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ASDigital

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Need Analysis Report IO1

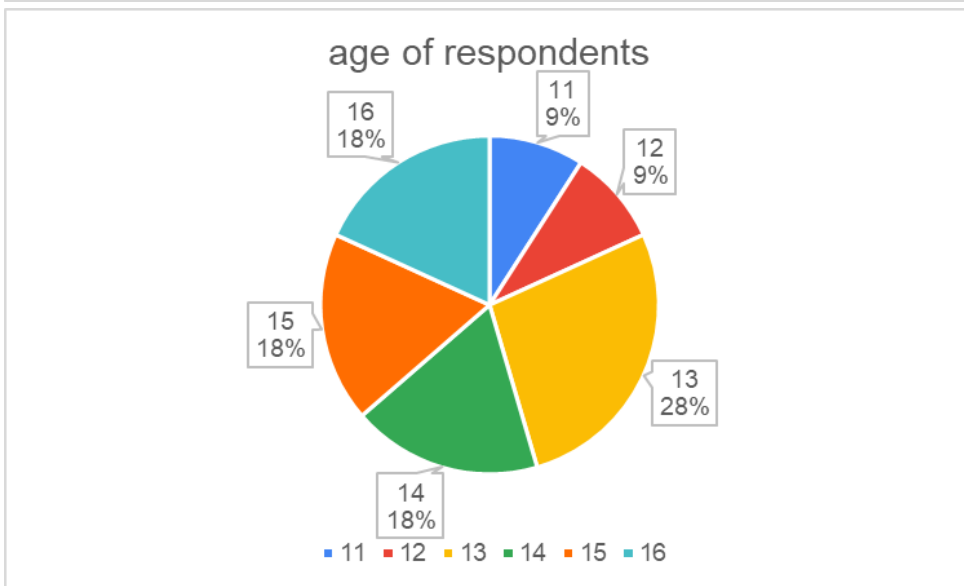
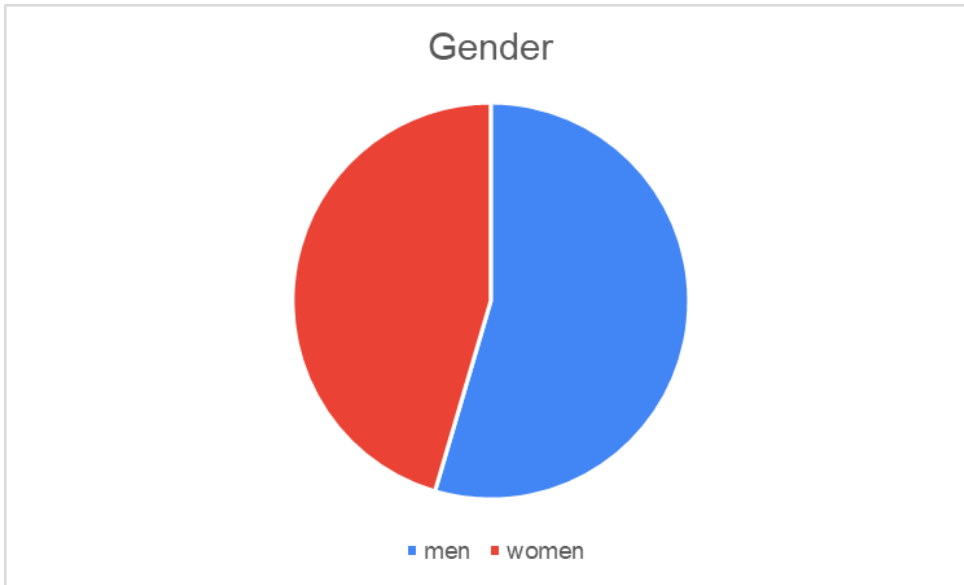
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Done by: Colin Deneufbourg



