 77, 83	_
Mary, 47-48, 55-57	54, 57, 58, 70, 85, 112
Natalie, 75-77	Digital divide, the, 4, 66, 141–158
Tom, 14	Digital gaming, 17, 50, 56, 57,
Veronica, 121-122	130, 136, 137, 155
Computer anxiety, 103,	Digital hearth, 20, 67
130, 174	Digital natives, 108, 109, 118, 174
Conflict, 35, 81, 129, 133	Direct use, 32
Connector/connection/connect	Disability, 164, 165, 169
Facebook, 46	Divorce, 1, 75, 76, 84–86, 174, 178
socializers, 43, 44, 95, 101, 102,	Domestication
118-119, 123, 132	theory of, 5, 160

user types as domestication patterns, 93	Executive director, 104, 127, 143, 173 vice president, 127, 143, 173
Early Adopters, 10, 31, 134, 135 Farly Majority Adopters, 134	Experimentation (with ICTs), 41
Early Majority Adopters, 134 Education ICT Typology, 157-158 Practicalists, 27-28 socioeconomic class, 32, 128 Email Alice, 18 Boomer, 113, 115 Jackie, 78-79 Julie, 119 June and Jean, 61, 63 Margaret, 87-88	Facebook, 46, 47, 52, 63, 65, 66, 98, 102, 113, 115–117, 119–121, 123, 124 Face-to-face, 49, 77, 78, 83, 87, 90, 98, 119, 123, 137, 142, 156 Fear, 1, 75, 76, 102–103, 128, 133, 172 Fearful IT Culture, 131, 133 Food, 1, 47, 55, 91, 92, 177 Financial limitations, 50
Mary, 47-48 Tom, 14 Veronica, 121	Fred, 9–11, 13–18, 22–25, 28, 30, 78, 99, 100, 105, 112, 113, 131, 136, 137, 169
Electronic Health Records	Freedom Fighters, 137
(EHRs), 18	Fun
Enthusiasts cars, 9–12, 17 childhood experiences, 10, 23 ICTs and work, 9, 12–16 pushing ICT use, 16–20, 25–26	Enthusiasts, 42, 110, 152 Fred, 30 vs. function, 100-101 and play, 16 Practicalists, 40, 114 toys, 22, 26
relationships, 9–11, 14–16, 19, 23, 25 romantic relationships, 15 technology as gifts, 13, 15 technology sharing, 13–16 tinkering, 10 Ethical concerns	Function fun vs., 100-101 ICT, 41, 106 nostalgic technologies, 156 Practicalists, 27, 154 Function-specific spaces, 42, 95
all white samples, 167, 176 friend versus researcher, 177 living conditions, 178 recruiting people of color, 175–176 reliance on older adults in residential care settings, 166	Gadgets, 10, 27, 112, 114, 151 Gamers, 17, 18, 50, 130, 137–138 Games digital/virtual, 17 video, 50, 56, 80, 90, 116, 155, 174 Gaming online, 17

television and digital, 50, 57	traumatic experiences, 73, 75,
Taxonomy, 138	76, 86, 88, 90, 101,
virtual, 142	107–109, 125
Wii gaming system, 50	Gwen, 1, 2, 43–50, 52–58, 78,
George, 34, 61, 66–69, 75, 81, 86,	99–101, 104, 113, 121,
127, 143, 144, 145	122, 127, 132, 135, 168,
Gender	171, 177
domestication research, 129	
Gerontechnology research,	Harm
128–130, 162, 164	harm to people, 74, 133
sampling frame, 163–167, 171	Harry, 10–13, 17–19, 23, 28,
user type, 128–130	104, 113, 117, 118, 135,
Generations	136, 137
as legitimate technology users,	Healthcare, 6, 16–18, 102, 131,
129	144
the ICT User Typology, 2, 6, 7,	Historical event, 6, 110, 162
58, 107, 108, 111, 139	
Generation X, 110, 112, 114, 117,	Identity theft, 123, 124
118, 120, 134, 169	Income, 84, 127, 135, 138, 146,
Generation Z, 108, 110, 129, 169	147, 152, 164, 166, 167, 173
Gerontechnology	Hiding ICTs, 20, 59, 83
as a field, 6, 127	Historic events
gender, 128–130	technology as a historic event,
recruitment, 166–169, 173,	6, 162
175–176	Indirect use
research, 6, 127-130, 135, 162,	and Traditionalists, 66
164, 166	ICT form, 2, 13, 33, 44, 66, 69, 71,
Gifting, 13, 15, 16, 44, 45, 57, 59,	72, 80, 83, 98, 101, 121, 156
61–63, 65, 69, 72, 76, 77,	ICT-free spaces, 37, 83, 98, 142,
98, 100, 105, 150, 167, 169,	156
176	ICT Introduction
Government assistance programs,	children, 1, 3
50, 147, 173	family, 1–3, 6
Guardians	relationships, 9, 14-16, 19, 32,
boundaries, 73, 90	33, 44, 46, 47, 48, 55, 56,
childhood experiences, 106	69, 70, 78, 83, 86, 88, 90,
face-to-face contact, 77–78, 83,	95, 98, 102, 107, 118, 119,
87, 98, 137, 142, 156	127, 134, 170
non-virtual relationships,	research, 6, 17, 25, 32, 33, 42,
77–78, 98, 100, 102	48, 90, 127, 129, 138–139,
resistance, 73–93	148, 151–152, 159, 160,
restricted use, 83, 128	164, 176

