



Co-funded by the
Erasmus+ Programme
of the European Union



ASDigital

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

Need Analysis Report IO1

SP11 Bialystok

Done by: Ewa Litwinczuk, Ewa Buslowska

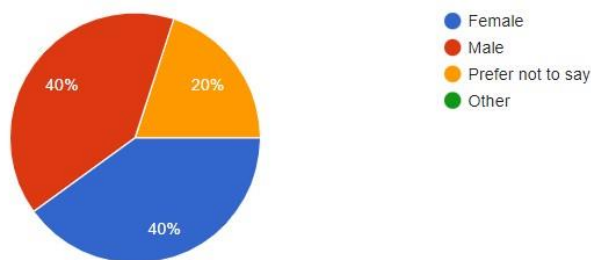
Student with ASD questionnaire

Sociological data

Q1 and Q2

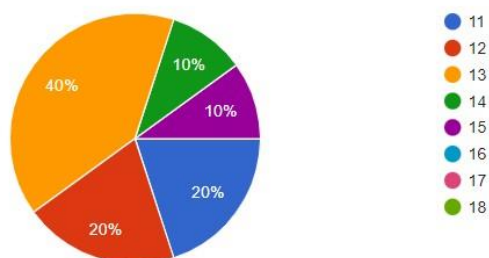
Q1. What is your gender ?

10 odpowiedzi



Q2. What is your age?

10 odpowiedzi



Comments

Q1. Equally 40% of male and female gender took part in the need analysis, 20 % decided not to reveal their gender.

Q2. Most of the interviewees are 13 (40%), Other two respondents are in age of 11 and 12 (20%) 1 student was 14 and one was 15.

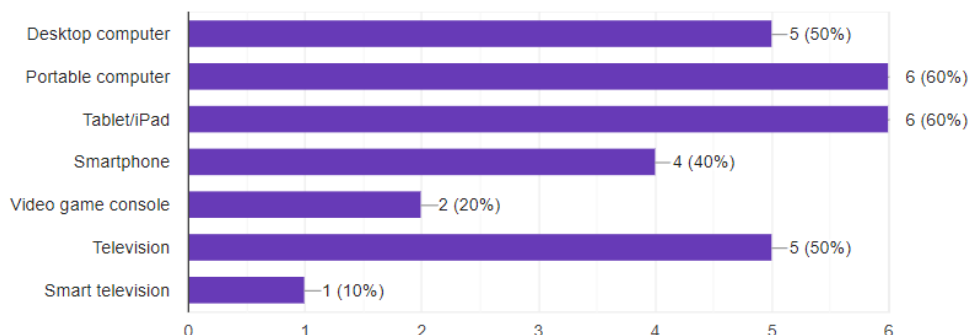
Daily digital use

Q3

Q3. What type of equipment, if any, do you have access to? Please check all the boxes that apply to you.



10 odpowiedzi



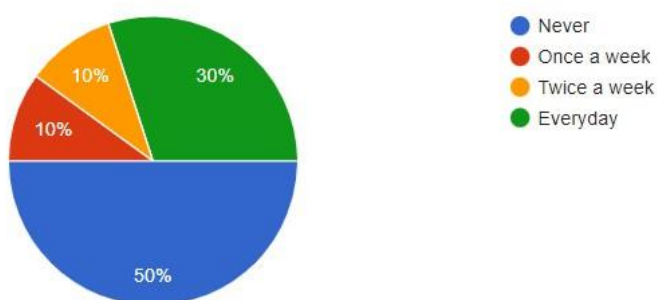
Comments

Q3. Most of the respondents (60%) have access to portable computers as well as tablets. Half of interviewees pointed to TV and desktop computers. 40% use smartphones. The less have access to video games consoles - 20%. 1 person have access to the smart TV.

Q4

Q4. How often do you use email?

