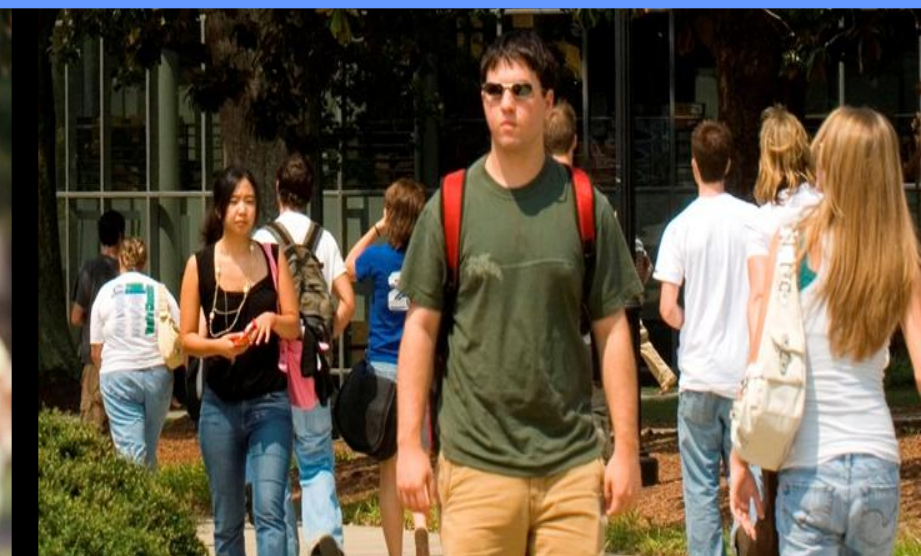


First-year students reported use of video games and social media in high school: Should we be concerned?

Presented by:

James Cole, Ph.D.
BCSSE Project Manager





We have all seen the headlines . . .

“Video games and the depressed teenager”

The New York Times

“N.C. dad who shot teen daughter’s laptop over Facebook rant”

New York Daily News

“Violence, video games may be a volatile mix”

The Washington Times

“More U.S. kids and teens are playing video games”

USA Today



We have all seen the headlines . . .

Of course not all video games or use of social media is “bad”. However the given the apparent preoccupation by many high school students with video games and social media, one wonders if time spent studying or academic engagement suffers.

This concern is particularly relevant for first-year college students, many of whom suddenly find themselves without the parental supervision for the first time (Anand, 2007).



Should we be concerned?

Is there a problem on
your campus with the
amount of time
students are playing
video games or using
social media?





Should we be concerned?

- How many hours per week do entering first-year students spend playing video games or use social media websites in high school?
- Is video game or social media use associated with time spent studying and academic engagement?
- Do students expect that their past use of electronic media in high school will persist into their first-year of college?

This session reports on the first-year students' use of video games and social media during high school and the relationship this use had with their academic engagement.



Data

Data for this presentation are from 2011 administration of the *Beginning College Survey of Student Engagement (BCSSE)*.

Additional items to the survey asked students about their video game habits (Xbox, Wii, smarthphone, iPad, tablet, computer, etc), use of social networking sites (e.g., Facebook), and sleep. They were also asked if they expected these habits to change during their first year of college.

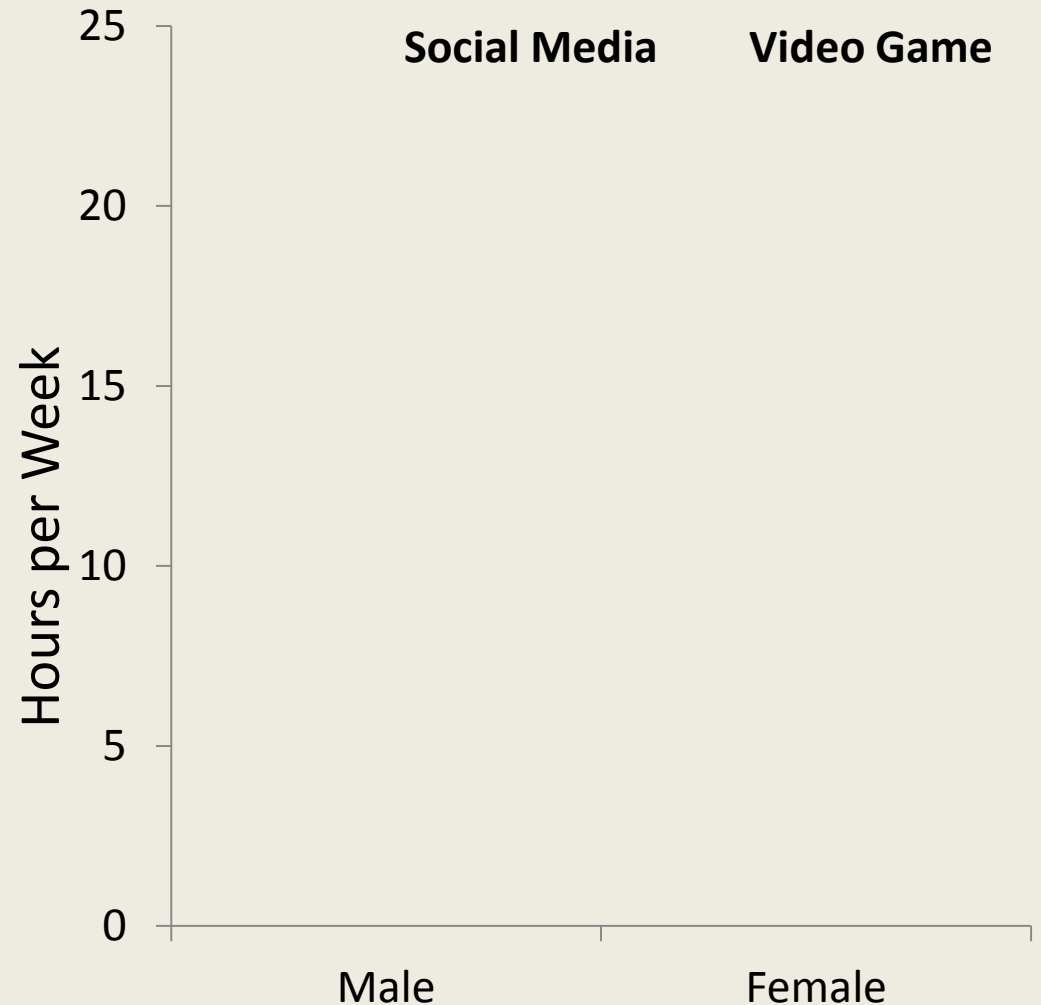
These additional items were completed by more than 27,000 first-year students at 63 baccalaureate institutions in the US.



Total VG and SM Use

On average, how many hours per week did students play **video games** or use **social media** in high school?

Male?

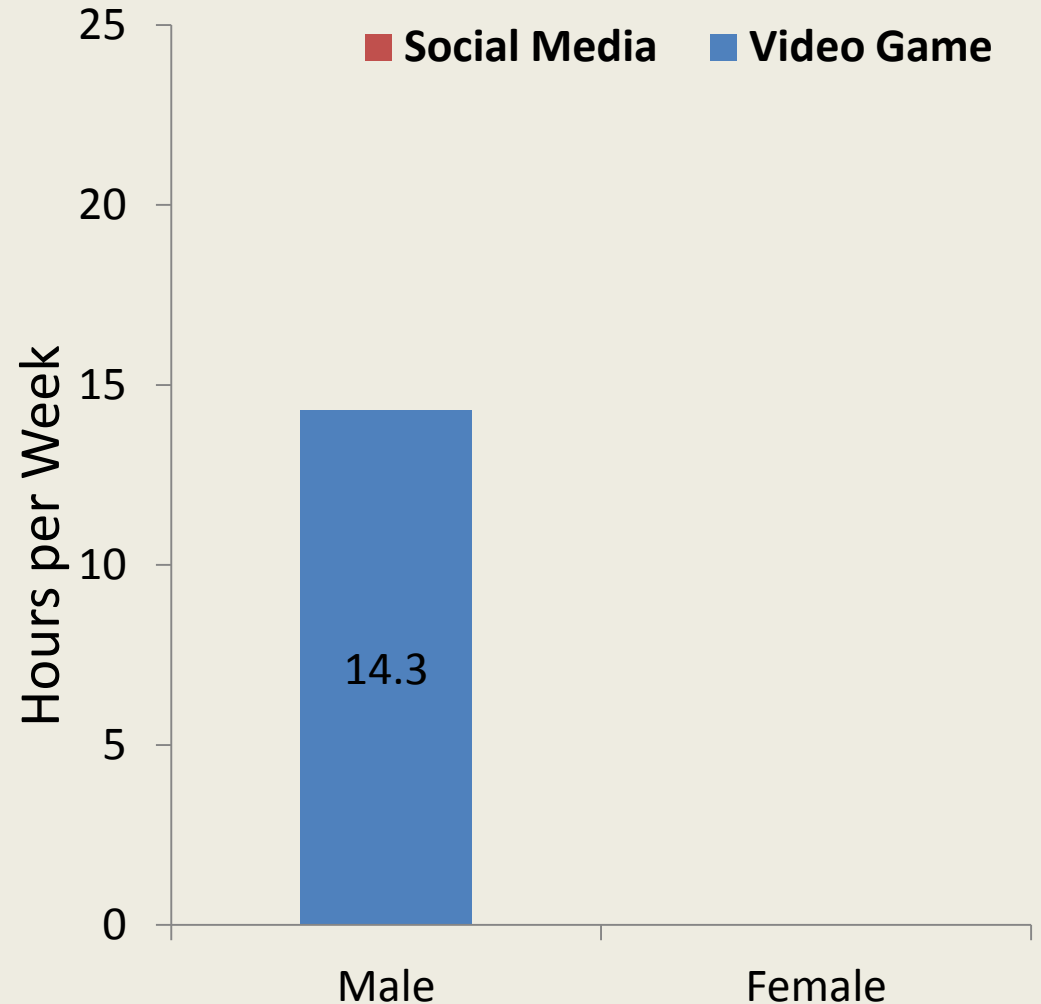




Total VG and SM Use

On average, how many hours per week did students play **video games** or use **social media** in high school?

Male?

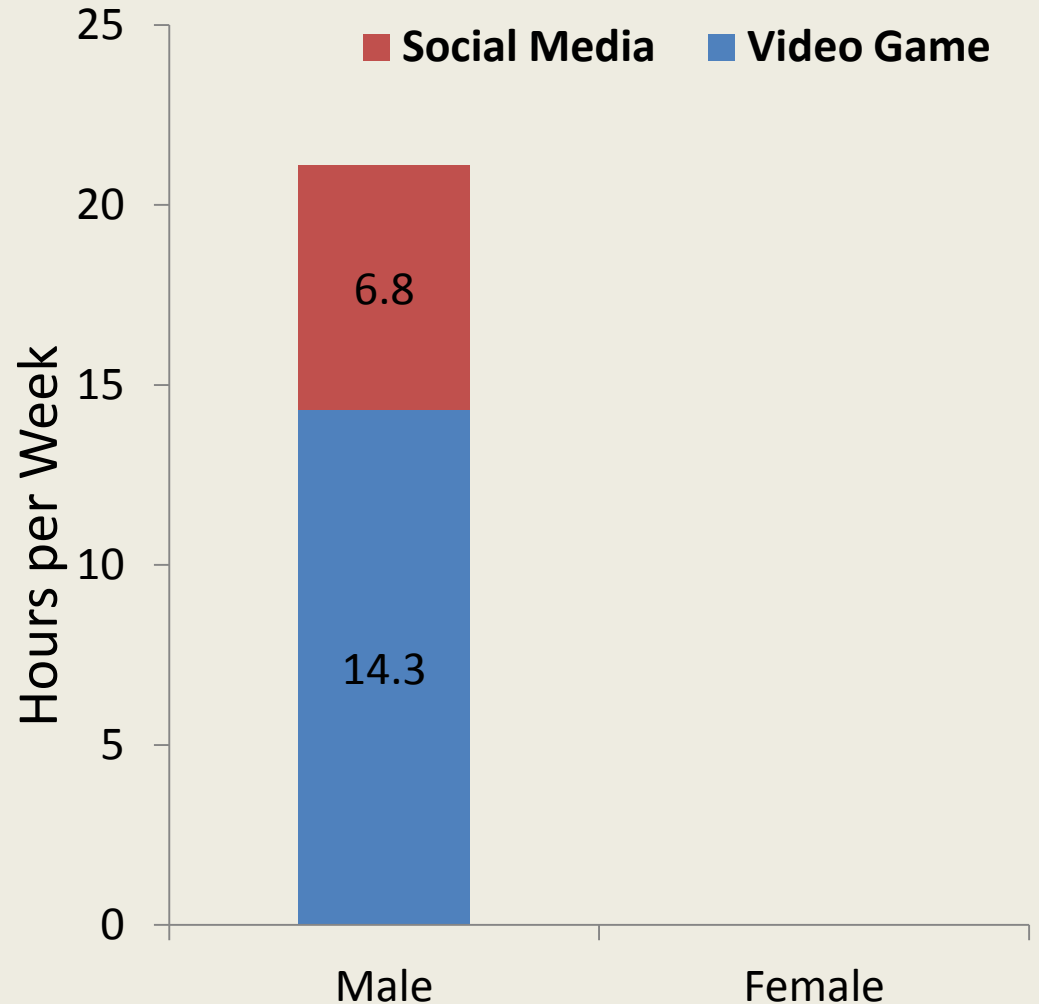




Total VG and SM Use

On average, how many hours per week did students play **video games** or use **social media** in high school?