tasks, 9, 16, 27–29, 31, 34,	Intergenerational relationships, 46,
37–41, 44, 52, 66, 68, 79,	58, 140
95, 98, 101, 109, 114–117,	Integrated IT Culture, 131, 132,
132, 142	133
work, 1-4, 6, 9, 12, 18, 19, 23,	Internet
27–34, 36–39	Belinda, 34
ICT meanings (ICTs as)	Bob, 112
community building, 102	Fred and Alice, 15
connector/ connection, 3, 42,	Guardians, 89-90
93, 98, 120, 123	Gwen, 121
harm to people, 73, 133	Mary, 48
fun, 16, 26, 42, 58, 93, 95, 99,	Tom, 14
101, 114, 154	Traditionalists, 66
	Interpretative interactionism, 158,
function, 41	175
in moderation, 91, 93	Isolating activity, 106, 155
morals, 80, 90	Isolating device, 49, 56
nostalgia, 106	
play, 86, 106	Isolation 56, 58, 75, 122, 142, 144
social, 129	Isolation, 56, 58, 75, 123, 142, 144
tools, 3, 26, 27, 29, 31, 35, 41,	Tools 20 21 26 20 41
42, 43, 58, 93, 95, 109, 114,	Jack, 28, 31, 36, 38, 41
116, 117	Jackie, 77, 78, 80, 81, 83, 84, 85,
toys, 1 14	89, 90, 92, 102, 103, 105,
usefulness, 40, 42, 101, 128, 136	124, 127, 165, 166, 169,
work (rather than play), 29	172, 175, 178, 179
ICT version, 13–16, 32, 155	June, 60, 61, 62, 64, 65, 66, 68, 71,
Income	72, 100, 102, 122, 127, 132,
disposable, 147	137, 150, 168, 171, 175, 176
gerontechnological research,	
127	Laggards, 134
Information security, 73, 93, 99,	Landline telephone, 50, 53, 65
100, 103, 124, 145, 151, 157	Late Majority Adopters, 134
Information Technology (IT), 19,	Legitimate technology users, 129
	Leisure, 2, 3, 6, 9, 16, 17, 18, 20,
87, 118, 120, 130	23, 27, 33, 36, 37, 39, 42,
IT Cultural Archetypes, theory of,	58, 66, 79, 95, 112, 113,
127, 134	167, 170
IT professional(s)	Library, 28, 52, 85, 141, 144, 148,
treatment of, 131	150
user type, 2–3	Librarians, 150
Innovators, 134–135, 158	Life context, 2, 3, 4, 17, 18, 20, 33,
Inoculate, 157	34, 36, 39, 66, 78, 170, 174

