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# Need Analysis Report IO1

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**ASDigital**

Ref. 2020-1-PT01-KA226-SCH-094961



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blue  
beehive

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# Student with ASD questionnaire

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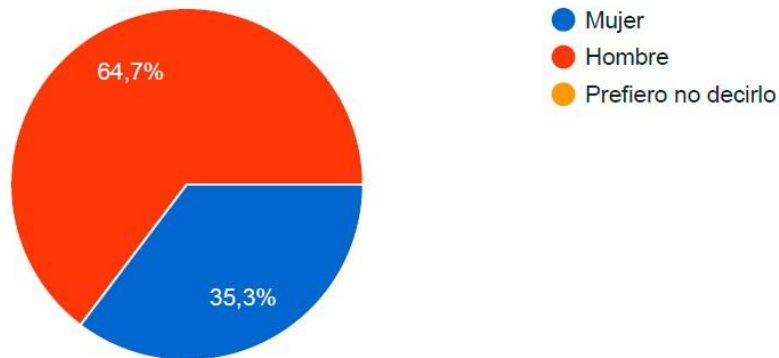
## Sociological data

### Q1 and Q2 graphs

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Q1. Cuál es su género ?

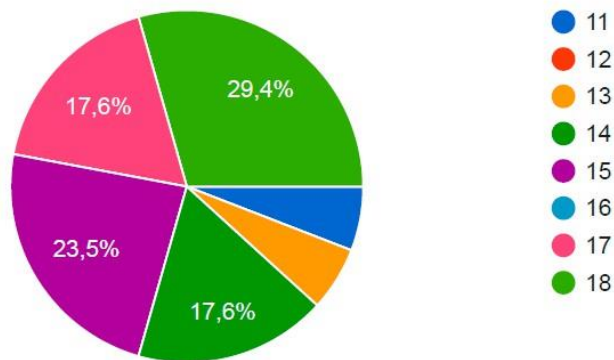
17 respuestas



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Q2. ¿Cuál es tu edad?

17 respuestas



### Comments

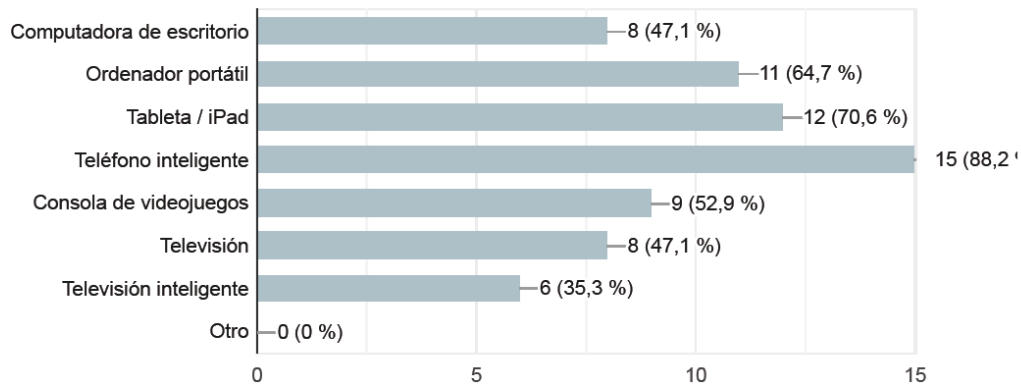
The gender distribution of questioners is 64,7% male and 35,3% female. The age range is well distributed considering top are 18 years old (29,4%) and 17 years old (23,5%) and lower participants are 11 to 13 years old.

## Daily digital use

### Q3, Q4, Q5, Q6 graphs

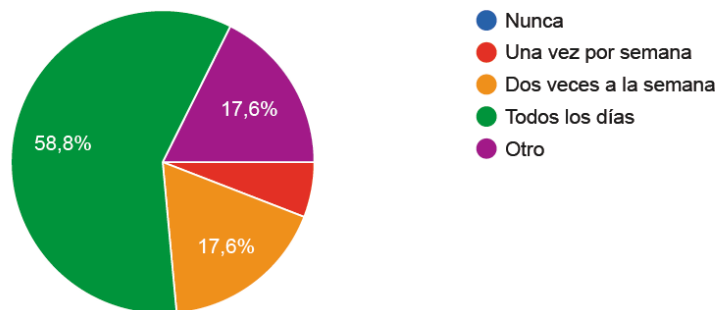
Q3. ¿A qué tipo de equipo, en su caso, tiene acceso? Marque todas las casillas que le correspondan.

