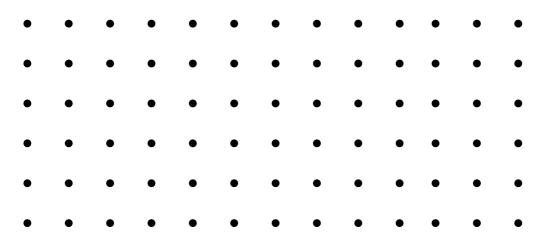
### MYGENDER PROJECT









MYGENDER DATA ANALYSIS REPORT Report with the main results of the fieldwork

MYGENDER
Mediated young adults' practices:
advancing gender justice in and across mobile app

Technical Data Sheet Date: NOVEMBER 2022

Title: MYGENDER DATA ANALYSIS REPORT

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Funding: Fundação para a Ciência e a Tecnologia (PTDC/COM-CSS/5947/2020)

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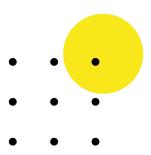




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# TABLE OF CONTENTS

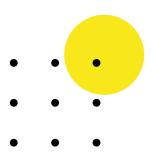
The report	.04
The project	.05
FIELDWORK #1 Survey with young adults	.06
FIELDWORK #2 Mobile phone tracking with young adults	09
FIELDWORK #3 Semi-structured interviews with young adults	.10
FIELDWORK #4 Focus groups with young adults	.12
Find out more	.16
Contact	17



### THE REPORT

It is with reliable information and scientific data that organisations and projects can contribute to building strong foundations for a knowledgesustained society. With such purpose, the team of MyGender - Mediated young adults' practices: advancing gender justice in and across mobile apps launch the Data Analysis Report summarising the main findings across several fieldwork objects endured, envisioned in the project conceptualization and financially supported by Fundação para a Ciência e a Tecnologia (PTDC/COM-CSS/5947/2020). This report is part of the project's scientific dissemination strategy that is focused on five different audiences: academics, specialised audiences (policymakers, stakeholders, developers), educators, young adults, and the general public.

This report includes the main findings from an online survey (to a representative sample of 1500 young adults in Portugal, with sociodemographic quotas); a 3-month tracking data of smartphone uses of 342 young adults, 6 focus groups (N=31) to university students and semi-structured interviews conducted to 25 young adults living in Portugal. The Data Analysis Report has systematised the main results of the fieldwork already conducted, however, the MyGender project is still developing more data and, mainly, more analysis that has the fieldwork's data from a scientific standpoint, to further understand young adults' engagement with the technicity and imaginaries of mobile applications (m-apps), in terms of their everyday practices and (re)negotiations of their sexual and gender identities.



### THE PROJECT

MyGender - Mediated young adults' practices: advancing gender justice in and across mobile apps is the first study in Portugal to explore how young adults engage with the technicity and imaginaries of mobile applications (m-apps), incorporating them into their everyday practices and (re)negotiating from them their sexual and gender identities. The project departs from an understanding of technology as a producer of meanings, subjectivity and agency, shaped by power relations, which challenges research focused on the risks and opportunities or the uses and gratifications of digital practices.

Adopting a critical perspective of contemporary digital media, the project analyses affordances, grammar, platform politics and content, as well as uses, appropriations and incorporations, to understand how they influence hegemonic normativity and alter the lives of young adults. MyGender offers quantitative and qualitative insights into how Portuguese young adults engage with different categories of apps, from social media and dating to gaming, health and fitness to self-tracking apps. This report is one of the outputs with the first main results of the fieldwork.