Life events, 107	Motivation, 39, 52, 62, 114, 121,
Life course, 101, 107–125, 139,	122, 128, 139, 143, 152
140, 157	Movies, 10, 30, 74, 83, 106, 156
Lifeline Program, 50, 51, 146	
Life satisfaction, 6, 141, 142	Nancy, 48–51, 53–57, 114, 127,
Literal replication, 165	135, 138, 146–148, 166,
Love	168, 169
Enthusiasts, 3, 20, 21, 22, 26,	Natalie, 75, 76, 78, 79, 85, 86, 88–
42, 58, 64, 93, 95, 98, 102,	90, 101, 108, 169, 172, 174,
128, 152	177, 178, 179
Socializers, 3	Traumatic experiences, 73, 75–77,
Traditionalists, 3, 64, 72, 93,	86, 88–90, 93, 101, 107, 125
98, 108, 120	News
Low income, 1, 135, 150, 173	Boris, 33
Lucky Few	Fred, 10
education, 6	Jackie, 78-79
women, 7, 12	Nancy, 49
Ludophiles, 137	Non-use, 5, 7, 65, 67, 81, 104, 143,
	149, 160, 171, 172
Margaret, 1, 2, 73, 75, 76, 77, 79,	Non-virtual relationships, 98
80, 82, 83, 84, 86, 87, 88,	Nostalgia, 3, 24, 58, 59, 60, 68, 71,
90, 91, 92, 93, 100, 101,	72, 105–106, 155, 156, 175
106, 108, 122, 129, 133,	Nurse, 7, 12, 13, 16, 18, 44, 102,
151, 171, 172, 173, 174	128, 173
Marriage, 76, 81, 86, 88, 89, 178	
Mary, 38, 44, 45, 46, 47, 48,	"Obama phone". See Assurance
52, 53, 55, 56, 57, 120, 127,	phone and Lifeline
174	Program
Mentorship, 109, 120, 157, 158	Older adults of color, 167, 177
Millennials, 7, 108, 109, 110, 114,	Online forms, 141, 142
162	Online shopping, 66, 72, 100, 144,
user types, 7, 108–110	145, 151
Mimic	Organizational leaders, 131
Socializers mimicking younger generations, 132	Organizational IT strategy, 134
"mindless" use, 73	Passion, 9, 23, 28, 112, 150
Mindy Jean, 59–72, 78, 81, 86,	People of color, 168, 176, 177
101, 103, 105, 127, 135,	Physical declines/limitations/
150, 174	impairments, 6, 50, 62, 138,
Mobile technologies, 29, 43, 53, 58	142, 145, 146, 152, 159
Moderation, 73, 80, 91, 93, 123	Pink collared work
, , , , , -	

computers as pink collared	research on ICTs, 32
work, 7, 27, 127, 128	usability, 30, 41, 132
the Lucky Few, 7, 127, 128	usefulness, 27, 30, 40, 42, 101,
Play	128, 136, 154
Alice, 21-22	work, 27–31, 33, 36–42
Boris, 137	Pro-technology agenda, 151, 173
digital games, 17	Pushing technology, 18
Enthusiasts, 9, 102	
Erica, 116	Racial diversity, 165, 167, 171
fun and, 16	Radio, 3–5, 7, 9–12, 23, 28, 39, 59,
ICT, 39	60, 64, 65, 68, 70, 71, 81,
June, 137	82, 83, 88, 105, 110, 117,
with new technology, 13	121, 122, 129, 156
Peggy, 113	Rejection, 159, 160
Practicalists, 41	Relationships
Socializers, 55	child/ children, 46
videogames, 90	coworker, 107
Policy, 87, 169	family, 107
Positive experiences, 101, 151	friend, 107
Primary participants	grandchild/ children, 46, 124
rapport, 175	spouse/ partner, 178
recruitment of, 166–169	Residential care setting, 166, 168
selection criteria, 166, 167	Resistance, 91, 93, 133, 156, 177
trust, 168, 173	Restrict, 81–83, 93, 100, 122, 123,
Privacy, 18, 73, 91, 93, 98–100,	124, 128, 129, 149, 166
103, 142, 151, 157, 158	Revered IT Culture, 131, 133
Practical, 2, 28, 30, 39, 41, 67,	Romantic partners, 14, 22, 99
115, 132, 136, 138, 140,	-
141, 154, 157, 161	Search engine optimization, 104,
Practicalists	105
cell phones, 35, 39-40	Secondary participants
childhood experiences, 28	challenges in recruitment of,
function, 27–30, 33, 34, 37, 39,	175–176
41, 79, 83, 95, 101, 104,	engagement, 170
106, 115, 118, 128, 132,	recommendations for, 169
154, 155, 158	recruitment of, 169
function specific rooms, 95	relationship contamination, 176
ICTs as tools, 3, 26, 31, 35, 41,	selection criteria, 167
42, 43, 58, 93, 95, 109, 131	trust, 174
introduction of ICTs, 3, 18, 22,	Secondary education, 157–158
26, 28–33	Section 8 housing, 47
purchase of ICTs, 32	Secretary, 13, 75, 76, 86, 90, 105