Student with ASD questionnaire

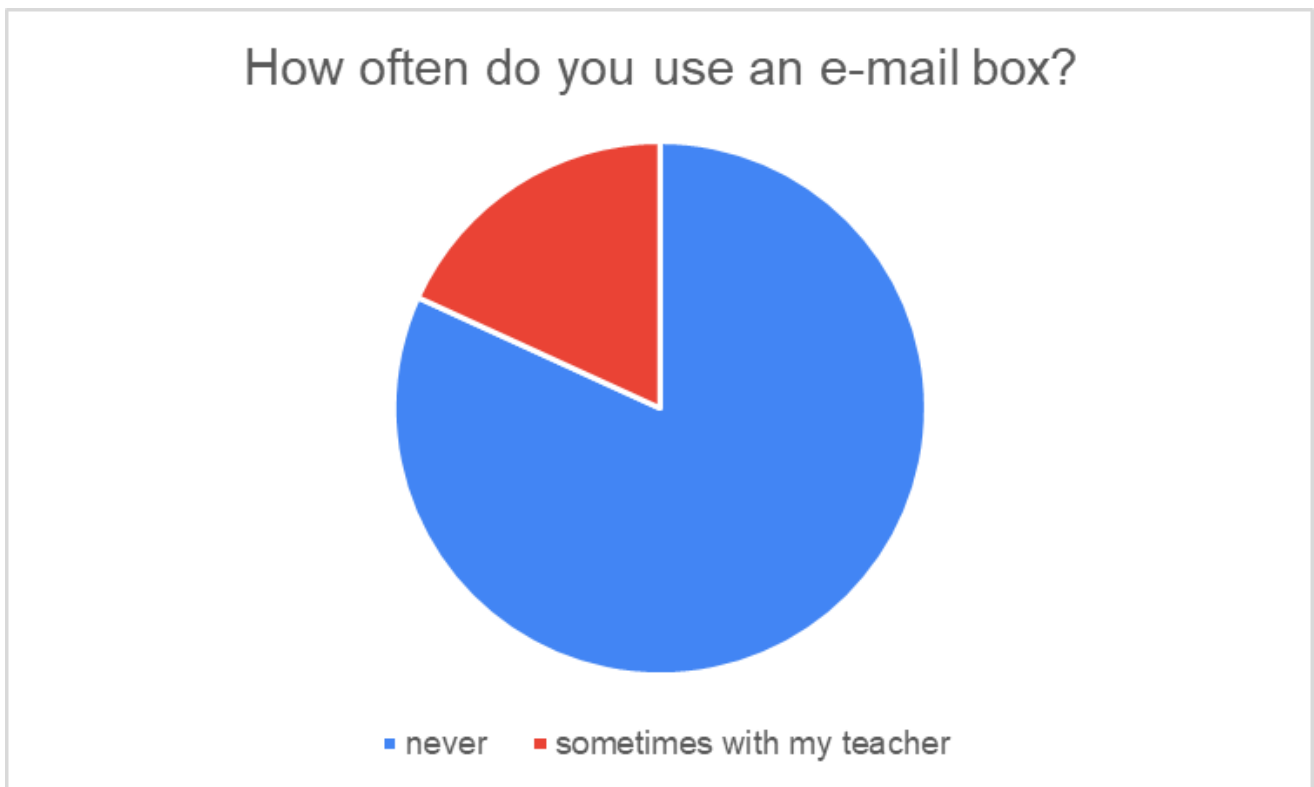