Male?



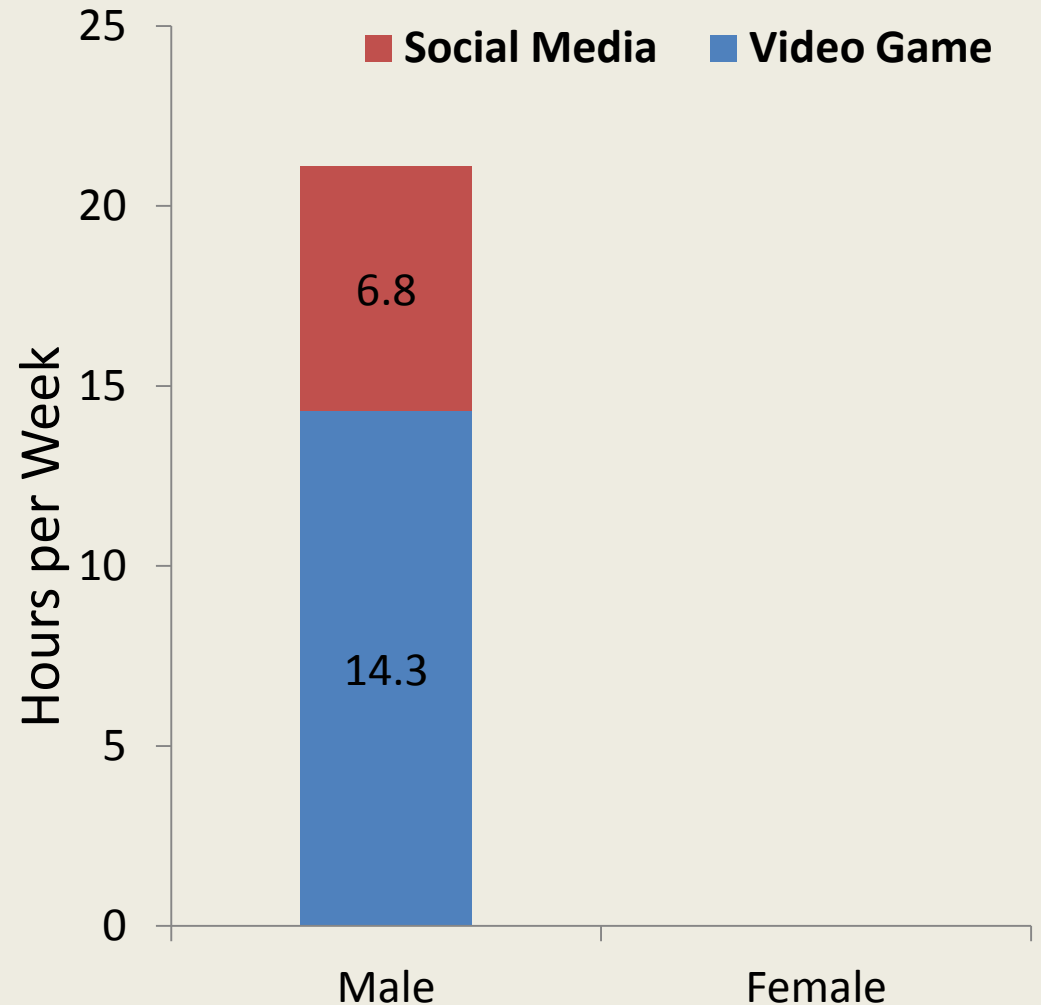


Total VG and SM Use

On average, how many hours per week did students play **video games** or use **social media** in high school?

Male?

Female?



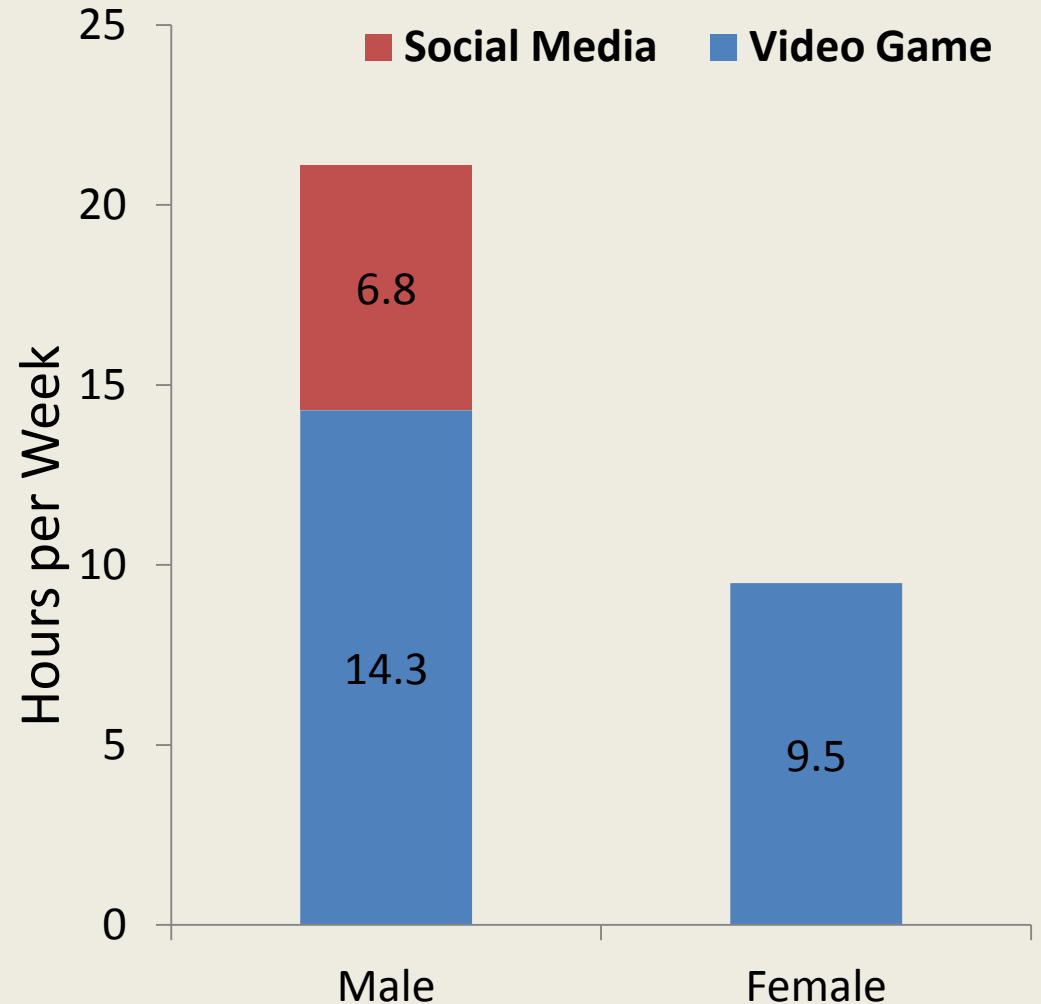


Total VG and SM Use

On average, how many hours per week did students play **video games** or use **social media** in high school?

Male?

Female?



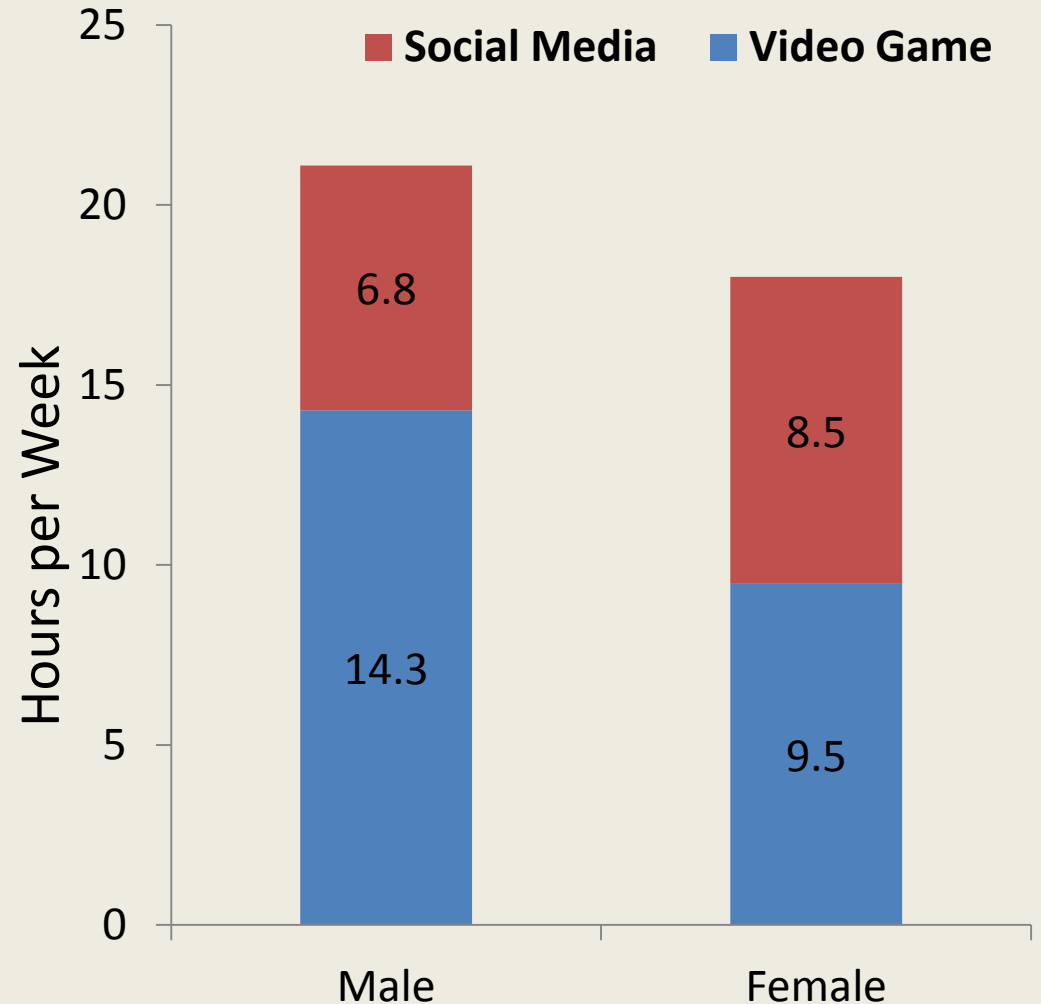


Total VG and SM Use

On average, how many hours per week did students play **video games** or use **social media** in high school?

Male?

Female?