Self-efficacy, 103, 138	internalization by older adults,
Self-regulation, 80	174
	of older adults in general, 167,
Sharing, 13–16, 48, 49, 57, 58, 60,	174
109, 123, 159, 161, 168,	
177, 179	Stigmatizing, 155
Smart homes, 6, 141, 152, 156	Subculture, 91, 131, 133, 149
Smartphone, 4, 7, 14–17, 19, 24,	
44, 91, 100, 102, 122, 124,	Taxonomy of Older Adult
136, 146, 155	Gamers, theory of, 127,
Snowball sampling, 166	136–138
	Technological anxiety, 103, 133
Soap operas, 60, 64, 68, 71, 86,	Technological change agents, 18,
101, 105	87
Social media, 1, 7, 33, 34, 46, 47,	Technological literacy, 143–145
52, 53, 63, 65, 116, 117,	Telephone, landline, 50, 53, 65
120, 122, 135, 142, 148, 155	Television
Social Security, U.S., 84	
Socializers	Boomer, 122
childhood experiences, 74	Boris, 38
community, 3	cathode ray tube, 83
community building, 56–58,	Enthusiasts, 9
	Fred, 10
101, 102	Gwen, 50, 56
connection, 44, 46–48, 55	Guardians, 79, 106
large families, 3, 108, 155	Jack, 38
mentorship, 109	Jackie, 81
mobile technology, 43, 58	Jean, 60, 67, 71
use of non-social ICTs, 48, 102	June, 66, 68, 100
volunteering, 54, 58, 170	LCD, 83
Society	Margaret, 74-75, 81, 83, 106,
digital, 151	129
Guardians, 93	Nancy, 49, 50, 57
influence of corporations, 77	Natalie, 86, 88, 89
technological, 91	Practicalists, 33, 36
vulnerable members, 147	rooms, 37
STEM	Traditionalists, 175
and user type development, 157	Texting, 1, 43, 44, 45, 46,
STEM careers, 140	47, 51, 79, 119,
STEM programs, 145	135, 146
	· · · · · · · · · · · · · · · · · · ·
Stereo, 20–22, 82, 83, 122	Theoretical replication, 165
Stereotypes, 20, 109, 118, 149,	Time Wasters, 137
151, 152, 167, 174	Tinkering
ageism, 149, 151	Enthusiasts, 10

STEM, 157	impact of innovations on,
importance of, 139	107
Traditional ICTs/ technologies, 5,	Ubiquity, 30
59, 64, 69, 98, 101	Update, 13, 16, 24, 25, 27, 68, 69,
Traditionalists	105, 148
love, 3, 64, 70, 72, 93, 98, 108,	Usefulness, 27, 30, 40, 42, 101,
120, 132, 149, 156	128, 136, 154
non-use, 7, 67, 149, 171	
nostalgia, 3, 58-60, 68, 72, 105,	Value-Seekers, 137
156	Videogames, 50, 56, 80, 90, 116,
traditional ICTs, 59, 64, 69, 98,	155, 174
101	Videos, 19, 20, 50, 56, 77, 80, 88,
Trajectory (trajectories), 12, 27,	89, 116, 118–120
28, 107, 108, 140	Virtual relationships, 78
Tool	Virus, 103
Charles, 117	Volunteering, 54, 58, 170
Dilly, 116	
ICT, 31, 33	Want-nots, 149–151
Practicalists, 3, 27, 41, 114	Warm experts, 150
Technological Tool	Waste, 73, 74, 77, 80, 90, 91, 137
Pragmatists, 41-42	Westerns, 28, 60
Toys	White-collared professionals
Enthusiasts, 9, 110, 114, 152	and ICT exposure, 27, 127
fun, 30, 58	Wii gaming system, 50
ICT, 136	WWII Generation, 6, 7, 109, 110,
	112, 114, 134, 162
Ubiquitous computing, 141, 152,	Work and ICT use
156	benefits of working, 131
Unmotivated, 103	work and ICT exposure, 29, 31,
Usability, 30, 39, 41, 128, 132, 151	59, 103, 143
User type	Work status
development, 107, 131, 133,	full-time, 164–166
134, 138–141, 157	part-time, 27, 68, 144, 164, 165
impact of generation on, 140,	retired, 1, 162, 164
161	stayed-at-home, 164, 165