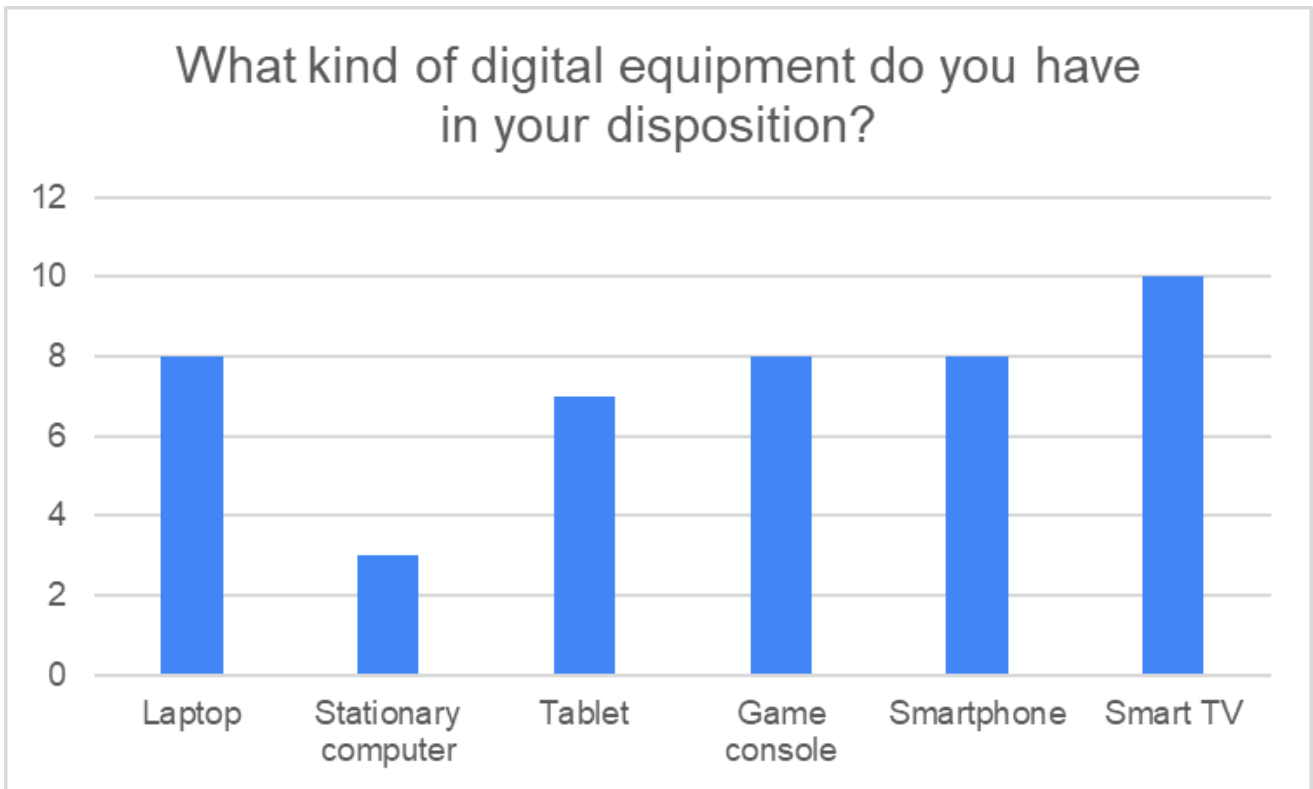
Sociological data