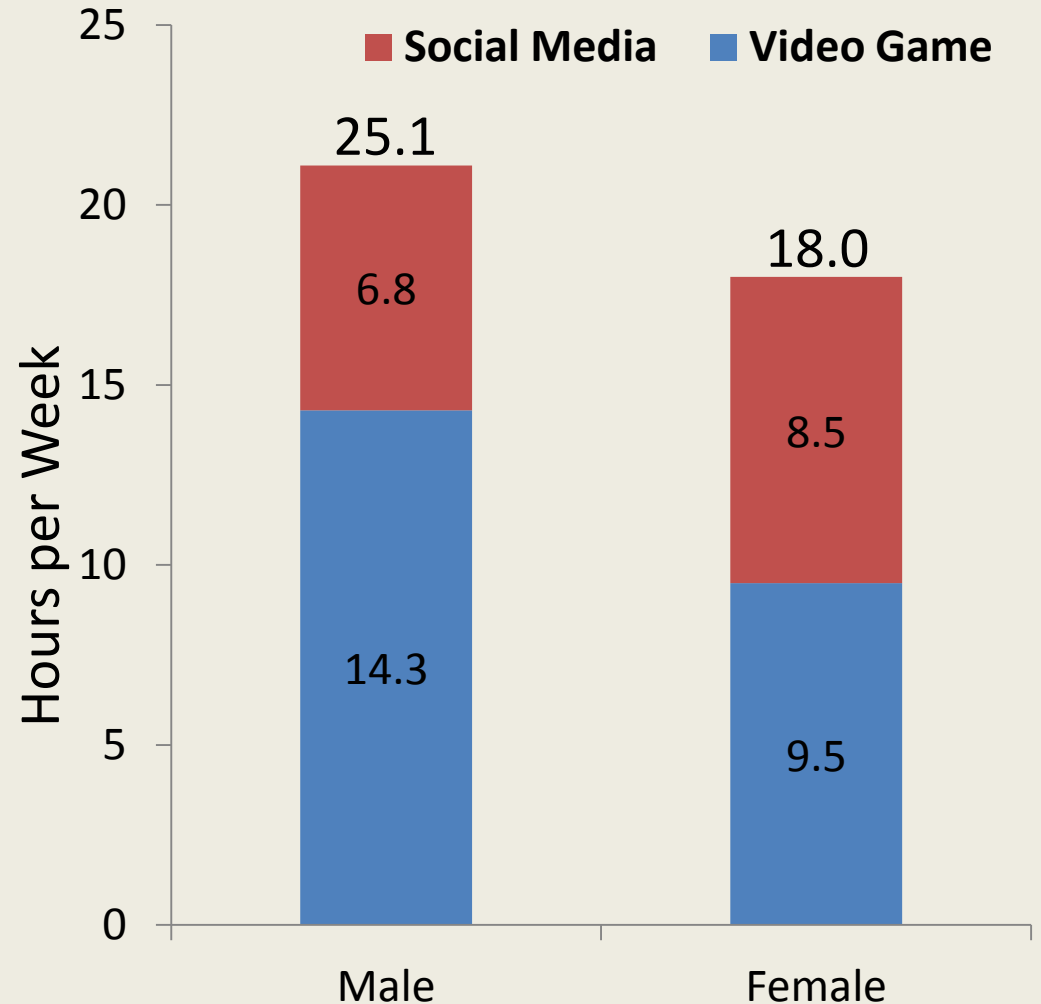


Total VG and SM Use

On average, how many hours per week did students play **video games** or use **social media** in high school?

Male?

Female?





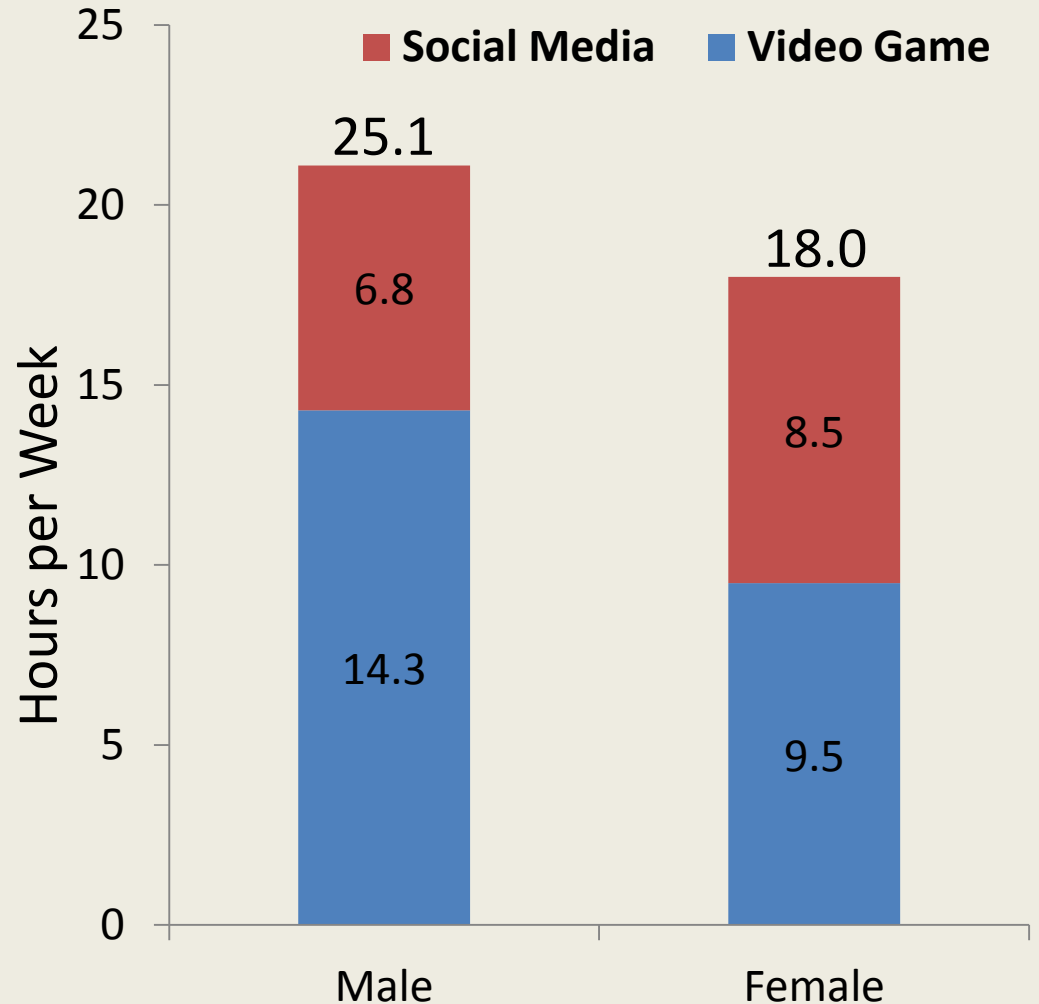
Total VG and SM Use

On average, how many hours per week did students play video games or use social media in high school?

Male?

Female?

What about hours studying?





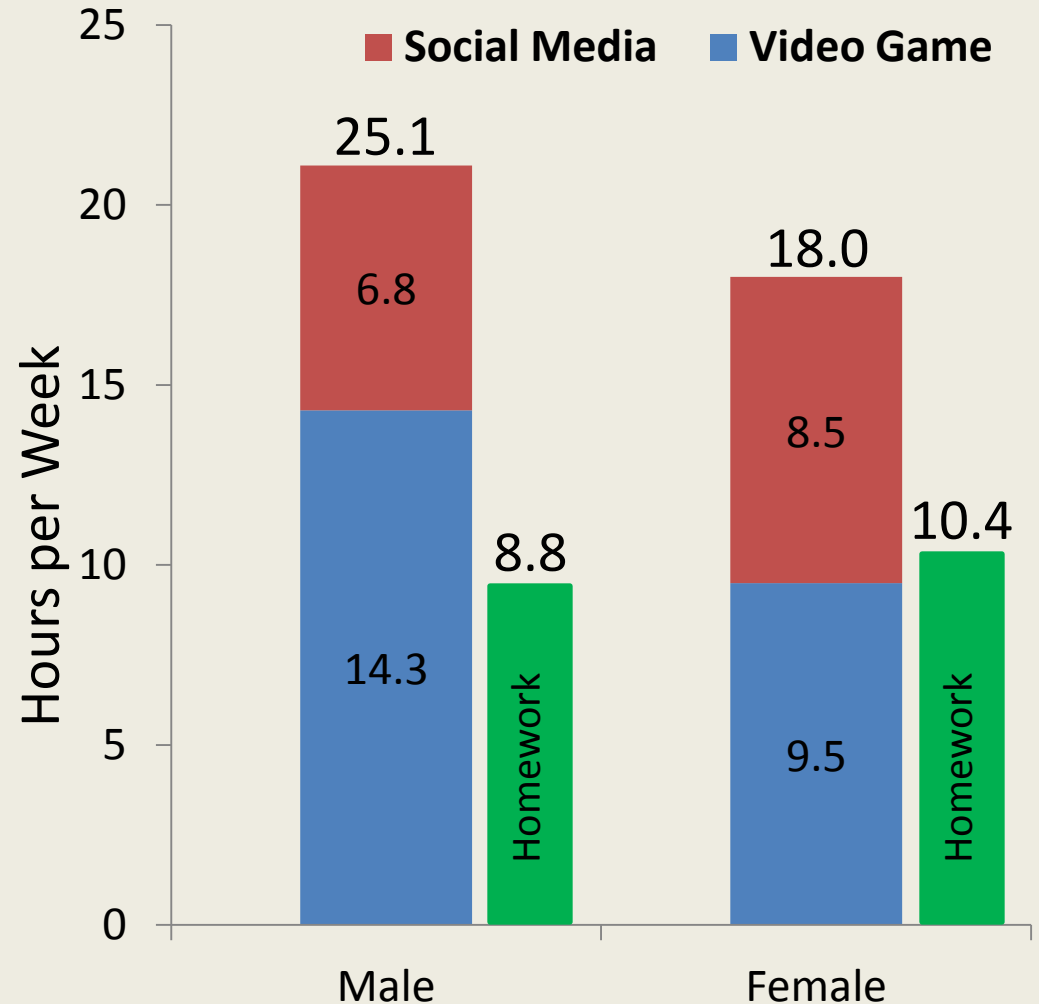
Total VG and SM Use

On average, how many hours per week did students play video games or use social media in high school?

Male?

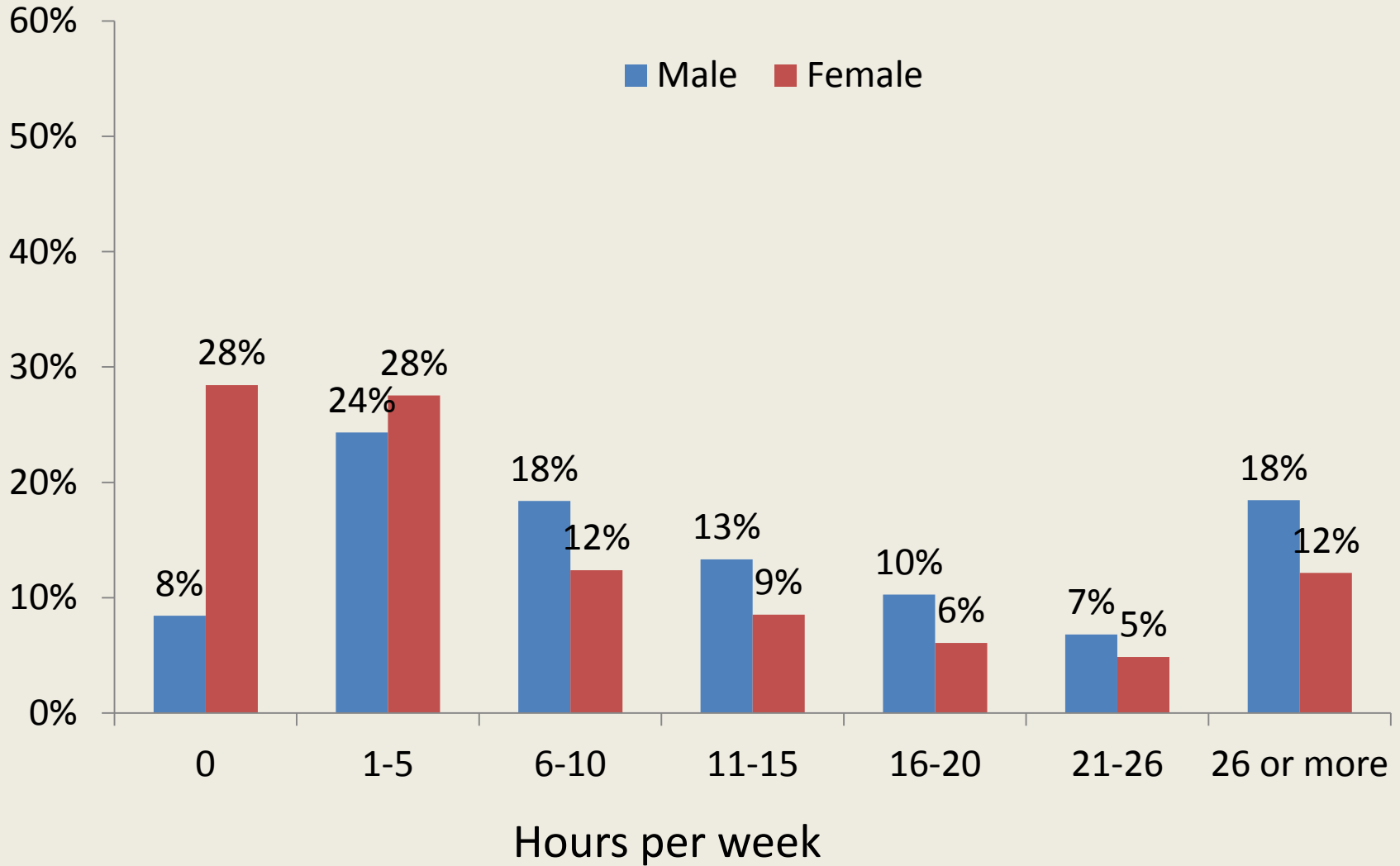
Female?