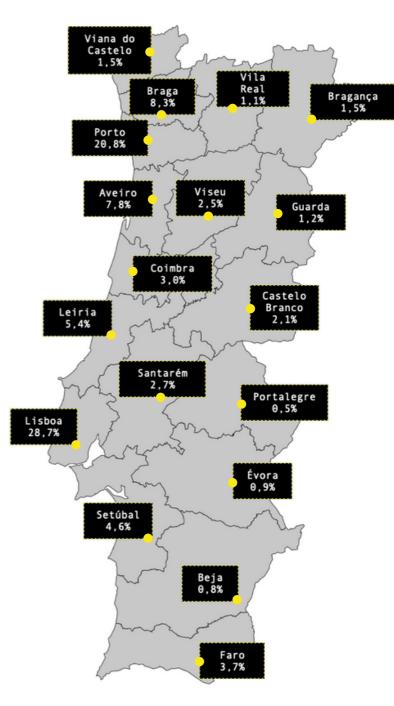


## SURVEY

With the intention of enabling research outputs of a quantitative-extensive methodology nature, MyGender applied an online questionnaire survey with thematic questions. The respondents were a representative sample of Portuguese young adults (N = 1500) aged from 18 to 30 years, distributed according to geographical representativeness, as the map shows, including all the districts of mainland Portugal and islands.

### Açores 1,3% Madeira 1,7%

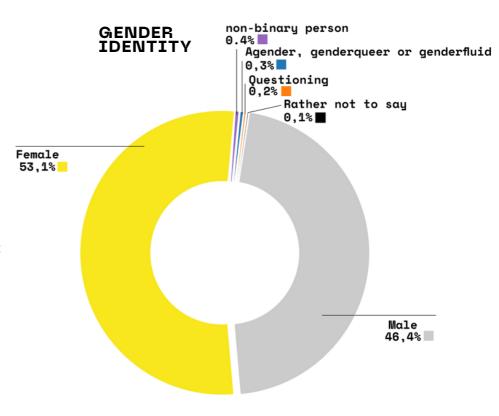
### **HOME DISTRICT**



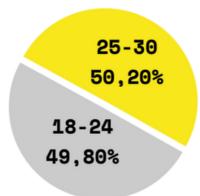


### **SURVEY**

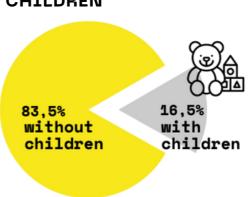
The sample of 1500 young adults answered questions that allowed for a sociodemographic characterisation, thus allowing important intersections of data for the research outputs, with the results of the remaining survey areas: media consumption; uses of mobile apps; personal mediated experiences and selfrepresentation; digital literacy; intergenerational practices.





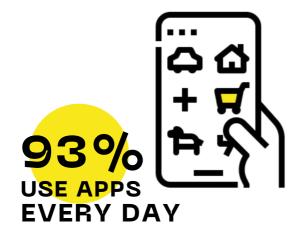


### PARTICIPANTS WITH CHILDREN AND WITHOUT CHILDREN





### SURVEY





62,3% POST MORE **PHOTOGRAPHS** 







**BLOCKS PEOPLE** WHO SEND **MESSAGES WITH** SEXUAL CONTENT



24,1%

27,1%

**ALREADY HAS BEEN SEXUALLY HARASSED** BECAUSE OF THEIR GENDER.

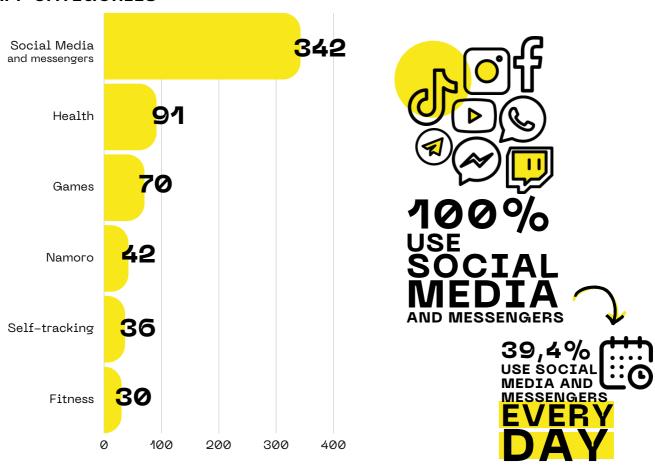
SAYS THAT HAS ALREADY **BEEN APPROACHED BY SOMEONE BECAUSE OF** THEIR GENDER



### **TRACKING**

In this fieldwork we gathered the tracking data of the uses of 342 young adults living in Portugal, between 18 and 30 years old. The data collection was carried out by an external entity authorised for this purpose. For a total period of 90 days (between 2020 and 2021), the behavioural nuances of this group's smartphone use were recorded. The mobile applications were divided into six categories: fitness, games, social media and messengers, dating, health and self-tracking.

