

## ONLINE SURVEY REPORT

### Participants

The participants of this survey consisted of Sullivan Middle School students who will be in grades 7 through 9 during the next school year (2006-07). A total of 22 students took the survey, of which there were 12 boys and 10 girls.

### Purpose

This survey was developed using the *Time* Magazine article entitled “The Multitasking Generation” (Mar. 27, 2006). The article makes many claims about today’s proliferation of electronic devices, the tendency of many to use multiple devices at the same time (“multitasking”), and the effects that both of these are having on American youth and families. The purpose of this survey was to gather information about how electronic devices are being used by Sullivan Middle School students and also how those students reacted to a few of the claims made by the *Time* magazine article.

### Summary of Results

The survey results indicated that each student has an average of about 4 of the listed portable electronic devices and that the majority of the participants frequently use more than one of their devices simultaneously. Half of the students polled use their portable devices between 1 and 3 hours per day while usage for another 45% topped 3 hours. Most of the kids surveyed have computers with Internet access at home, but only 2 of those have Internet access in their bedrooms. The students as a whole had an average of 3 entertainment devices (including computers) in their bedrooms. Many of the kids used various electronic devices while doing homework, the most common being CD/MP3 Players and cell phones. On the three *Time* magazine quotations, the majority of students agreed or tended to agree with each one. Most of the students polled ate meals together with their families on a regular basis.

The full survey with questions and results are included in the Appendix of this document. Survey URL: <http://www.questionpro.com/akira/TakeSurvey?id=486945&rd=6802199>

### Online Survey Tools

I explored a couple of online sites, and honestly, they were rather hard to compare with my limited knowledge of online surveys. I didn’t really have any frame of reference from which to compare. What eventually led me to choose QuestionPro was its very informative online tour. I was really impressed with the reporting options which I felt would make my job a little bit easier.

I also checked out Zoomerang, which several others in our class chose to use. While most of my cohorts seemed to have had a good experience with Zoomerang, its online tour didn’t impress me because it seemed rather limited. The site also made me feel like I was being to sign up. Since I don’t like signing up for anything online until I feel I have acquired enough information to make

an informed decision, the sense of pressure was a real down side for me. Zoomerang may have been more user friendly than QuestionPro, which admittedly had a bit of a learning curve, but in my experience, user friendliness often comes at the expense of flexibility. In the end, I decided that I would rather spend a little longer learning a system that gave me the flexibility I wanted.

My original plan was for me to use Microsoft FrontPage to construct my own survey on my school web server. Of course, the benefit of this would have been ultimate flexibility and convenience, but I eventually rejected this option for one main reason. With FrontPage, I was limited to being able to collect data in a database reported in a simple table. Any analyzing of data would have been done manually. The versatile reporting options and data analysis tools through QuestionPro is what helped finalize my decision.

If I were to use QuestionPro with my target learners (middle school technology students), I would probably need them write initial hard copies of their surveys before doing them online. That way, I could help them determine what types of answers would go best with each question (i.e. single answer, multiple answer, or open ended). Once their questions were finalized, I could walk the class through the process of posting the surveys online and soliciting responses. I'm afraid if I just let them attempt to write the surveys directly into QuestionPro, it would be discouraging for them and results would be less than desirable.

In all honesty, after reading other class members' experiences with Zoomerang, I would have to take another look at it for possible use with my students. While I was happy with the results from QuestionPro, Zoomerang might be better suited for use with middle school students. It certainly merits further investigation.

### **Additional Uses**

I mentioned this idea in a discussion board as a possibility for my survey project, but I think it would be neat to have students use the online survey to help direct another project. For example, if students were assigned to build an online field trip, they could use surveys to determine where students or other teachers would like to "go".

I also could see online surveys as an excellent way for students to find out what students think about social issues in various parts of the world. For instance, the students could make a list of challenges that teenagers face here in Sullivan, Missouri. They could focus on the issues that are important to them or what they find themselves thinking about often, then conduct a survey to find out if kids elsewhere face the same kinds of things or whether they have different concerns. This would be an excellent way for kids to realize that they have a lot in common with kids from other places, but it would also highlight that some of the things we take for granted (i.e. freedom, entertainment, basic needs) are much harder to come elsewhere in the world.

Being that I am the technology teacher, any use of online survey tools would help fulfill my curriculum requirements. Both activities mentioned above would help students learn to use the Internet effectively. The first activity would fall under my web page authoring unit, and the second activity would fit best under my PowerPoint unit as a presentation would be a very effective way of presenting survey results to the class.