What about hours studying?



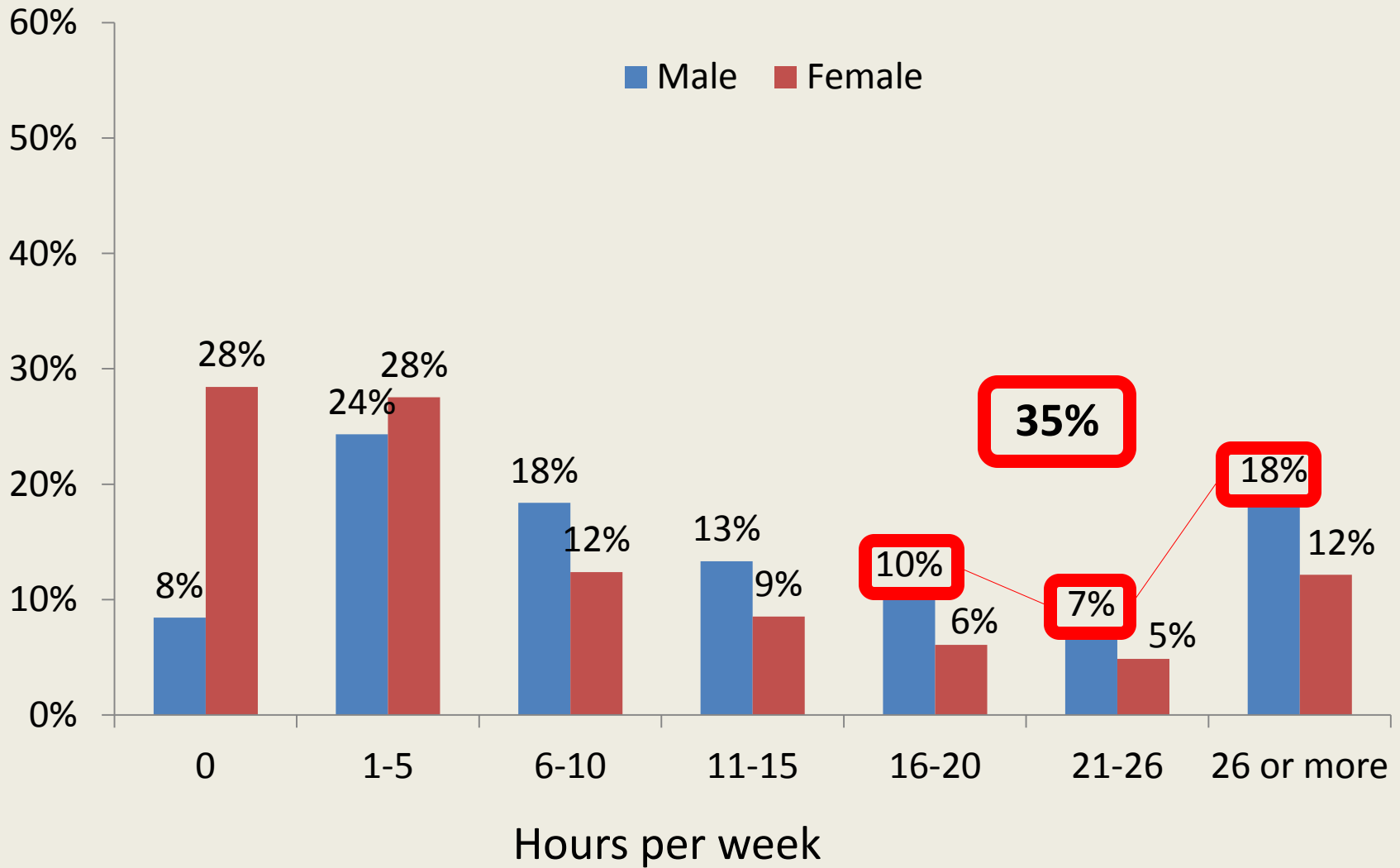


Video Game Users



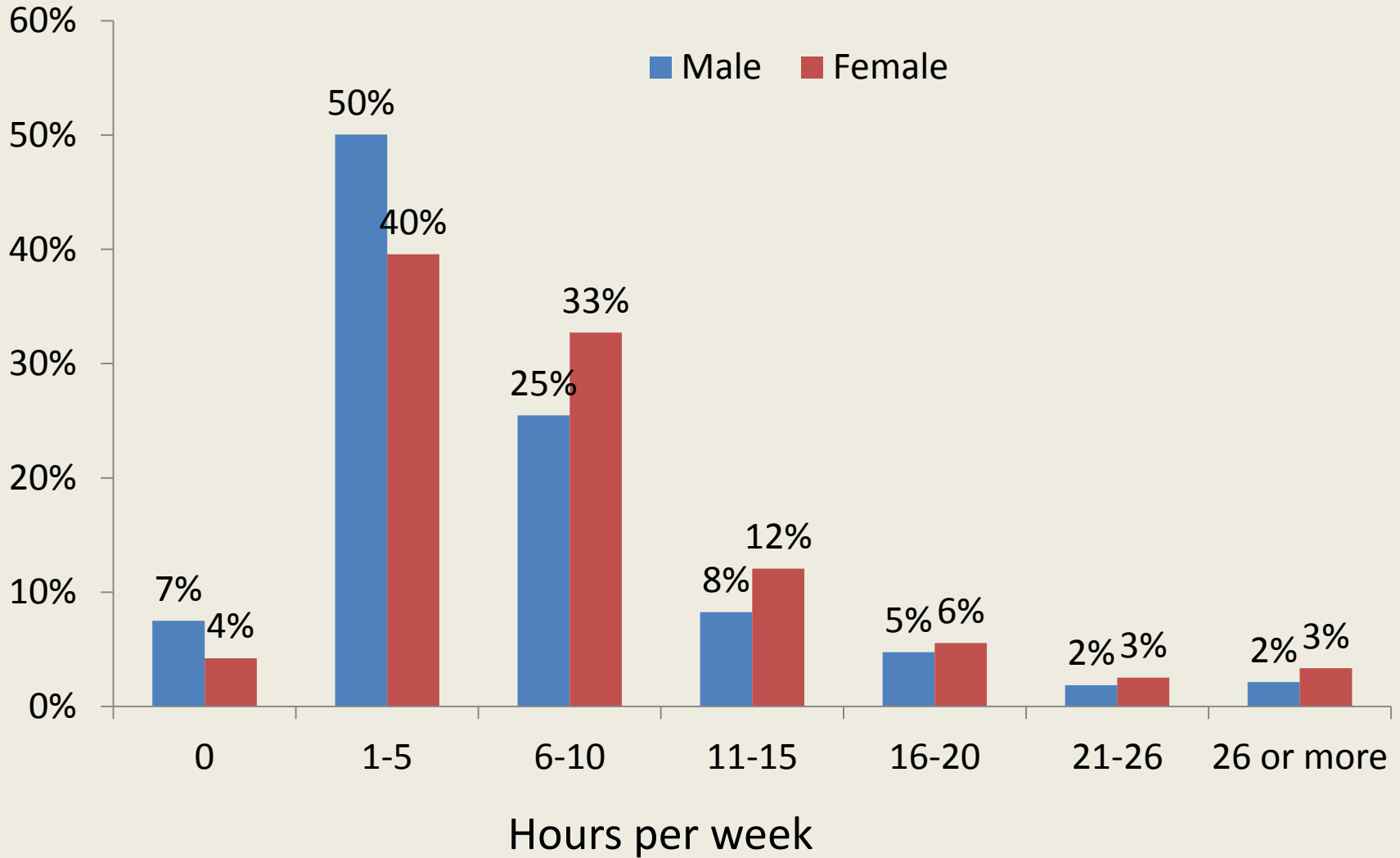


Video Game Users



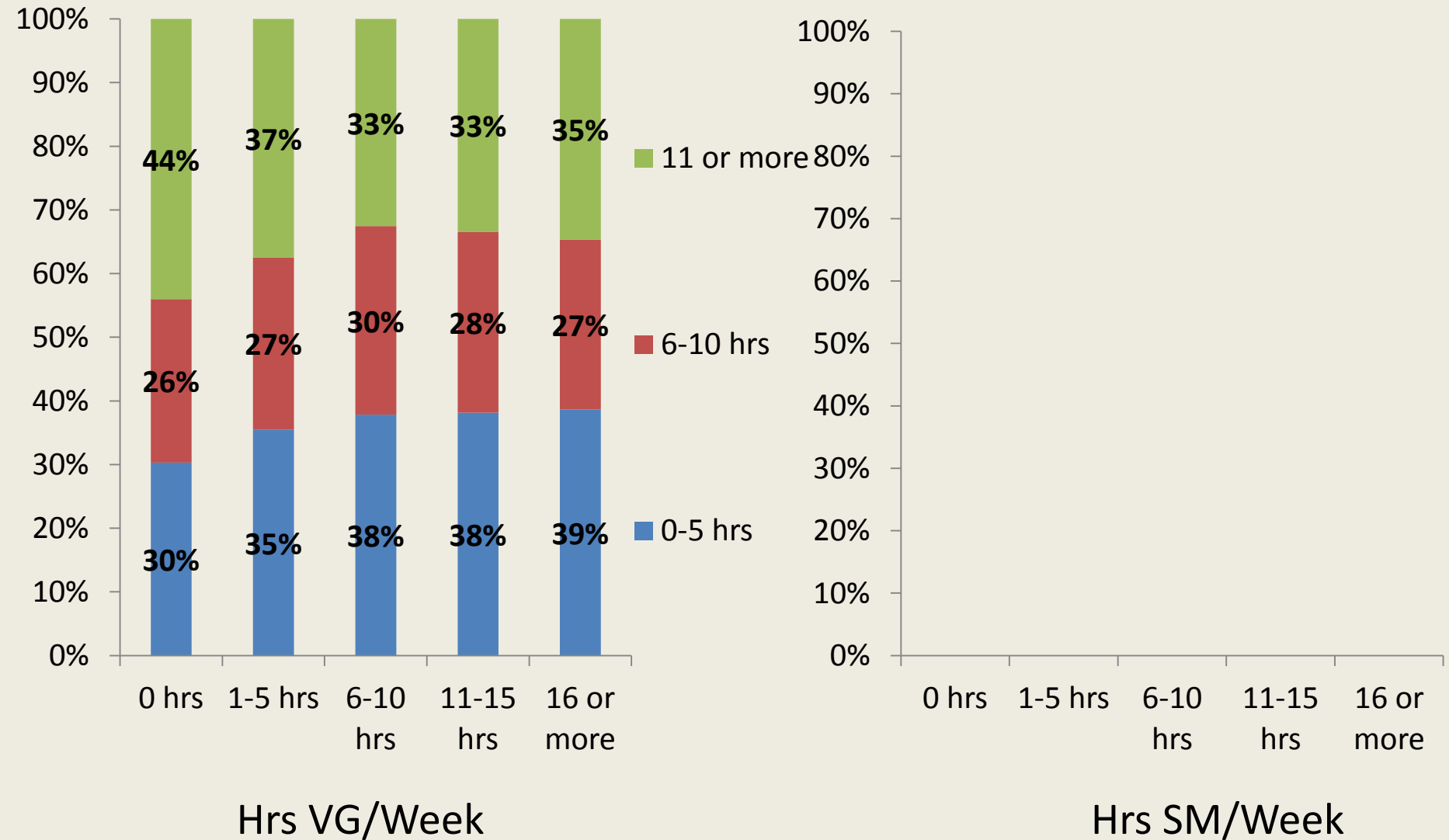


Social Media Users



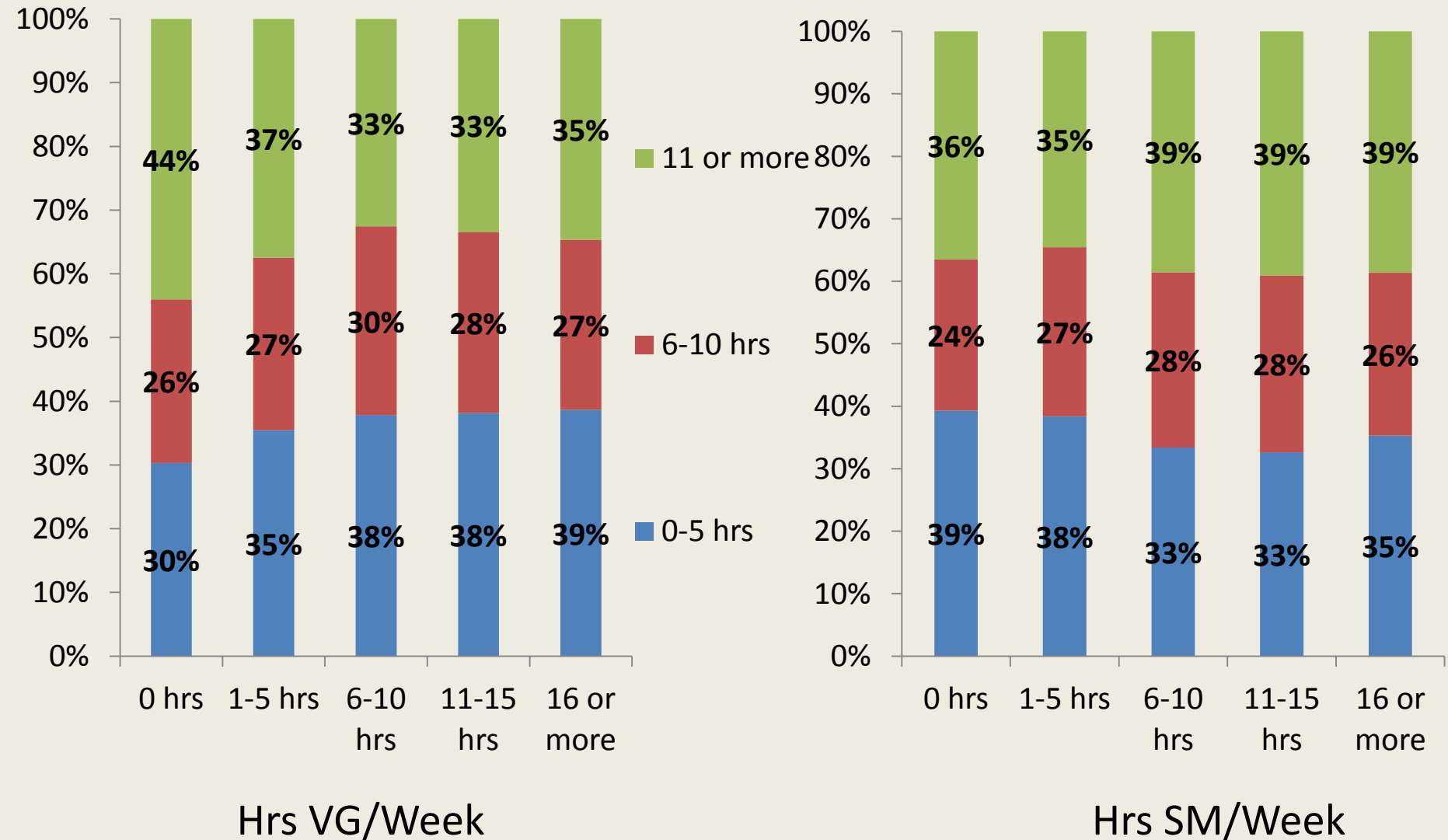


Video Games, Social Media, and Studying





Video Games, Social Media, and Studying



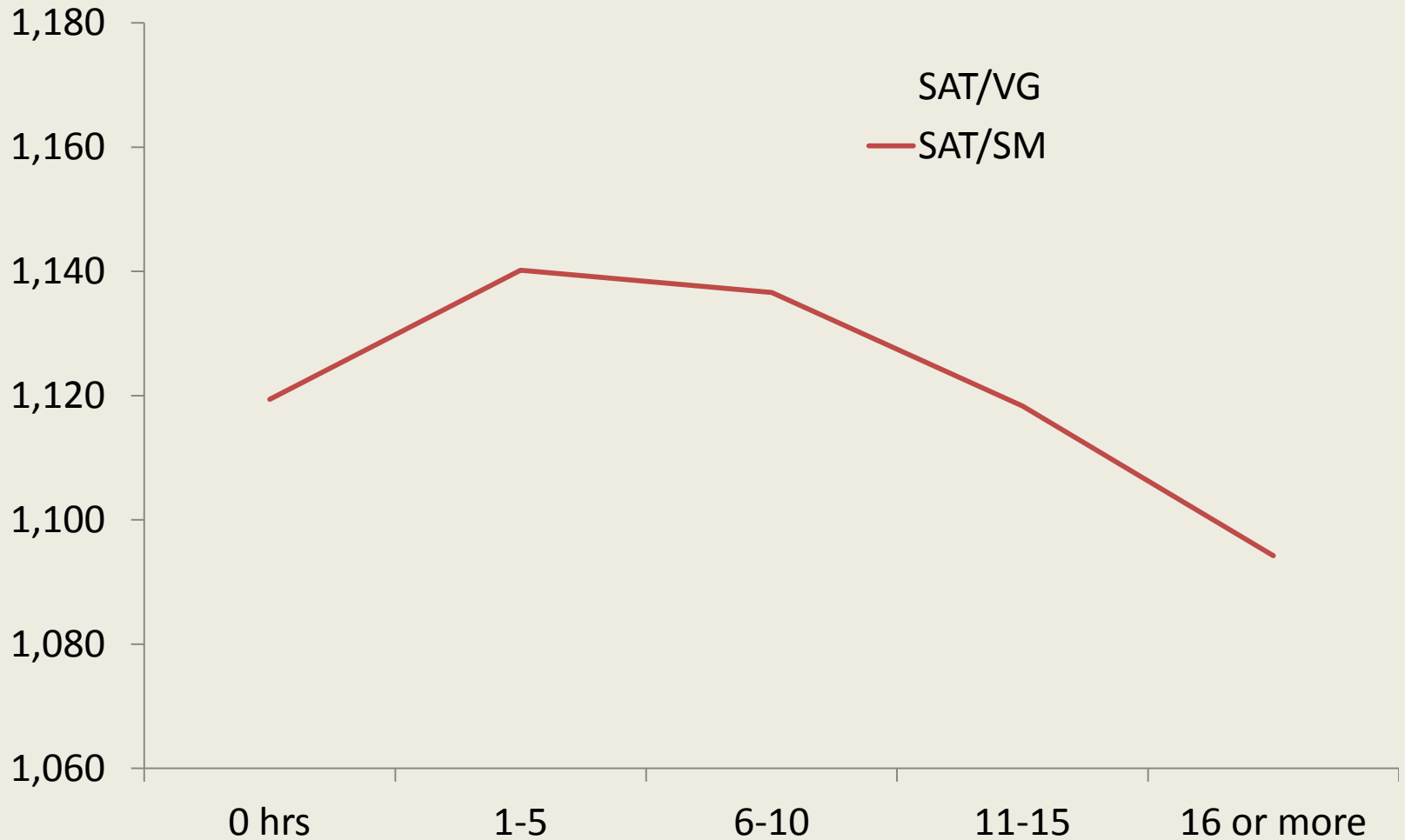


