



WHAT DOES
SCIENCE TELL US?

9. How Screen Use Rewires the Brain, and What That Looks Like in Real Life

Every interaction with digital media is an opportunity for the brain to change, for better or worse. This is true for adults as well, but especially for children and their impressionable brains. Thanks to neuroplasticity (the brain's ability to change as a result of experiences), the brain is constantly adapting and rewiring. In simple terms: *whatever you do, that's what your brain gets better at doing.*¹ Every single use of digital media strengthens certain brain circuits, just like exercise strengthens certain muscles. This means that even ordinary, “non-problematic” use is not entirely neutral. Instead, it rewires the brain in tiny increments.¹ Over time, those tiny shifts add up.

A helpful analogy is junk food. Eating one sugary, fatty donut every once in a while is unlikely to cause noticeable harm. In fact, it is probably worth the pleasure it brings! But a donut

is never *completely*, 100% harmless; otherwise, you could eat an infinite number without worry. Every single donut nudges the body a tiny step forward in the direction of inflammation, insulin resistance, or weight gain. Trouble comes when donuts are not just an occasional treat, but become a daily staple.

Digital media works in the same way for the brain. A video, a scroll, or a gaming session is not necessarily “toxic” on its own, but every single use is one more tiny step forward in rewiring the brain toward craving more novelty, more stimulation, and more instant gratification.^{1,2} Over time, those changes show up in ways parents/caregivers can notice—not just as major addiction problems, but as subtle shifts in how children and teens think, feel, and act.

Here are some real-life examples:

Subtle Signs of Digital Media Rewiring the Brain

Face-to-face social skills drop. Real-world conversations, with eye contact, pauses, body language, and emotional tones, can start to feel awkward or anxiety-inducing compared to the ease of texting or online chat.²

Emotional escapism replaces emotional intelligence. Instead of learning to process stress, sadness, or loneliness, children and adolescents turn to scrolling or gaming as their default, numbing coping tool, avoiding problems rather than solving them.

Identity becomes performance-based. Teens may measure their worth by likes, followers, or streaks, leaving offline accomplishments feeling less meaningful.³

Motivation and perseverance shrink. Tasks that require persistence, like math problems, puzzles, or skills-building, feel intolerable because the brain restructures to expect instant gratification.⁴ Long-term decision making degrades. Intrinsic motivation decreases, so they only do things they are “forced” to or “have to” do, in order to avoid external negative consequences.

Patience and boredom tolerance drop. Digital media trains brains to shift focus every minute, forgetting how to self-soothe or just be present. As such, even short waits at dinner or in the car can feel unbearable, let alone eight hours of school or work.

Attention span erodes. Long paragraphs, books, or multi-step instructions feel overwhelming because the brain has grown accustomed to fast, bite-sized content.² Even movies, shows, and five-minute YouTube videos may feel too long and slow.

Real-world memory weakens. Because the brain is trained for constant novelty and external reminders, everyday recall of conversations, school lessons, or family events can start to slip.²

Offline play and creativity feel flat compared to digital media rewards. Smaller offline rewards, such as finishing homework, completing chores, or exercising, feel unrewarding compared to the high-intensity rewards of games and social media.⁴ Things that used to bring pleasure and joy, like outdoor play, family time, art, or music, no longer do.

Why These Shifts Matter

It's easy to dismiss these changes in behavior as small quirks or personality shifts, but they are real indicators of the brain adapting and snowballing towards bigger challenges—difficulty with schoolwork, social anxiety, or lack of resilience in adult responsibilities. One clear red flag for parents/caregivers to watch for: resistance to any limits around screen use. If your child becomes angry, anxious, or distressed whenever boundaries are introduced with regard to screens, that may be a sign that the brain has already become, to some degree, dependent on digital stimulation.

The good news is that neuroplasticity works both ways! Just as repeated digital use rewires the brain in unhelpful directions, repeated healthy activities can rewire it back toward more healthy and adaptive states. Parents/caregivers can intentionally create balance for their adolescents by providing opportunities for offline activities, and setting calm, consistent limits with devices.

Most importantly, parents/caregivers can model healthy use. One way or another, you set the example for your kids. Filling your time with offline activities and adhering to limits on your own devices is a strong motivator for children/teens to do the same.

Whether it's you or your kids, every walk outside, page in a book, or face-to-face conversation is a step back toward a strong and powerful brain.¹ As we've covered, the younger the brain, the more malleable it is—both for worse (rewiring induced by digital media) and for better (intervention and course correction). But it is never too late. Change is always possible.⁵

Scan for full Guide and resources



References

1. Malenka, R. C., & Bear, M. F. (2004). LTP and LTD: An embarrassment of riches. *Neuron*, 44(1), 5–21. <https://doi.org/10.1016/j.neuron.2004.09.012>
2. Firth, J., Torous, J., Stubbs, B., Firth, J. A., Steiner, G. Z., Smith, L., Alvarez-Jimenez, M., Gleeson, J., Vancampfort, D., Armitage, C. J., & Sarris, J. (2019). The “online brain”: How the Internet may be changing our cognition. *World Psychiatry: Official Journal of the World Psychiatric Association (WPA)*, 18(2), 119–129. <https://doi.org/10.1002/wps.20617>
3. Sherman, L. E., Payton, A. A., Hernandez, L. M., Greenfield, P. M., & Dapretto, M. (2016). The power of the like in adolescence: Effects of peer influence on neural and behavioral responses to social media. *Psychological Science*, 27(7), 1027–1035. <https://doi.org/10.1177/0956797616645673>
4. Brand, M., Young, K. S., Laier, C., Wöfling, K., & Potenza, M. N. (2016). Integrating psychological and neurobiological considerations regarding the development and maintenance of specific Internet-use disorders: An Interaction of Person-Affect-Cognition-Execution (I-PACE) model. *Neuroscience and Biobehavioral Reviews*, 71, 252–266. <https://doi.org/10.1016/j.neubiorev.2016.08.033>
5. Kleim, J. A., & Jones, T. A. (2008). Principles of experience-dependent neural plasticity: Implications for rehabilitation after brain damage. *Journal of Speech, Language, and Hearing Research*, 51(1), S225–S239. [https://doi.org/10.1044/1092-4388\(2008/018\)](https://doi.org/10.1044/1092-4388(2008/018))

This Guide is for informational purposes only. It is not medical advice and does not replace diagnosis or treatment from a qualified professional. Do not ignore or delay seeking professional advice because of something you read in this Guide. The information in the Guide is the authors' interpretation of the research and does not reflect the official stance or views of their employers, agencies, or universities.