## Appendix : Kids and Multimedia Survey

### Question #1

Which of the following electronic devices do you own or have ready access to? (Check all that apply)

Cell Phone	16	17.20%
MP3 Player (iPod, etc.)	8	8.60%
Portable video player (Video iPod, etc.)	4	4.30%
Portable gaming device (Gameboy, PSP, etc)	12	12.90%
<b>CD Player</b>	<b>20</b>	<b>21.51%</b>
Personal Computer	14	15.05%
Video Game Console (Xbox, Playstation, Nintendo, etc)	19	20.43%
None of the above	0	0.00%
<b>Total</b>	<b>93</b>	

### Question #2

Of the above devices, how often do you use more than one of them AT THE SAME TIME?

Always	1	4.55%
<b>Usually</b>	<b>11</b>	<b>50.00%</b>
Seldom	9	40.91%
Never	1	4.55%
<b>Total</b>	<b>22</b>	

### Question #3

About how many total hours per day do you spend using any of the above devices?

between 0 and 1 hours	1	4.55%
<b>between 1 and 3 hours</b>	<b>11</b>	<b>50.00%</b>
between 3 and 6 hours	6	27.27%
more than 6 hours	4	18.18%
<b>Total</b>	<b>22</b>	

### Question #4

If you have a Personal Computer, do you have Internet access at home?

<b>Yes</b>	<b>14</b>	<b>63.64%</b>
No	2	9.09%
I don't have a Personal Computer at home	6	27.27%
<b>Total</b>	<b>22</b>	

**Question #5**

**Which off the following do you have IN YOUR BEDROOM at home? (Check all that apply)**

<b>Television</b>	<b>19</b>	<b>27.14%</b>
DVD Player/ VCR	15	21.43%
CD Player/ Stereo	18	25.71%
Personal Computer	2	2.86%
Video Game Console (Xbox, Playstation, Nintendo, etc)	15	21.43%
None of the above	1	1.43%
<b>Total</b>	<b>70</b>	

**Question #6**

**If you have a Personal Computer IN YOUR ROOM, does it have Internet access?**

Yes	2	9.09%
No	0	0.00%
<b>I don't have a Personal Computer in my room</b>	<b>20</b>	<b>90.90%</b>
<b>Total</b>	<b>22</b>	

**Question #7**

**Which of the following electronic devices do you use on a regular basis WHILE DOING HOMEWORK? (Check all that apply)**

Cell Phone	7	17.07%
MP3 Player (iPod, etc.)	7	17.07%
Portable video player (Video iPod, etc.)	1	2.44%
Portable gaming device (Gameboy, PSP, etc)	1	2.44%
<b>CD Player</b>	<b>12</b>	<b>29.27%</b>
Personal Computer (for non-homework related activities)	4	9.76%
Video Game Console (Xbox, Playstation, Nintendo, etc)	4	9.76%
None of the above	5	12.20%
<b>Total</b>	<b>41</b>	

The following 3 quotes were all taken from a recent magazine article. Please read each quote, then decide if you Agree, Tend to Agree, Tend to Disagree, or Disagree

\*Source: *Time Magazine*; "The Multitasking Generation", Mar. 27, 2006

**Question #8**

**"Kids that are instant messaging while doing homework, playing games online, and watching TV, I predict, aren't going to do well in the long run." Do you:**

<b>Agree</b>	<b>8</b>	<b>36.36%</b>
Tend to Agree	5	22.73%
Tend to Disagree	7	31.82%
Disagree	2	9.09%
<b>Total</b>	<b>22</b>	

**Question #9**

**"Online life is like an identity workshop, and that's the job of adolescents—to experiment with identity?" Do you:**

Agree	3	13.64%
<b>Tend to Agree</b>	<b>11</b>	<b>50.00%</b>
Tend to Disagree	5	22.73%
Disagree	3	13.64%
<b>Total</b>	<b>22</b>	

**Question #10**

**"It's valuable, even essential, to occasionally slow down, unplug and take time to think about something for a while." Do you:**

<b>Agree</b>	<b>11</b>	<b>50.00%</b>
Tend to Agree	9	40.91%
Tend to Disagree	1	4.55%
Disagree	1	4.55%
<b>Total</b>	<b>22</b>	

Question #11

**On average, how often does your entire household eat meals together?**

<b>Every day</b>	<b>10</b>	<b>45.45%</b>
3 to 6 times per week	3	13.64%
Once or twice per week	5	22.73%
1 to 3 times per month	0	0.00%
Less than once per month	4	18.18%
<b>Total</b>	<b>22</b>	

Question #12

**What is your gender?**

<b>Male</b>	<b>12</b>	<b>54.55%</b>
Female	10	45.45%
<b>Total</b>	<b>22</b>	

Question #13

**What grade will you be in next year (2006-07)?**

6th	0	0.00%
7th	8	36.36%
8th	3	13.64%
<b>9th</b>	<b>11</b>	<b>50.00%</b>
<b>Total</b>	<b>22</b>	