17 respuestas



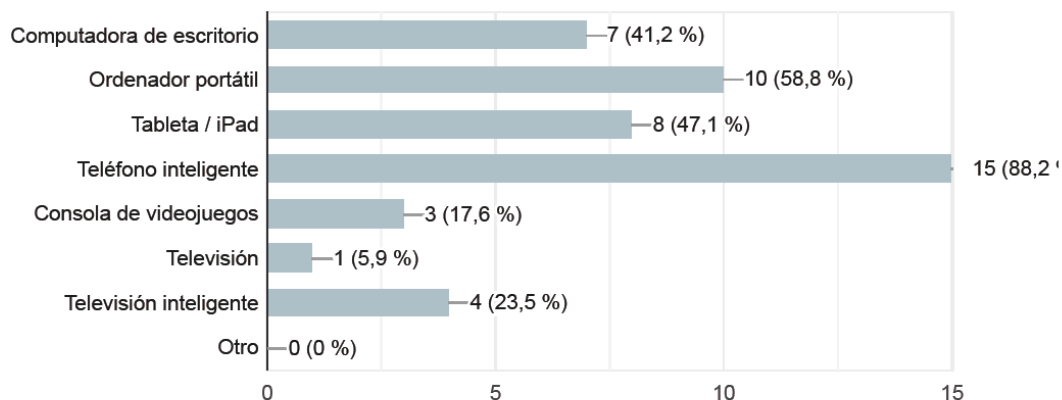
Q4. ¿Con qué frecuencia usa el correo electrónico?

17 respuestas



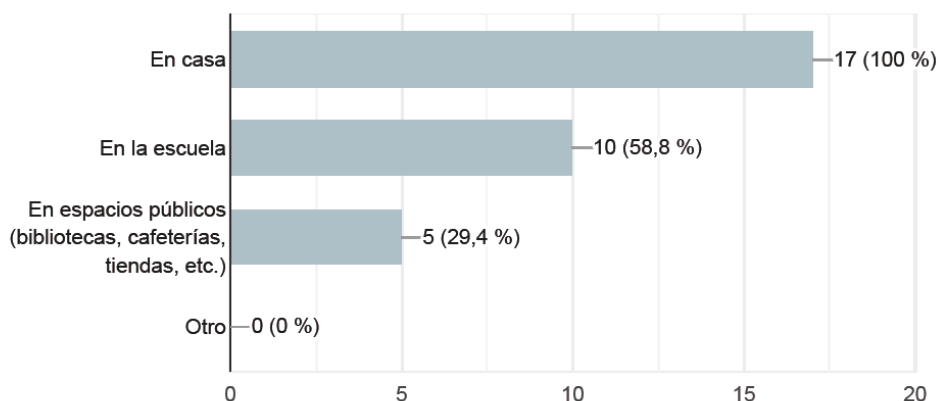
Q5. Seleccione todos los equipo que utilizas habitualmente para acceder a Internet.

17 respuestas



Q6. ¿Dónde tienes acceso a Internet?

17 respuestas



## Comments

88% of students use smartphone, 70% use tablets, around 50% use computers and video consoles, and 47% use TV.

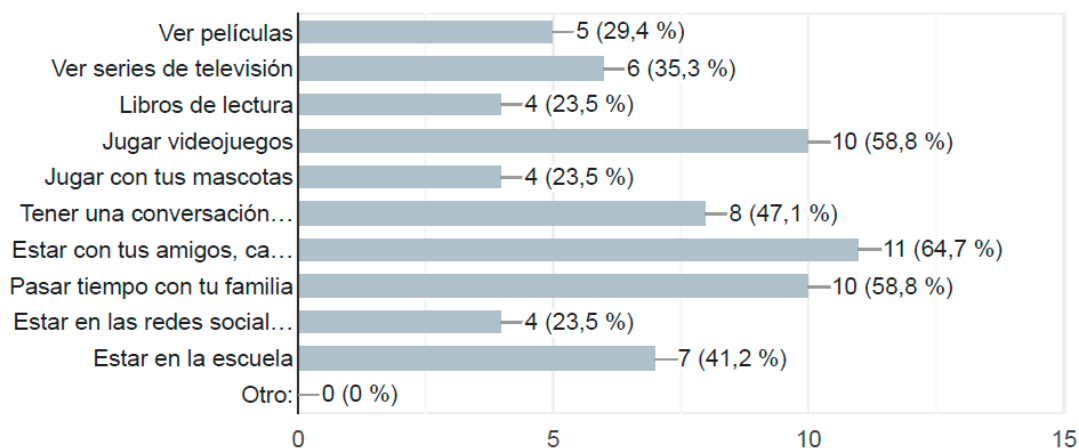
60% of students use email every day, 18% at least 2 days, another 18% between 2 and 6 days, and only 4% use email once per week.