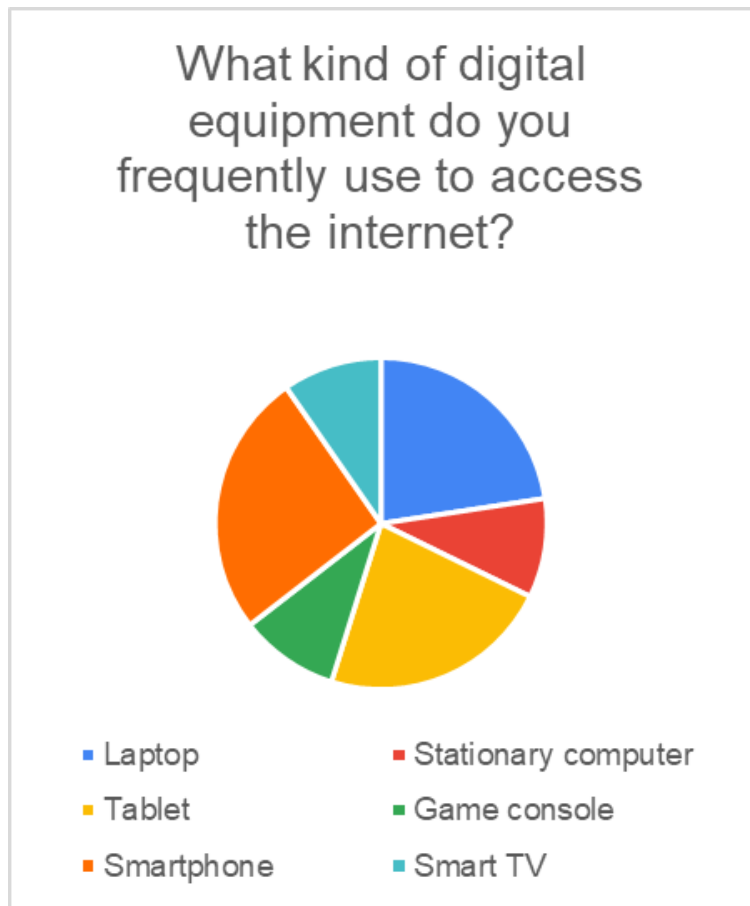
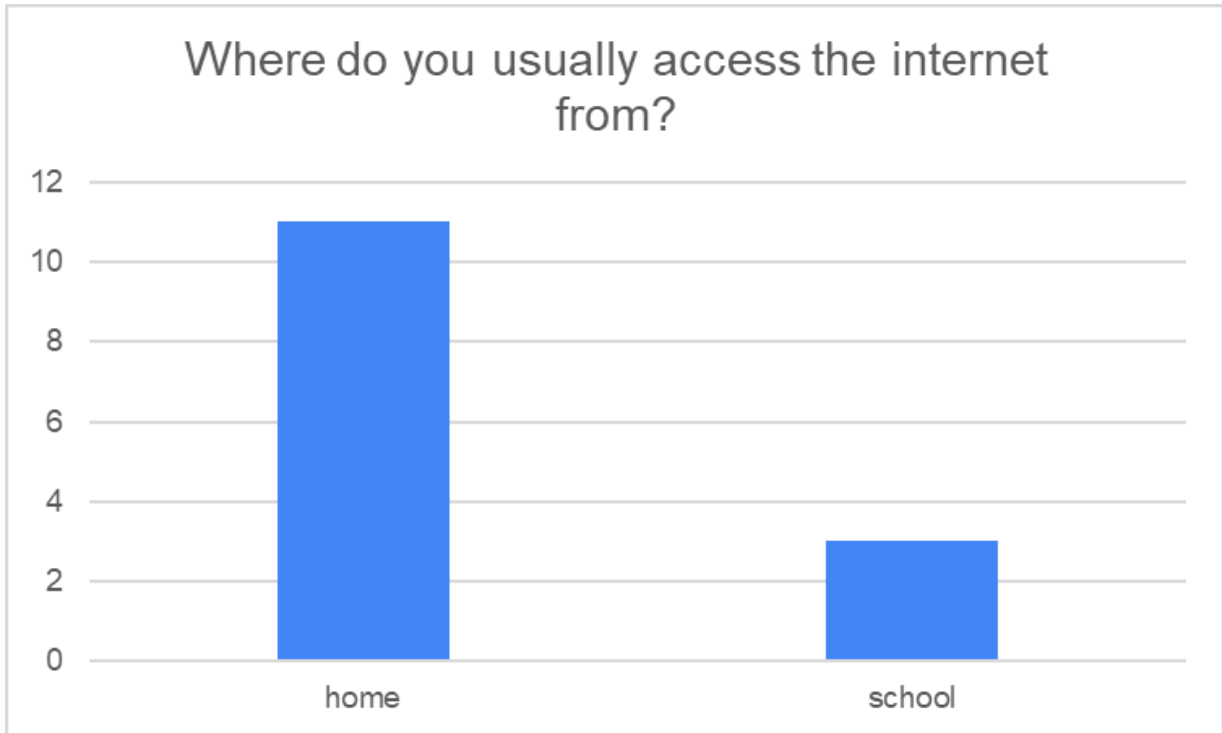