Overall High School Academic Preparation



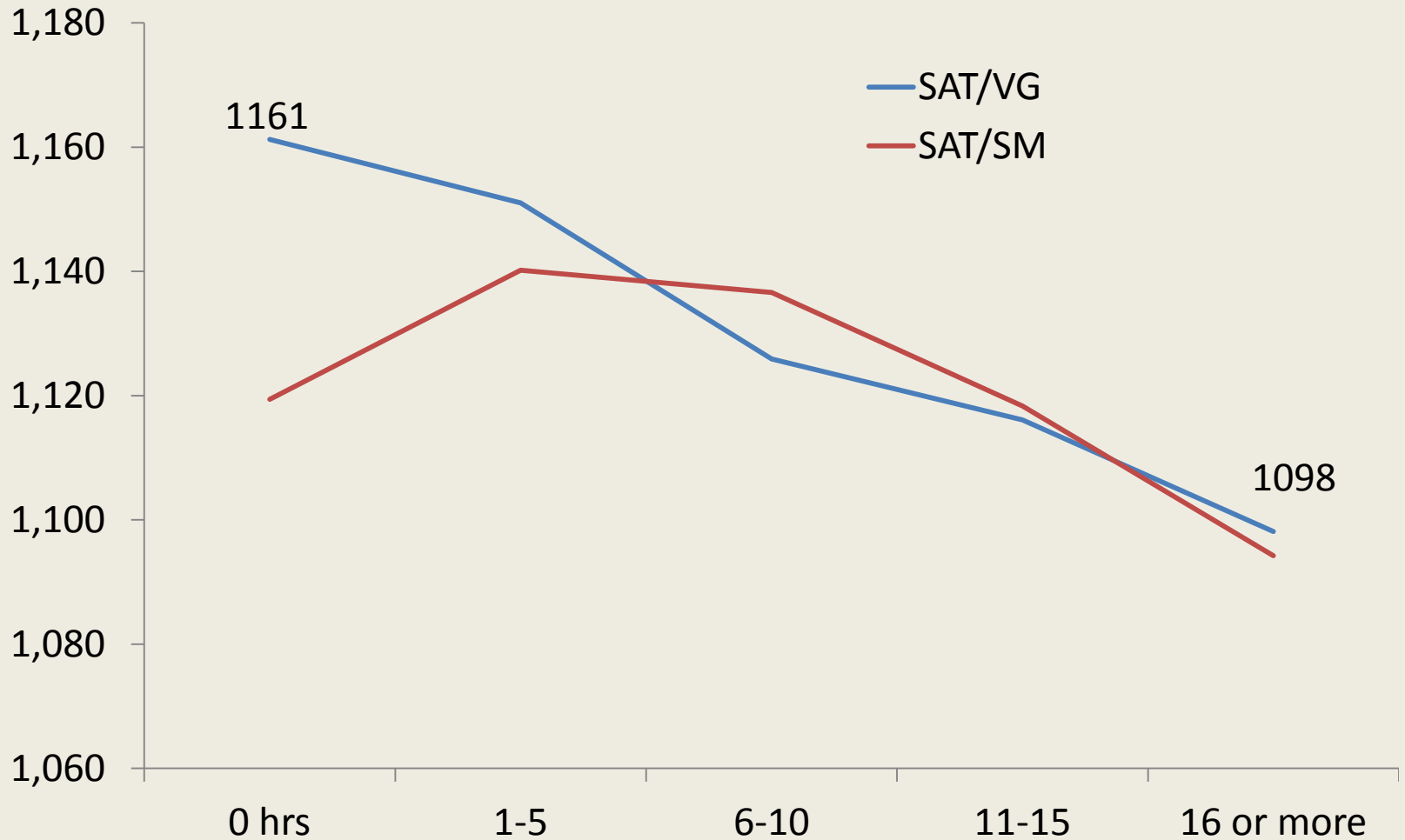


Overall High School Academic Preparation



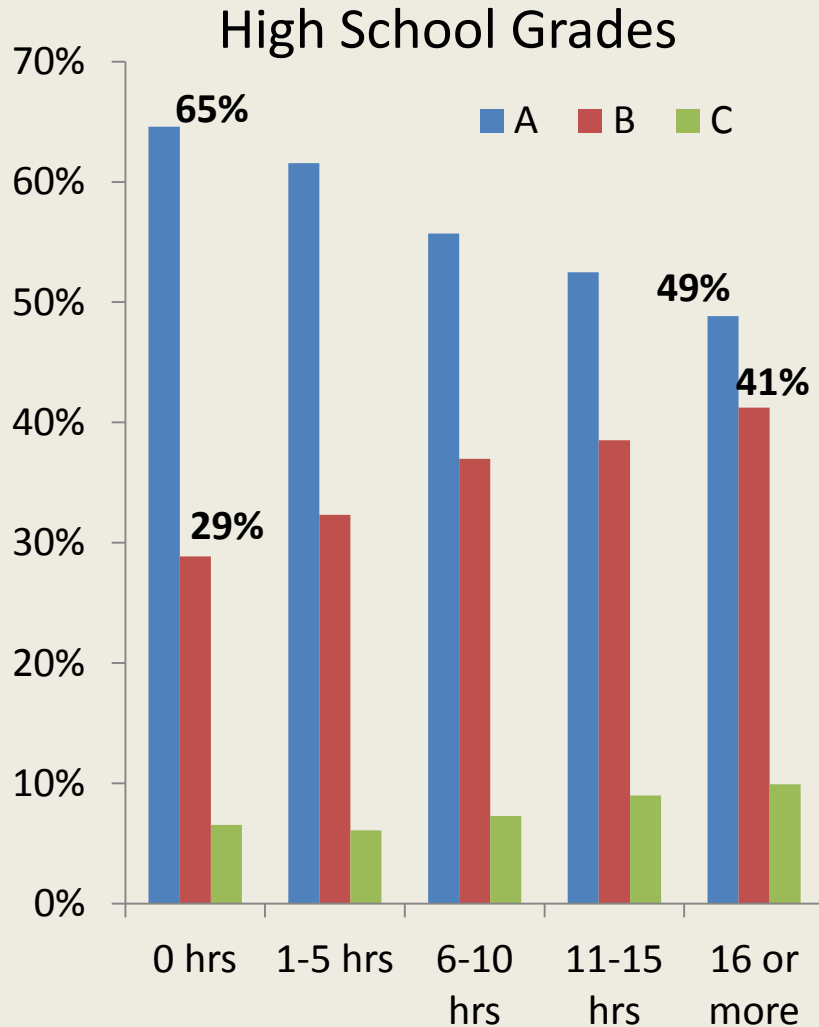


Overall High School Academic Preparation





Overall High School Academic Preparation



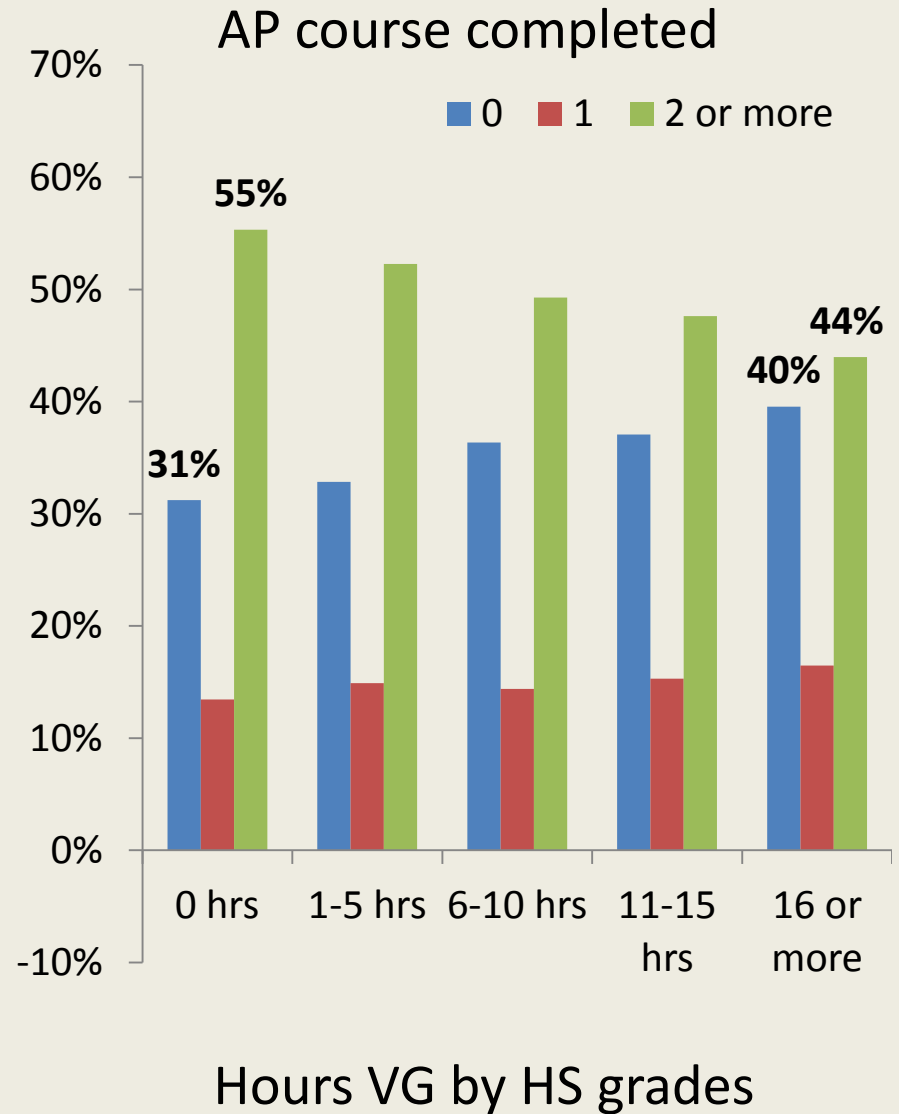
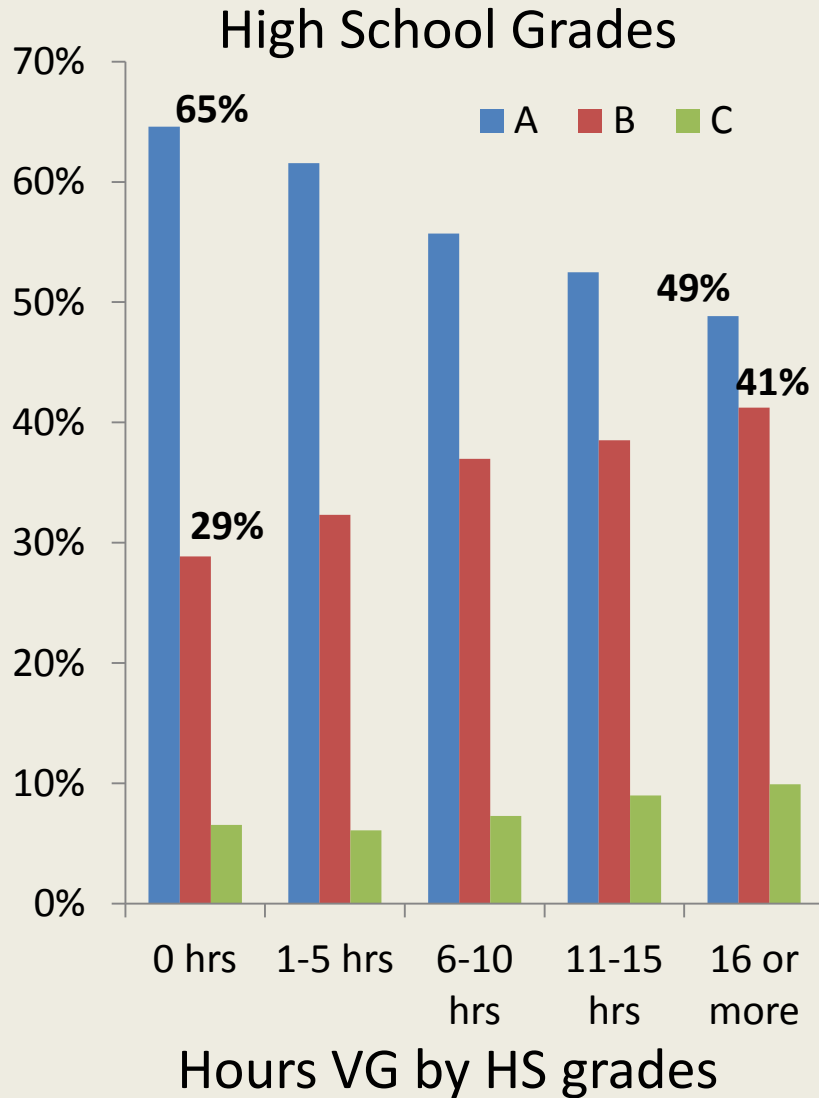
Hours VG by HS grades

