

Techno Takeover

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Project ID#

Q1: Research Question/Engineering Goal

How social stimuli and Covid-19 has contributed to the addiction of technology in the teens of 2020-2021.

Q3: Data Analysis & Results

Media use increase since Coronavirus.

Yes 77.5

No 11.8

N/A 10.8

Time spent Percentage

0-30 min 13.7

1-2 hours 18.6

3-4 hours 18.6

5-6 hours 15.7

7-8 hours 2.9

9-10 hours 8.8

10+ hours 10.8

N/a 10.8

Variables Percentage

Just to talk to someone 32.4

For fun 32.4

Whenever I feel sad 2.9

Support (communities) 2.9

Recognition 1

Boredom 28.4

Q2: Methodology/Project Design

Procedures

- I. Narrow down problem/question.
- II. Research! Research! Research!
- III. Decide on survey for data collection.
- IV. Create three main questions for the survey (5 maximum).
- V. Plug the questions into Google Forms survey template.
- VI. Reach out to instructors to coordinate the distribution of survey amongst peers.
- VII. Gather data from completed surveys.

Q4: Interpretation & Conclusions

The hypothesis had been proven correct after the survey with 102 participants! The first question showed that 67.6% of the teens use these social networkings for social stimuli. Backing that up, 76.4% claimed to have noticed an increase of media use since Coronavirus began! With the average usage of about 4.5 hours a day we can conclude that adolescents have significantly increased their time on social media, at least 60% (resulted in 67.6%) of the individuals surveyed use social media for social stimuli and their screen time has increased since coronavirus. Though there was an unexpected variable that may have changed the result of the time usage on social platforms, some participants were a little confused and didn't take in account video games, Zooms, Among Us, Youtube, etc. If the researcher was too redo this project the question would be more precise.