### TOTAL OF USERS BY APP CATEGORIES

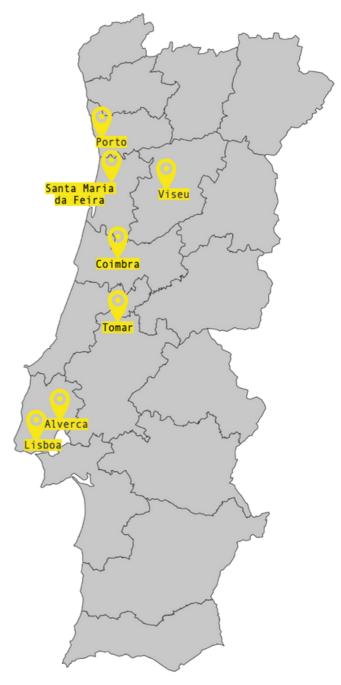




### **INTERVIEWS**

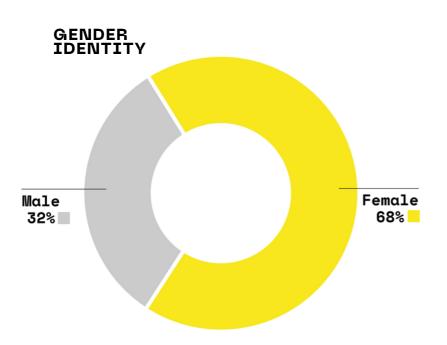
Semi-structured interviews were conducted with 25 young adults living in Portugal between May and October 2022. The script of the interviews was developed by the team considering the data from the fieldwork conducted via survey. A series of objectives seek to answer specific questions by understanding how young adults explain their app usage practices in their daily lives and what meanings they attach to these platforms. Also identifying how young people understand the impact of data cultures, digital surveillance and intrusive technology on their lives through mobile apps; understanding how they experience corporeality in the context of their app engagements; and learning how young adults select mobile apps for their identity behaviours and how they react or resist influences from other users. Each interview lasted an average of 60 minutes and was conducted by different team members using online video conferencing.

#### **HOME DISTRICT**





### **INTERVIEWS**





#### SOCIOGRAPHIC

 General information such as age, gender identity, place of residence

### **PRACTICES**

- Focusing on the uses, consumption and general knowledge of technology.
- Practices focused on content production in digital spaces.

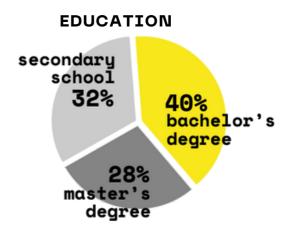
### **IMAGINARIES**

 How young people perceive the motivations to use apps and their perceptions about security in these environments

### 25-30 52,00% 18-24 48,00%





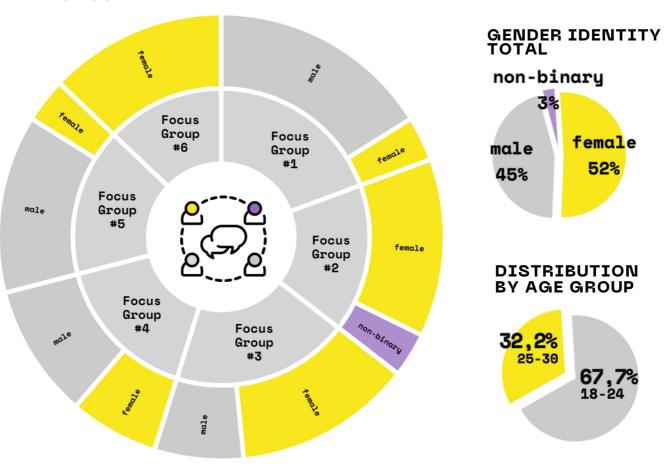




### **FOCUS GROUPS**

Departing from a feminist new materialist approach, the fieldwork #4 implements a qualitative methodological perspective, operationalised in six focus groups developed with Portuguese university students (18 to 30 years old). We used critical thematic analysis to analyse the data, an independent qualitative descriptive approach that offers a method to identify and analyse patterns. Results show that most cis-gendered young people do not question or even question mediation through mobile apps in social identity construction. On the other hand, it is observed that young adults who consider themselves on a non-binary, non-heteronormative spectrum or still questioning their gender have a more critical and developed perception of various layers related to gender, sexuality and digital user experiences.