10 odpowiedzi



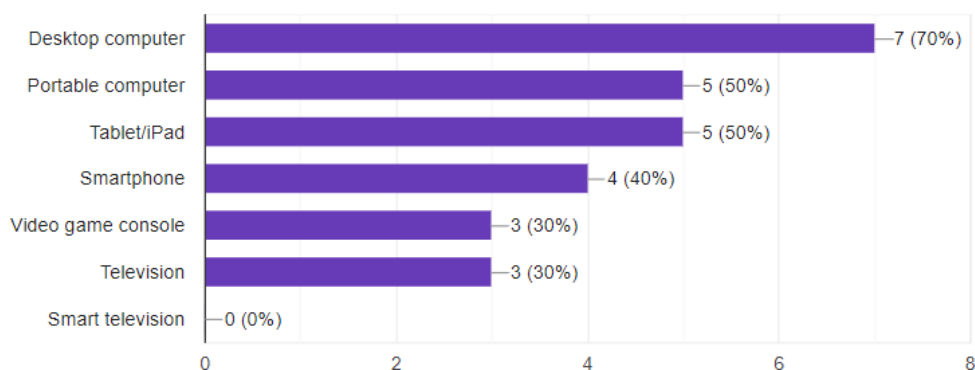
Comments

Half of students never send emails. 30% do it every day. 20% use emails once or twice a week.

Q5

Q5. Please select all the equipment you usually use to access the internet

10 odpowiedzi



Comments

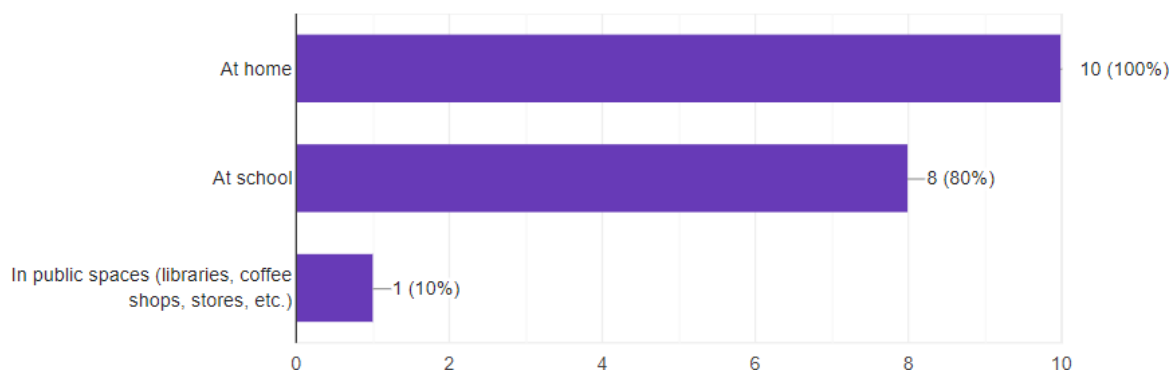
The majority of students have access to the Internet through desktop computers. Half of them use portable computers and tablets to connect to the Net. None of them use smart TV to do it.

Q6

Q6. From where do you have access to the internet?



10 odpowiedzi



Comments

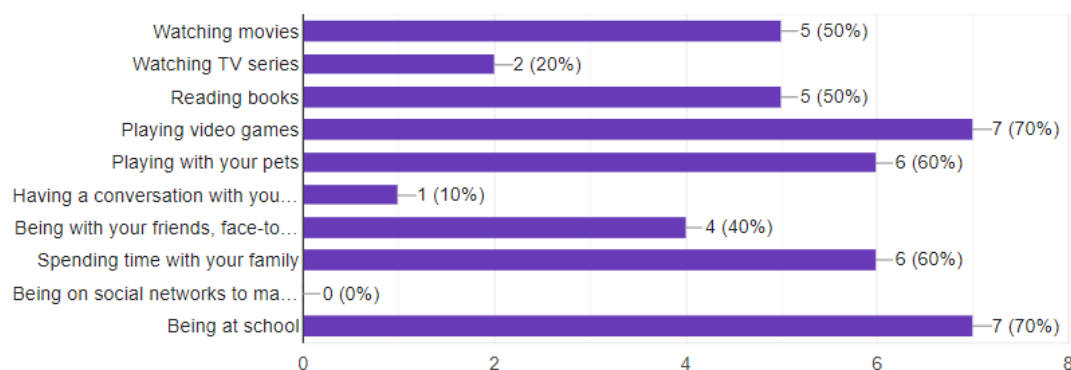
All students have access to the Internet at home-100%, 80% at school too. Only one has it in the public space.