AP course completed

Hours VG by HS grades



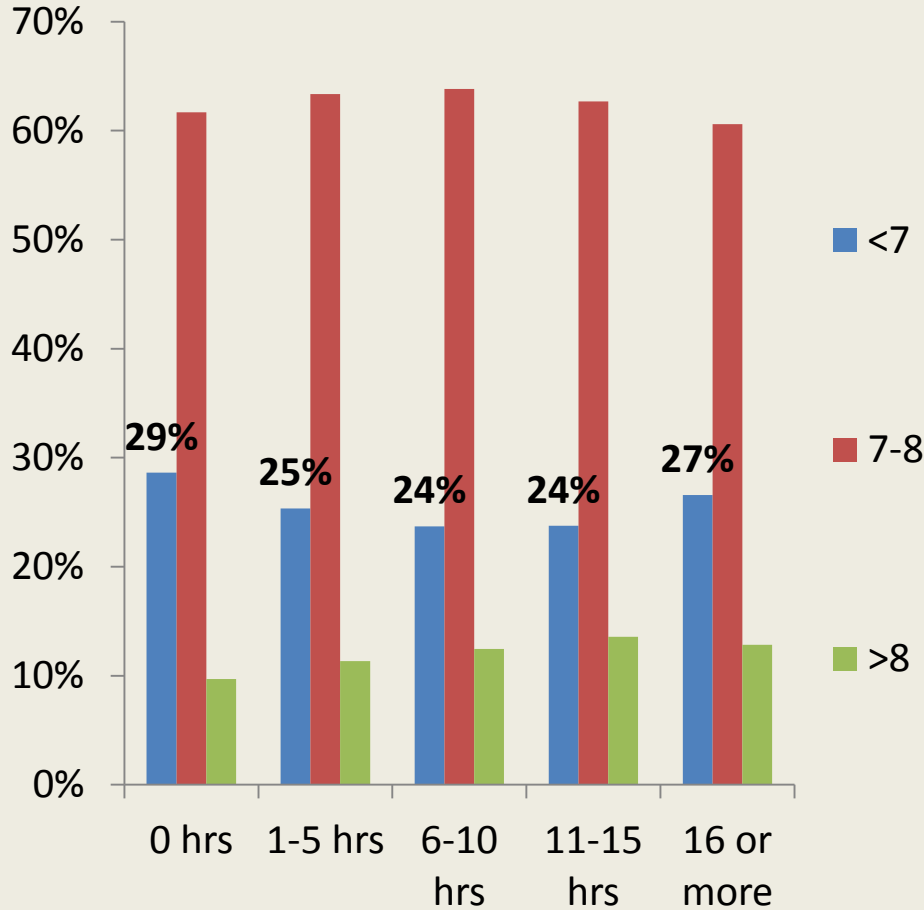
Overall High School Academic Preparation





Video Games, Social Media, and Sleep

How many hours of sleep on typical school night?



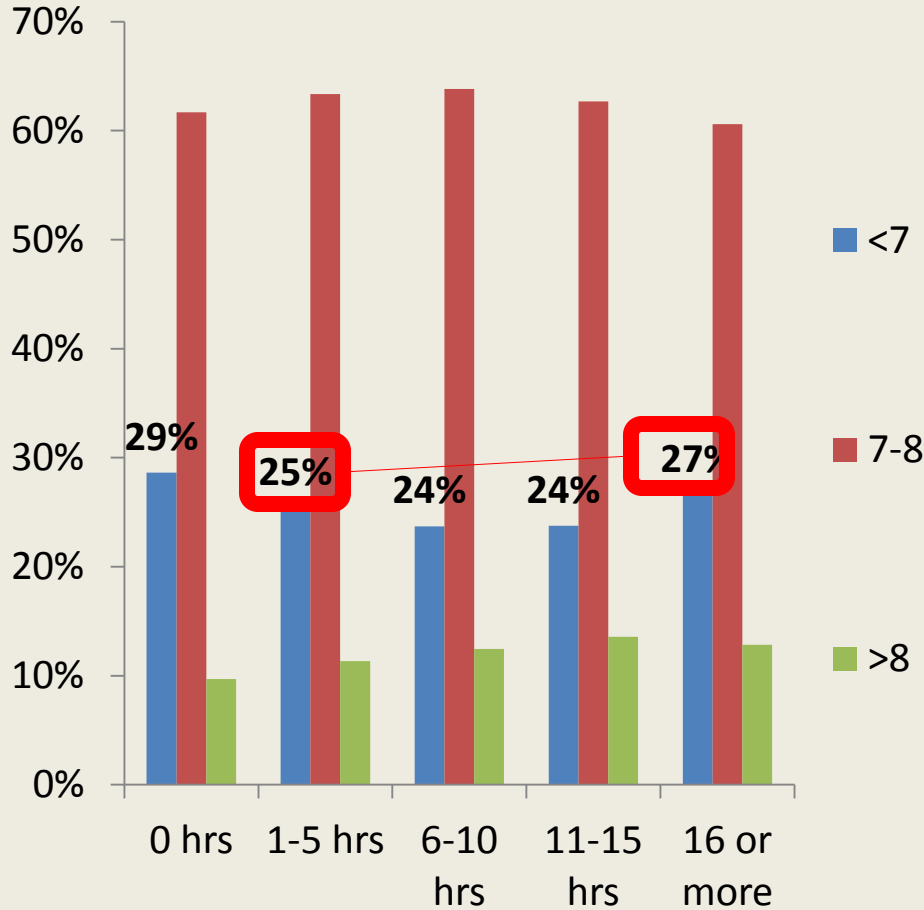
Hours video games

Hours social media



Video Games, Social Media, and Sleep

How many hours of sleep on typical school night?

