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RESEARCH

This article analyzes the relationship between digital leisure and class condition.

> **HOMES CLASS HALF** CALI-COLOMBIA







CULTURE

PRODUCTION

OBJECTIVE

Understand the emergence of leisure experiences in domestic

settings.









HUMAN AND

NON-HUMAN

AGENTS

TOOLS

Under a qualitative approach, 69 structured interviews, 26 comprehensive unstructured interviews, 10 ethnographic visits and 10 cartographies of domestic settings were conducted.

> uncertainty. The centrality that digital leisure has in **FINDINGS**

The daily experience of



Practices common to these homes, such as the frequent renewal of technologies and the regularity of digital leisure, can be understood as class distinguishing marker devices and, also, as control mechanisms over the present.







