Glossary

Active Listening A form of communication where the listener reinterprets meaning back to the speaker (Denzin, 2001).

Advanced ICTs This refers to newer Information and Communication Technologies (ICTs). Advanced ICTs are understood in their current context. Eventually, advanced ICTs will be become traditional ICTs due to future technological development. Current examples of advanced ICTs include digital technologies, applications, and services.

Boomer (Generation) A generation born mid-1946−1964 (Ortman et al., 2014). The largest generation ever born in the United States (Carlson, 2009).

Birth Cohort A group of individuals who are roughly the same age and encounter historical events at roughly the same life stage (Carlson, 2009; Edmunds & Turner, 2002; Eyerman & Turner, 1998).

Bracketing A data analysis method which focuses on isolating a segment of text, understanding the meanings in that text devoid of context, and then re-contextualizing the text with appropriate contextual factors such as their background, history, and social environments (Denzin, 2001).

Case Study A methodology that allows researchers to understand rich contextual impacts on a phenomenon (Flyvberg, 2006). Case studies can use a variety of methods to obtain information about this rich context, such as interviews, observation, and focus groups (Yin, 2009).

Community Context Involvement in activities that are not purely leisure, work, or family orientated. This includes governmental/citizen activities (such as political activism) and other activities such as religious worship or belonging to a neighborhood association.

Dialogic Analysis This is a form of active listening; this interpretive interactionist methodology focuses on a reiterative process of meaning making, where the meaning shared by an individual is reinterpreted by the interviewer. This reiterative process continues until both parties reach a shared understanding (Denzin, 2001).

Direct User	This is someone who themselves manipulates and uses an ICT. For example, if someone is a direct user of a computer, this means that they themselves operate the computer.
Domestication	This is a theory that proposes that ICT use is complex and that contextual and social factors influence use. Domestication proposes that adoption of an ICT is a process, which involves the introduction of an ICT, how the ICT is used (including routines of use), the display of the ICT, and the meaning of the ICT to the individual and their family and friends (Silverstone, 1994, 1999, 2007; Silverstone & Haddon, 1996; Silverstone & Hirsch, 1994).
Enthusiast	An individual who loves ICTs and seeks out the latest innovations. Technology is their main hobby and interest and they approach technology as a fun toy. One of the five user types in the ICT User Typology.
Family Context	Individuals who are related to one another.
Gaming	Refers to the act of playing games, be they board games or digital games.
Generation	A birth cohort of individuals who, by nature of being born closely together, are in the same life stage when historical events occur. As a result, they develop a shared generational consciousness (Carlson, 2009; Edmunds & Turner, 2002; Eyerman & Turner, 1998). Media and technology is an important part of any generation's experience (Naab & Schwarzenegger, 2017).
Gerontechnology	The study of aging and technology, or gerontology and technology. "Gerontechnological research" is empirical work that examines aging and technology use, regardless of the researcher's own identity as a Gerontechnology scholar.
Generation Z	A small generation whose birth started in the year 2002. It is unclear when this generation will end.
Generation X	A small generation born 1965 to 1982 (Carlson, 2009).
Good Warrior/ World War II (generation)	A large generation born 1909 to 1928 (Carlson, 2009).
Guardian	An individual who believes that technology use can result in negative outcomes for individuals and society. They strictly control and regulate their own ICT use. One of the five user types in the ICT User Typology.
Historical Event	An occurrence that impacts individuals, be it locally, nationally, or globally. Historical events have different

impacts on individuals depending upon how old they are when these events occur (Elder & Giele, 2009). Technological innovation and introduction is a historical event (Birkland & Kaarst-Brown, 2010).

Information and Communication Technologies (ICTs)	Technological artifacts that are marketed to the general public that enable information sharing and/or communication between individuals and organizations. Examples include radio, television, the internet, social media, etc.
ICT User Type (or User Type)	A person's main/predominant approach toward technology. This approach, or user type, impacts how they are introduced to technology, how they use it, and how they display it in their home (or work environment, if applicable).
ICT User Typology	A theory which proposes that individuals, particularly older adults, can be categorized into one of five user types, each of which has a unique approach toward and view of ICTs.
ICT Form	These are different types of ICT. For instance, television is a different "form" of an ICT than the telephone or radio.
ICT Version	Within an ICT form, there are different versions, or updates to an ICT. For instance, LCD televisions represent a later and newer version of the television than CRT televisions.
Indirect User	This is someone who does not use an ICT themselves but instructs others to use that ICT. For instance, Traditionalists tend to be indirect users of computers and the Internet as they rely on others, such as family members or friends, to complete tasks online.
Interpretive Interactionism	A dialogic method that focuses on meaning making and understanding the meaning embedded in stories (Denzin, 2001).
Leisure	Activities or hobbies that are done to pass time or for fun.
Life Contexts	Areas of the older adult's lives. The most explored of these contexts in the gerontechnological literature has been the family, followed by leisure and work. Another important life context is community. (These life contexts are adapted from Gerontechnology (Bouma et al., 2007).)
Life Course	An approach to studying individuals' lives as a series of interconnected events (Elder, 1985; Elder & Giele, 2009).

Life Event	An occurrence in an individual's life which impacts their life trajectory. These can be in any area of a person's life: domestic, health, work, etc. (Elder & Giele, 2009).
Literal Replication	A case study methodology in which cases are selected based upon theoretical case sampling constructs so that it is expected that the results will be similar (Yin, 2009).
Lucky Few (Generation)	A small generation born 1929 to mid-1946 (Carlson, 2008). These individuals were the primary participants whose data is presented in Chapters 2 through 6.
Memoing	A reflective writing that focuses on the content and experience of a research study (Bentz & Shapiro, 1998).
Millennial (Generation)	A large generation born 1983 to 2001 (Carlson, 2009). These individuals have also been referred to as "digital natives," despite research demonstrating that a large diversity of skill level exists among this generation (Helsper & Enyon, 2010).
Meaning	This refers to the significance, consequences, and purpose of events, experiences, and activities for individuals (Denzin, 2001).
Older Adult	A person age 65 or older.
Practicalist	An individual who views ICTs as tools. They are focused on the function and usability of technologies. One of the five user types in the ICT User Typology.
Primary Participant	An older adult who was the center of a case. These individuals were members of the Lucky Few generation who were born 1936 to 1946.
Secondary Participant	A member of the older adult's personal network, it could be a friend, coworker, family member, neighbor, etc. For each older adult primary participant, 2−3 secondary participants were interviewed, if possible.
Snowball Sampling	A method of participant recruitment where future participants are recruited from existing participants' contacts (Goodman, 1961).
Socializer	An individual who views ICTs as connectors. Socializers use technologies to create and maintain relationships. They often have large intergenerational families. One of the five user types in the ICT User Typology.
Technological Anxiety	Fear associated with using technology (Czaja et al., 2006). Also termed technophobia. Recent research has suggested that those who have highest levels of fear associated with technology also tend to restrict and control their use (Nimrod, 2018).

Traditional ICTs   This refers to older, more traditional ICTs. Traditional ICTs are understood in their current context; today's advanced ICTs will be considered traditional technologies 30 years from now due to technological development. Current examples of traditional ICTs include radio and television.

Traditionalist   An individual who prefers the technology of their youth and young adulthood over later innovations. One of the five user types in the ICT User Typology.

Trajectory   A series of events that a person experiences in their lives, which taken together, represent a pathway through that person's life (Elder & Giele, 2009; Fry, 2003; Giele & Elder, 1998).