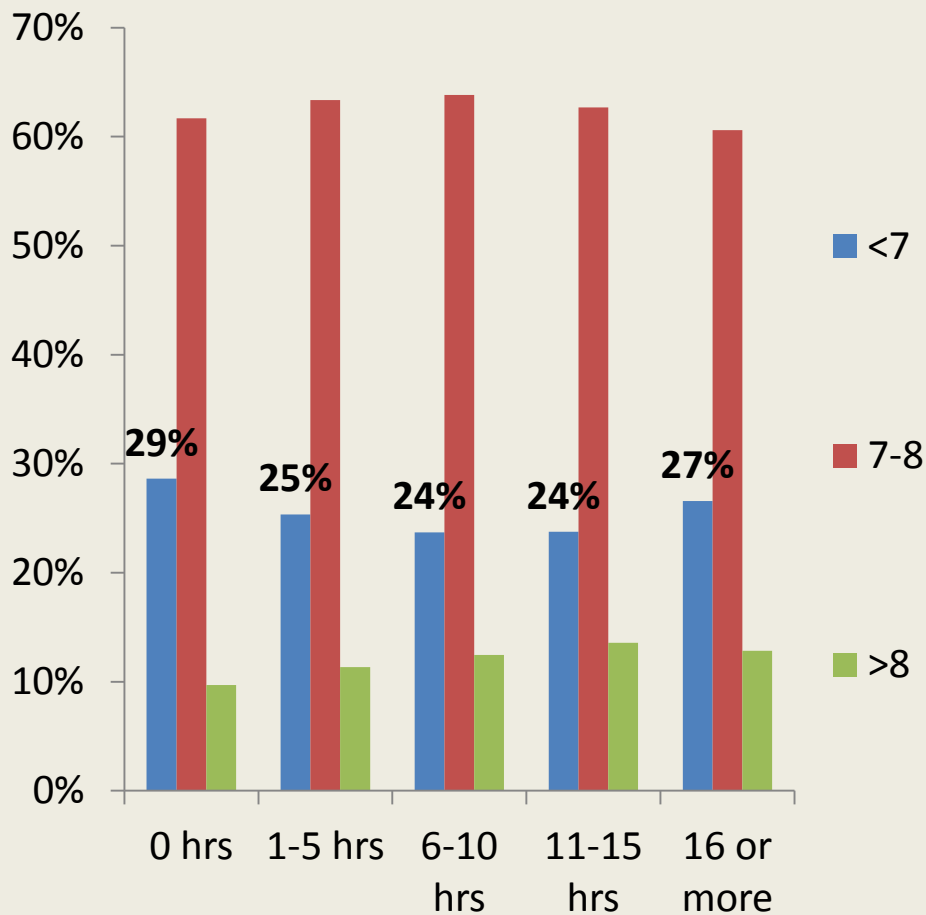


Hours video games

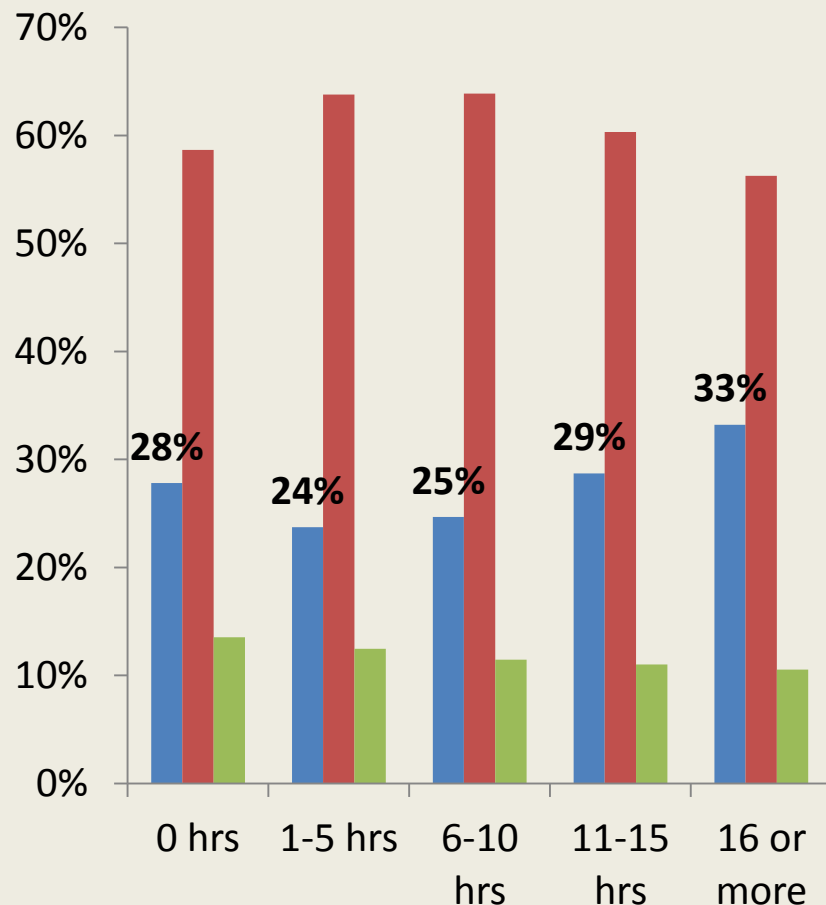
Hours social media

Video Games, Social Media, and Sleep

How many hours of sleep on typical school night?



Hours video games

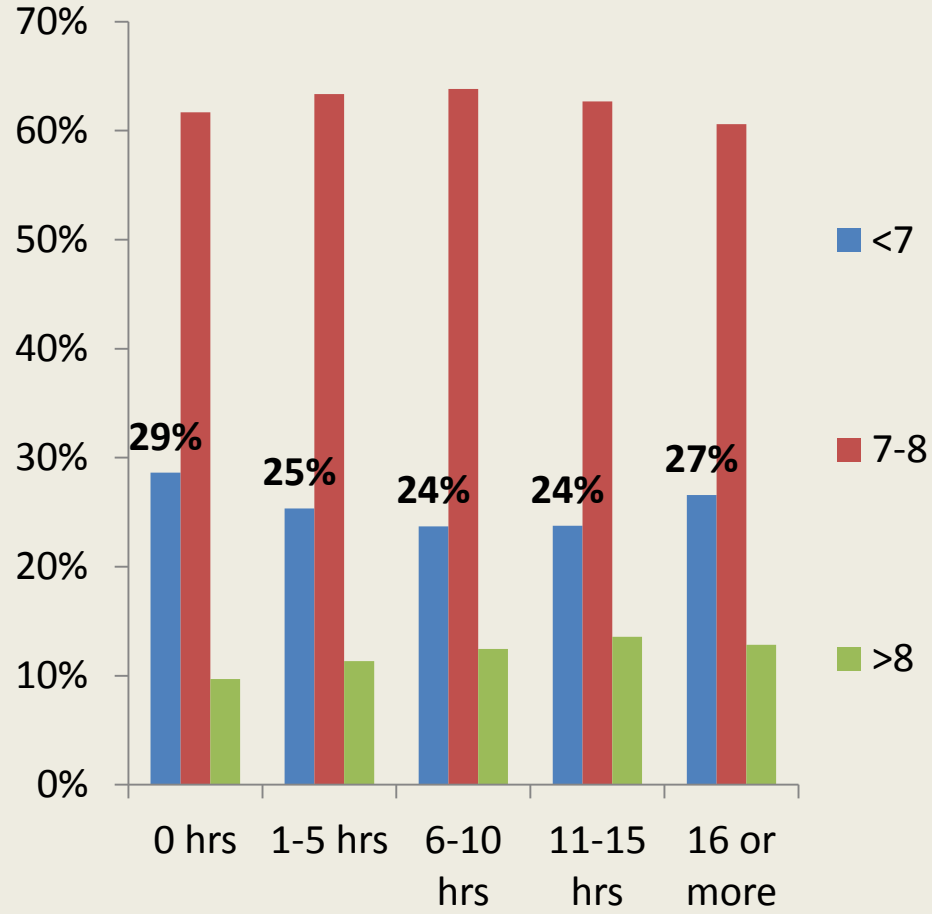


Hours social media

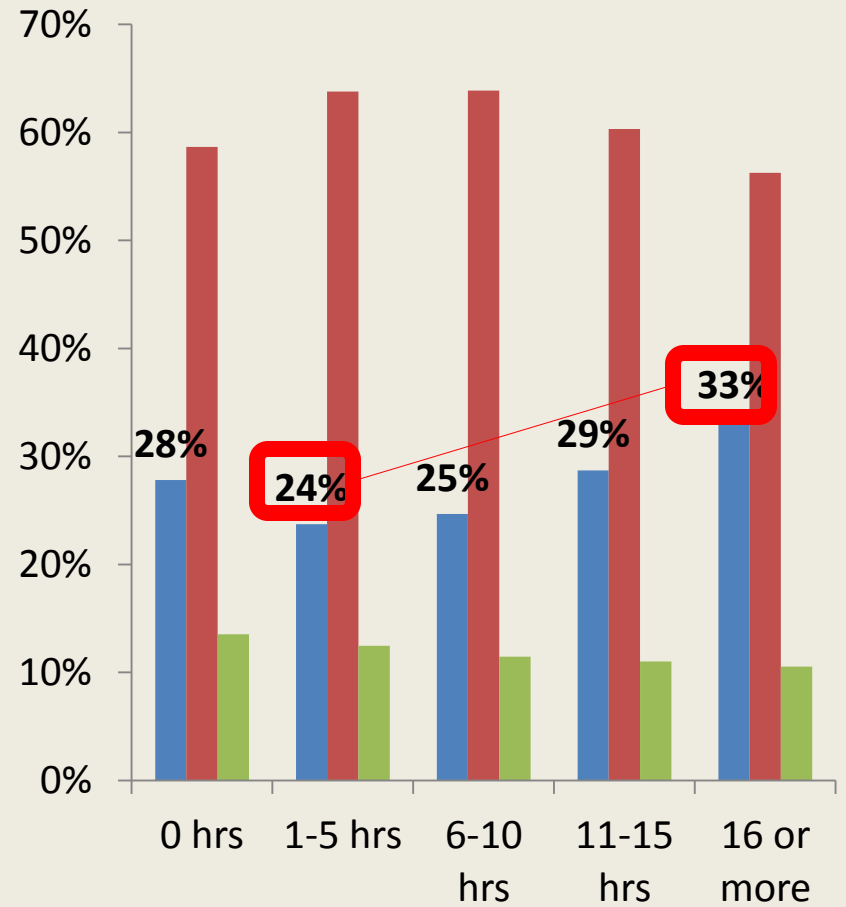


Video Games, Social Media, and Sleep

How many hours of sleep on typical school night?



Hours video games



Hours social media



Expected Video Game Use in FY

What we know:

- Video game use and social media use is pervasive with incoming first-year students.
- About 1/3 of males and 1/4 of females report playing video games 16 or more hours per week.
- There is a negative association between video game use and academic experiences.
- Video game and social media does not seem to be related to sleep habits.