(Digital) hobbies

Q7

Q7. What are your favourite activities in your everyday life?

10 odpowiedzi



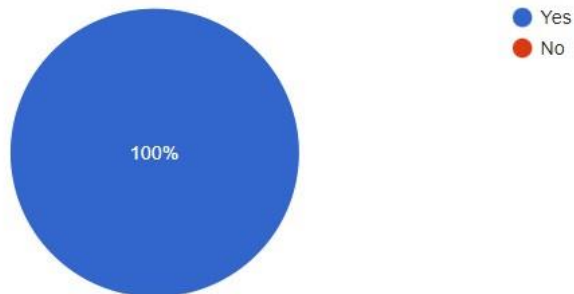
Comments

The most popular activity is playing video games and staying at home (both 70%). Moreover, spending time with pets and with a family is also common (60%) The less popular activity is watching series and conversation. Nobody pointed to the social network.

Q8, Q9

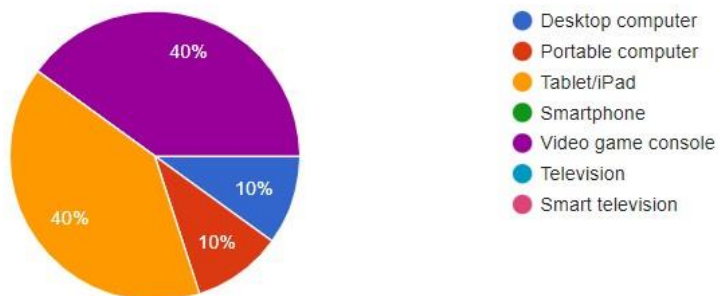
Q8. Do you play video games?

10 odpowiedzi



Q9. If yes, on which device do you play video games?

10 odpowiedzi



Comments

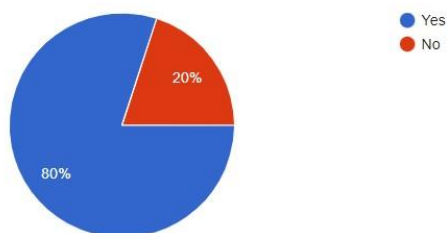
100% play video games. 40% use games consoles and tablets to play (both 40%)

Contact information

Q10

Q10. Are you interested to know more about the project and its continuation?

10 odpowiedzi



80% are interested in knowing more about the project.

and Q11

50 % - five people gave their email contacts.

General comment

Equally 40% of male and female gender took part in the need analysis, 20 % decided not to reveal their gender. Most of the interviewees are 13 years old (40%) others are 11 and 12 (20%) 1 student was 14 and one was 15. Most of the respondents (60%) have access to portable computers as well as tablets. Half of interviewees pointed to TV and desktop computers. 40% use smartphones. The less have access to games consoles - 20%. 1 person has access to the smart TV. Half never send emails. 30% do it every day. 20% use emails once or twice a week. The majority of students have access to the Internet through desktop computers. Half use portable computers and tablets to connect to the Net. The most popular activity is playing video games and staying at home (both 70%). Moreover, spending time with pets and with a family is common too(60%) The less popular activity is watching series and conversation. They don't the social network. 100% play video games. 40% use games consoles and tablets to play (both 40%) 80% are interested in knowing more about the project and 50 % gave their email contacts.