Comments

11 students participated in the survey. 6 of them were boys and 5 girls. Children's age varied between 11 and 16, the most popular being 13.

Daily digital use

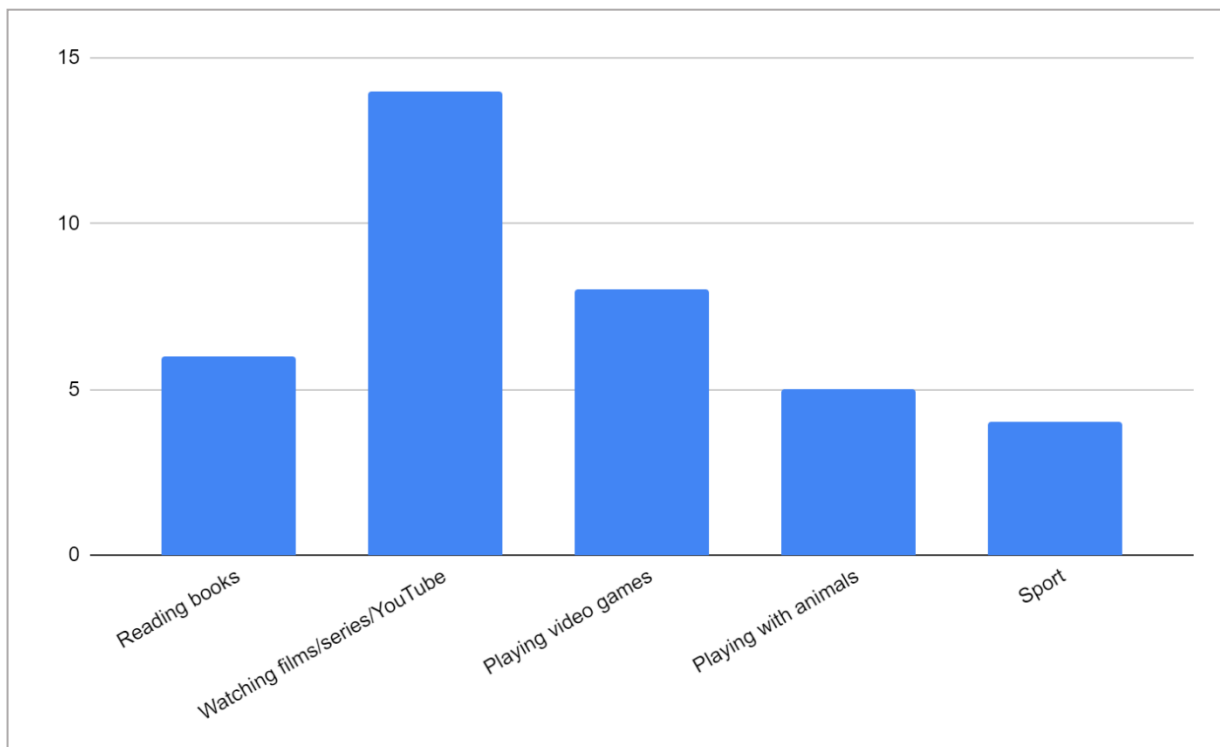




Comments

Most of the respondents have access to smart TV's (10 students), portable computers (8 students) as well as the smartphones (8 students) and game consoles (8 students). 7 of the respondents have a tablet. Stationary computers are uncommon and only 3 of the participants had them. The students rarely use a mailbox. They mostly connect to the internet from home, using a computer or smartphone.