Expected Video Game Use in FY

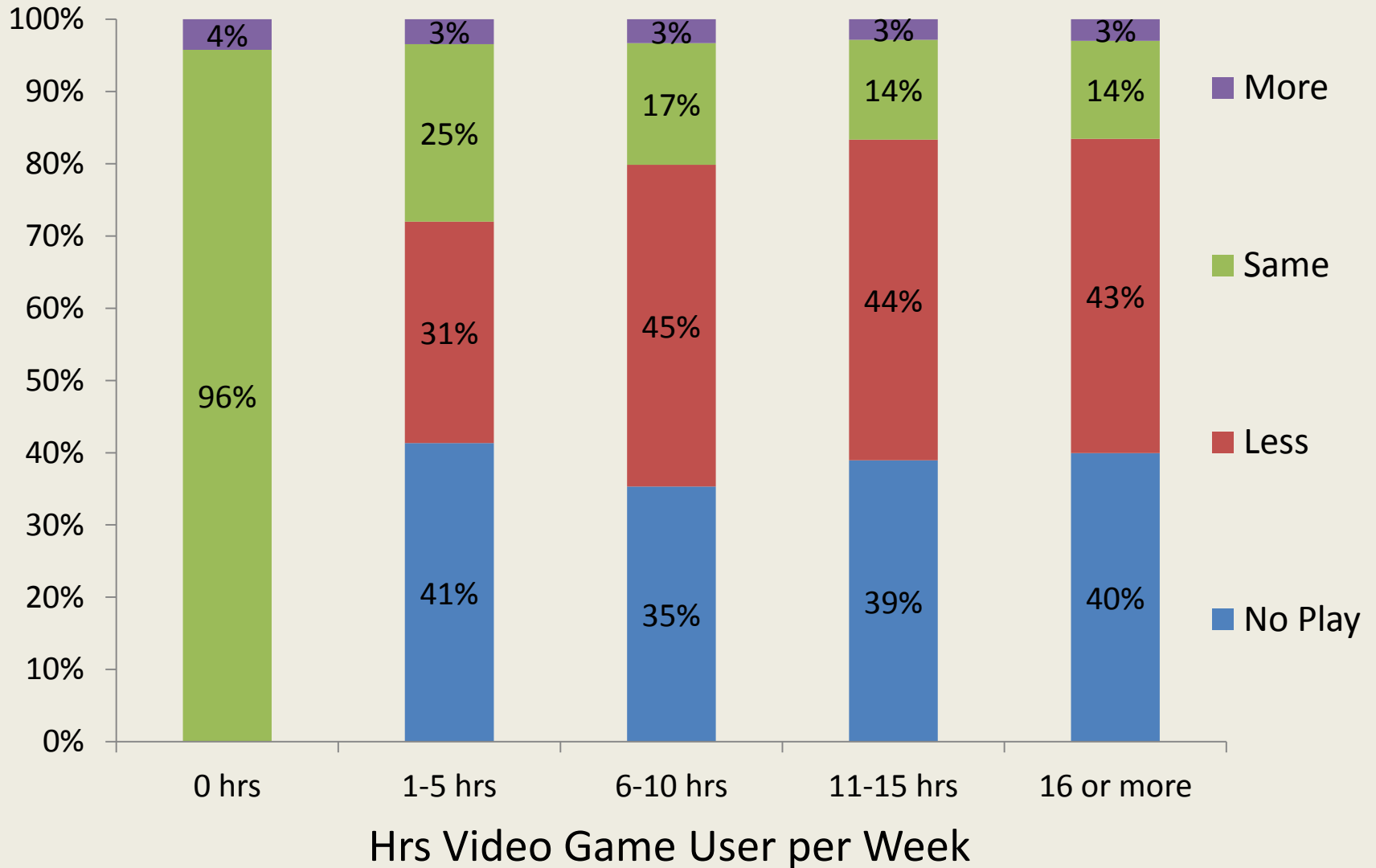
What we know:

- Video game use and social media use is pervasive with incoming first-year students.
- About 1/3 of males and 1/4 of females report playing video games 16 or more hours per week.
- There is a negative association between video game use and academic experiences.
- Video game and social media does not seem to be related to sleep habits.

Do first-year students expect their use of video games to change as they start their college careers?

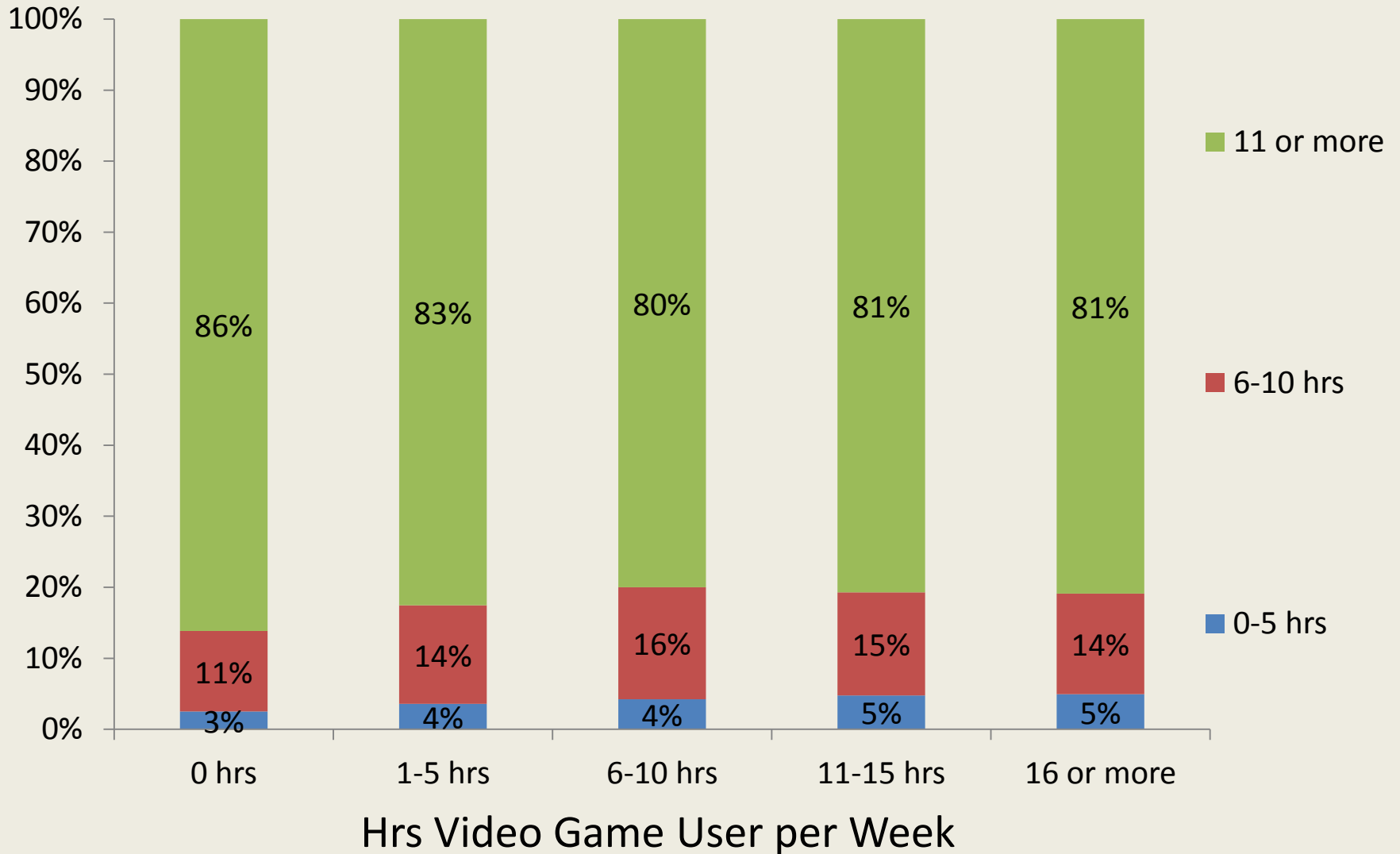


Expected Video Game Use in FY



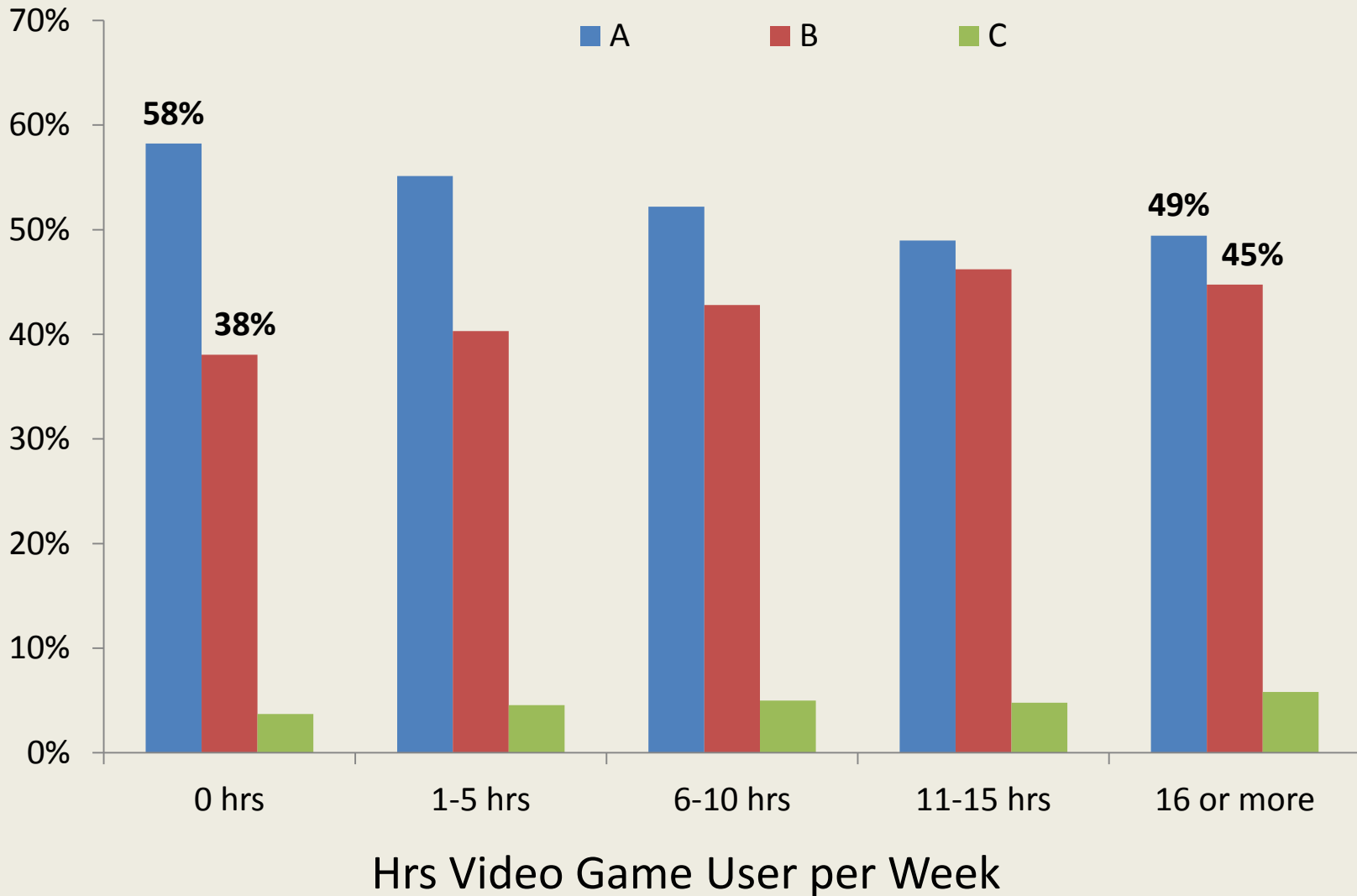


Expected Hours Studying in FY





Expected Grades in FY





Discussion

Is video game and social media use a problem with your first-year students?

- **Yes - What are the problems?**
- **No – How do you know it is not?**

Is this issue discussed at orientation, Welcome week, seminars, etc?

Do you hear others concerned about this issue (e.g., parents, students, faculty, administrators, staff)?



Discussion

Any discussion, questions, or comments?





BCSSE Updated in 2013!

Share with us your ideas, comments, and questions

Over the next several months, BCSSE will be updated to correspond with the NSSE 2014 administration. Part of this process includes getting feedback. Please help us to make BCSSE an even better survey instrument. Your input is critical so that we make changes that are in the best interest of our participating institutions.



To arrange a meeting please visit the NSSE/BCSSE exhibit or call/text Jim Cole, BCSSE Project Manager, at 812-320-5651

We need to hear from you!

Please contact me with any questions:
Jim Cole (colejs@indiana.edu)

Thank you!

Copy of this and past presentations can be found at:

<http://bcsse.iub.edu/pubs.cfm>

Additional BCSSE information can be found at:

<http://bcsse.iub.edu/>

Feel free to contact me with any
questions regarding BCSSE & NSSE.

Jim Cole
BCSSE Project Manager
colejs@indiana.edu