

ChildArt



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EDITOR'S CORNER

Some people say that the digital revolution started in the 1980s. Others claim that it spread like wildfire only at the onset of the 21st century. For an average person, the revolution begins with the first PC, SMART Board, or personal iPhone. Whatever may be the case with you, these are exciting times indeed with over a billion users of Facebook alone already.

In 2001, I was invited to write on the 'global digital divide' for the International Monetary Fund's *Finance & Development* magazine. I then calculated that nearly 400 million people were online at the turn of the century. Perhaps by the time this century ends, almost everyone will be online in some way, even those living in the deepest Amazon forest or remotest hamlets.

Hence, we are excited about this issue which sheds a new light on games and online experience. We are grateful to the experts who contributed to this issue or took the time to speak with us about their experiences and expertise and what they envision for the future. We have learned a lot from them, and hope you will too.

We are also grateful to our supporters whose help sustains this wonderful publication and keeps it free of commercial advertisements.

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employs the power of the arts to develop creativity and empathy. Since 1997 the ICAF has served as the national art and creativity organization for American children and their international counterparts.

Published since 1998, *ChildArt* is a commercial-free arts learning, self-discovery, and global education periodical expressly written for 8 to 12 year-olds, but useful as a teaching tool for early educators and inspirational for creative individuals of all ages. Subscribe to *ChildArt* online at www.icaf.org.

When a child's creativity is ignored, it could be lost forever. Tax-deductible donations support children's creative and empathic development. You can donate online at www.icaf.org or make your check to ICAF and mail it to: ICAF, P. O. Box 58133, Washington, DC 20037.

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