## (Digital) hobbies

### Q7, Q8, Q9

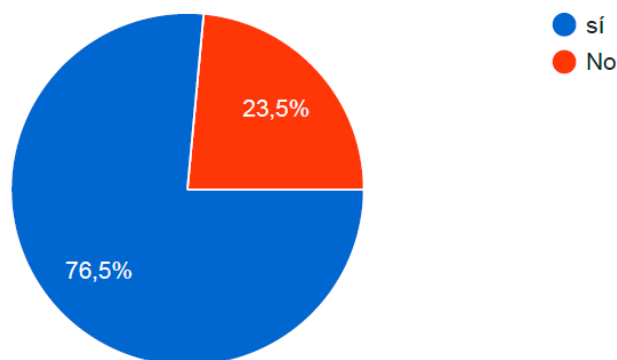
Q7. ¿Cuáles son tus actividades favoritas en tu vida diaria?

17 respuestas



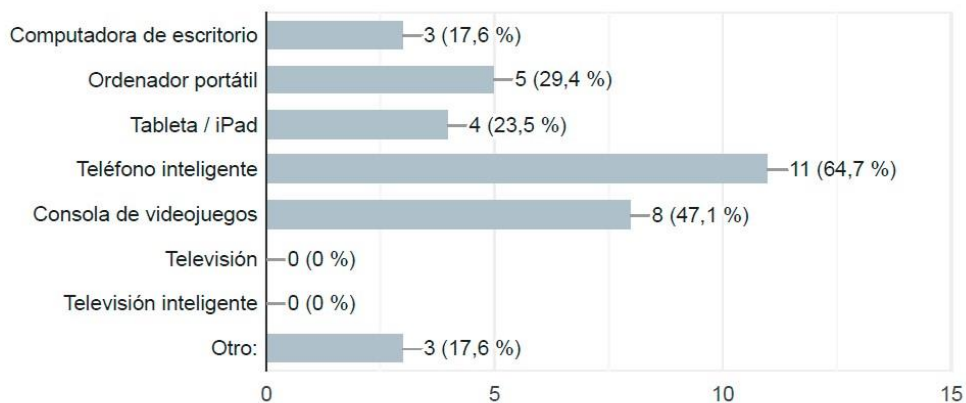
Q8. ¿Juegas a videojuegos?

17 respuestas



Q9. En caso afirmativo, ¿en qué dispositivo juegas a los videojuegos?

17 respuestas



### Comments

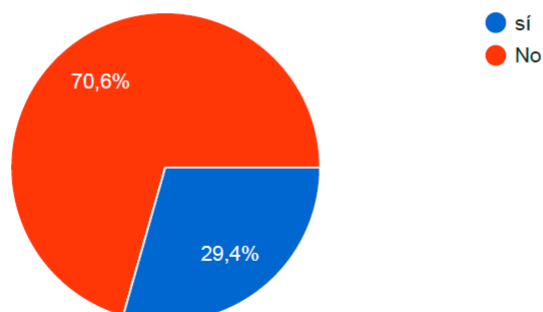
For question about favourite activities, the 65% of students prefer to spend time with Friends, 60% wants to play videogames and also 60% wants to spend time with family. Low-scored activities are reading books, using social media, and playing with pets. 76% of students play video games, and the most used devices are Smartphone (65%), and video consoles (47%), nobody plays on TV or SmartTV.

### Contact information

#### Q10 and Q11

Q10. ¿Está interesado en saber más sobre el proyecto y su continuación?

17 respuestas



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## General comment

The gender distribution of questionnaires is 64,7% male and 35,3% female. The age range is well distributed considering the top are 18 years old (29,4%) and 17 years old (23,5%) and lower participants are 11 to 13 years old.

88% of students use smartphones, 70% use tablets, around 50% use computers and video consoles, and 47% use TV.

60% of students use email every day, 18% at least 2 days, another 18% between 2 and 6 days, and only 4% use email once per week.

For question about favorite activities, 65% of students prefer to spend time with Friends, 60% wants to play video games and 60% wants to spend time with family.

Low-scored activities are reading books, using social media, and playing with pets.

76% of students play video games, and the most used devices are Smartphones (65%), and video consoles (47%), nobody plays on TV or SmartTV.

71% of asked students don't want to know more about our project, and only one wants to receive newsletters.