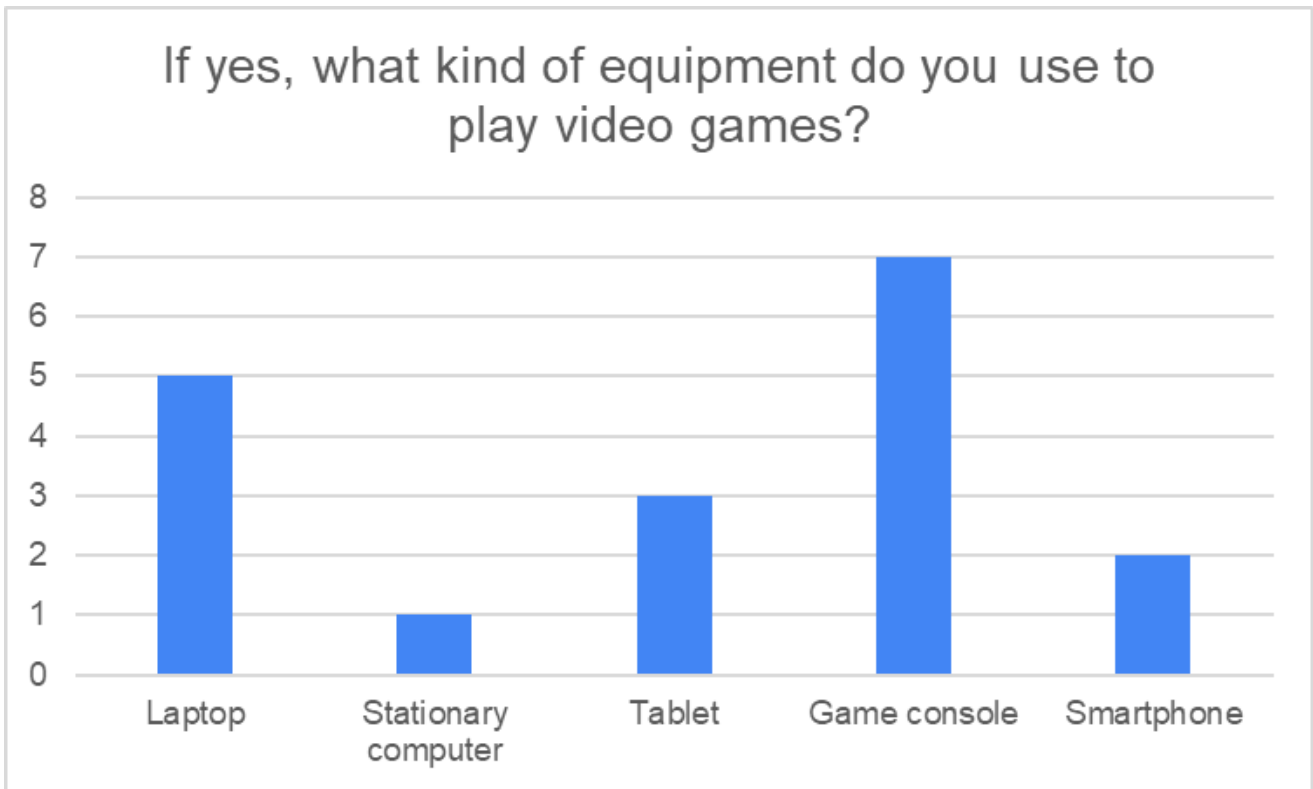
(Digital) hobbies



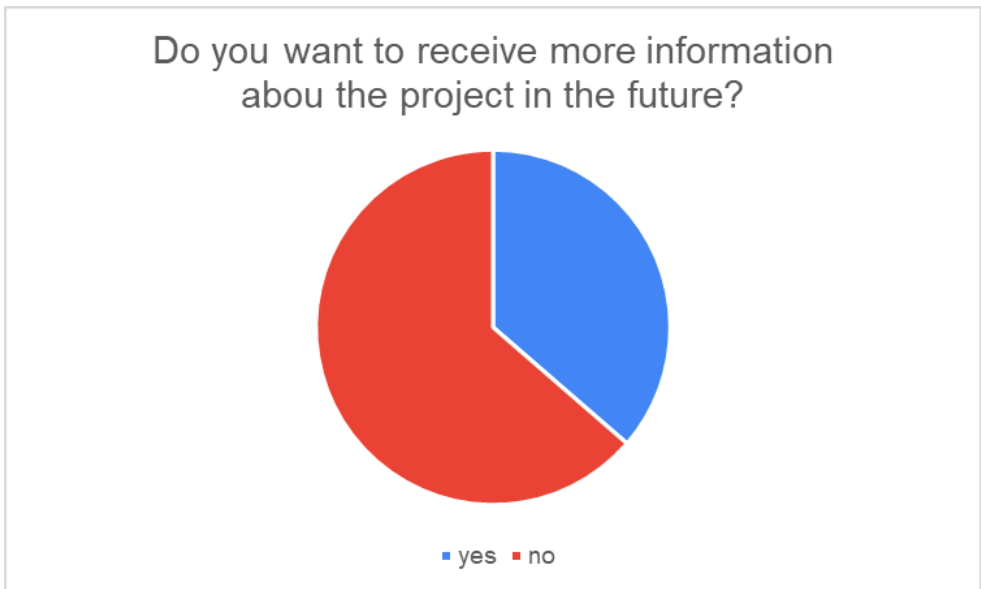
Do you play video games?



■ yes ■ no



Contact information



Comments

4 of participants wanted to learn more about the project, but only one provided an e-mail address, which is understandable taken into account that most of the students told in the survey that they never use their e-mail boxes.

General comment

6 male and 5 female students took part in the need analysis. The most common age of the participants was 13 years. The minimum age was 11 years and maximum age was 16 years.

Most of the respondents had access to smart TV's (10 students), portable computers (8 students) as well as the smartphones (8 students) and game consoles (8 students). 7 of the respondents had a tablet. Stationary computers were uncommon and only 3 of the participants had them.

9 of the students never send e-mails, and 2 of respondents use the e-mail box only sometimes, when they have to do it for school. The great majority of students uses smartphones and portable computers to connect to the internet. They access it mostly from home and rarely form school.

As for the hobbies, children liked watching various kinds of videos and films a lot. Video games and books were also popular. Game consoles turned out to be the most popular tool to play video games and portable computers took the second place.