### GENDER IDENTITY BY GROUP





### **FOCUS GROUPS**

### **MAIN PATTERNS**

ACT ACCORDING TO PLATFORM AND SOCIAL NETWORK CONTACTS

I think people end up modelling what they represent according to the social network they're on, because there's also an audience... I have people on Facebook, for example, that I don't have on Instagram, the age range of the people I follow on Instagram and who follow me is not the same as on Facebook, which is mostly my family, family friends, older people, while on Instagram it's more people of my age, all within the same age range, so maybe there's greater freedom and it's an easier way to express ourselves as those people, who end up doing and having similar behaviours. I end up fitting into what each social network ends up representing.

SELFIDENTIFICATION
IN APPS

About the photos on social networks, I always upload my photo and my name. I always put it like that. And the female gender I always put when there is the question, at the time of creating the account. That's it. That's it. But I also agree regarding that, it's how the person feels more comfortable. If they prefer to leave it public, if they prefer not to put it public. I think it goes based on the person's convenience.

[female, 20]



### **FOCUS GROUPS**

GENDER AND SEXUALITY IN APPS

There was a time in pandemic that I got Tinder installed, because I wanted to talk to people and so I thought it would be a good idea, it was easy to connect... and so it was a bit... it wasn't a bit, it was very normative. It was: you're a woman, you're a man, and you want men or you want women. And that was it. I think there are still many 'one gender fits all' apps... in this case two... it ends up being difficult... even for cis people, who may be questioning their gender, it ends up being very difficult and for trans people it's much more... But yes, there are still many apps, many platforms that are still not receptive to this shift.

CAMPAIGNS,
APPROPRIATION OF
BRANDS AND PEOPLE

I think when [an initiative in support of the queer community] comes to brands it's all very performative. I used to have this vision 'oh my god, the brand I like changed its logo in the month of June!', but then it comes on the 1st of July, it's gone.

It's over! (laughs) No more gays... that's it.

[female, 20]



### **FOCUS GROUPS**

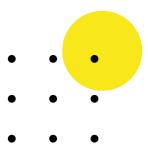
CRITICISM AND QUESTIONING OF APPS

Speaking personally, I think all this social media stuff, despite having such a high visibility on trans people, non-binary people, etc, those... or the rest of the LGBT people... we feel, at least I feel a lot the gap between man and woman, and I still do. I have a podcast, which is distributed on Apple and once I wrote in a summary the word 'boobs' and Apple censored that word, put asterisks on it, I think this whole censorship of our body or our sexuality, our identity, is still very evident.



Instagram has been entering my daily life in small moments, I even have a time limit on Instagram on my phone, of one hour, and I always exceed it (laughs), but I try not to exceed it, so I keep track of what time I exceeded my limit, if it was in the morning, if it was at night, anyway.

[female, 21]



### FIND OUT MORE

Amaral, I., Flores, A. M., Antunes, E., & Brites, M. J. (2022).

Intergenerational Digitally Mediated Relationships: How Portuguese Young Adults Interact with Family Members Over 65+.

In Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics): Vol. 13331 LNCS (pp. 335-348). Available at <a href="this url">this url</a>.

Amaral, I., Flores, A. M., Antunes, E., & Simões, R.B. (2022).

Young adults and apps — a study on the uses of m-apps in Portugal. Communication at ECREA 2022, 9th European Communication Conference, 19—22 October 2022, AARHUS, Denmark. Available at <u>Conference book</u>.

Antunes, E., Amaral, I., Flores, A. M., & Simões, R.B. (2022).

"Fazendo género": práticas mediadas de jovens adultos em aplicações móveis.

Communication at XI Simpósio Nacional de Investigação em Psicologia, 20-22 June 2022, Vila Real, Portugal. Available at Conference book.



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