



Questionnaire: Student

The National Commission for Protection of Child Rights (NCPCR) extends an invitation for you to be a part of a survey about your technology use, online learning, and gaming. Your answers will help us learn how tech affects you and recommend practices and policy for healthy technology use. The survey will take approximately 35-40 minutes, your answers will stay private and only be used for research in India.

For Office Use

CODE: **PIL01NCTDEL**

GEO CODE: **NCTD**

CLUSTER CODE: **STU-NCTD-000**

RECORDED BY:

Section I: Demographic Information

1. How old are you?

In numbers (for example; if you are 12 years old, simply write; 12)

2. What is your gender?

Male

Female

3. Where do you live?

Village/Town/City

State/Union Territory

4. What class/grade are you in?

In numbers (for example; if you are in 6th class, simply write; 6)

5. Which school do you go to?

Government School

Private School

Public School

Specialised School

International School

Others

(Please specify)

6. Where is your school located?

Urban Area

Rural Area

Section II: Technology Usage

1. Do you have a regular daily routine you follow?
(Choose one)

Yes, I follow a daily routine

Yes, but my routine changes sometimes

No, but I have some habits I do daily

No, I don't have a regular daily routine



Section II: Technology Usage

Can you tell us more about your answer?:

(Please tell us)

2. How much free time do you usually have after school and/or classes each day?

(Choose one)

Less than 1 hour

1-2 hours

2-4 hours

4-6 hours

More than 6 hours

It's not the same everyday

Can you tell us more about your answer?:

(Please tell us)

3. On average, how many hours per day do you spend using electronic devices?

(e.g., smartphones, tablets, computers, gaming consoles) / (Choose one)

Less than 1 hour

1-2 hours

2-4 hours

4-6 hours

More than 6 hours

It's not the same everyday

Can you tell us more about your answer?:

(Please tell us)

4. Which electronic devices do you use regularly?

(Select all that apply)

Smartphone

Tablet

Computer/laptop

Gaming console

Smart TV

Something else

(Please tell us)

5. Over the course of a typical day, how much time do you spend on the following activities?

(Please choose one option for each activity)

A. Social Media Usage

Don't use

A few times a day
(up to 2 hours in total)

B. Online Gaming

Don't use

A few times a day
(up to 2 hours in total)

C. Educational activities or learning apps

Don't use

A few times a day
(up to 2 hours in total)



Section II: Technology Usage

Daily usage
(1-2 hours per day)

Regularly
(more than 2 hours per day)

Something else

(Please tell us)

Daily usage
(1-2 hours per day)

Regularly
(more than 2 hours per day)

Something else

(Please tell us)

Daily usage
(1-2 hours per day)

Regularly
(more than 2 hours per day)

Something else

(Please tell us)

6. Have you faced any of these issues because of too much technology usage?

(Select all that apply)

Decreased physical activity levels

Disrupted sleep patterns

Difficulty concentrating on other tasks

Difficulty in social interactions

Increased strain or anxiousness

Something else

(Please tell us)

Can you tell us more about your answer?:

(Please tell us)

Section III: Online learning platforms

1. How often do you use technology tools or applications to learn?

(Please select the most appropriate option.)

Frequently

Occasionally

Rarely

Never

Can you tell us more about your answer?:

(Please tell us)

2. Which learning tools or apps have you used?

(Select all that apply)

Learning websites

Educational applications

Online lessons or guides

Learning games

Virtual reality lessons

Something else

(Please tell us)



Section III: Online learning platforms

3. Which learning tools or applications have/do you use?

(Select all that apply)

Nearpod

Flipgrid

BYJU'S

Edpuzzle

Canvas

Unacademy

Vedantu

Udemy

Toppr

Khan Academy

Adda247

Duolingo

Something else

(Please tell us)

4. How good are the study materials on the online learning sites you use for learning?

(Choose one)

Excellent

(The content is high-quality and very useful for my learning)

Good

(The content is generally good and helpful for my learning)

Average

(The content is okay, but could be better)

Poor

(The content isn't very helpful or of quality)

Very Poor

(The content is not helpful at all for my learning)

Something else

(Please tell us)

Can you tell us more about your answer?:

(Please tell us)

5. Have you ever used games to help you learn?

(Choose one)

Yes, I have used games to help me learn.

Yes, I have used online games to help me on a mobile/tablet/computer

Yes, I have taken part in online courses or tutorials with gaming elements

No, I have not used games to help me learn.

Not sure if I have experienced gamified learning in my educational activities

Something else

(Please tell us)

Can you tell us more about your answer?:

(Please tell us)



Section III: Online learning platforms

6. How do you feel about using games to learn?

(Choose one)

It makes learning fun and interesting

It doesn't change how I feel about learning

It keeps me interested and helps me focus

I find it takes away from learning or isn't needed

Something else

(Please tell us)

Can you tell us more about your answer?:

(Please tell us)

7. Do you think learning with games can help you do better at school? Why?

(Choose one)

Yes, totally

I'm not sure

Not really

Not at all

Tell us why you feel this way:

(Please tell us)

8. How do you make sure you're learning and not just playing when using educational games?

(Choose one)

I'm good at both learning and playing

Sometimes I play more than I learn

I often just play and ignore the learning

I mostly focus on learning, not playing

I balance both gaming and learning objectives

Can you tell us more about your answer?:

(Please tell us)

9. What are some good things and not-so-good things about using games for learning, based on what you've seen or experienced over the past one year?

(Please choose options from both tables if applicable)

A. Good things

Makes me more interested and excited

Helps me remember and understand lessons better

B. Not-so-good things

Can make me lose focus from the lesson

Makes me care more about rewards and winning than actual learning



Section III: Online learning platforms

Allows me to learn in a manner that I enjoy or prefer.

Helps me think critically and solve problems

Lets me learn together and from each other

Doesn't work for some subjects or lessons

Can lead to too much screen time and not moving around enough

Can make it hard to measure what I am learning

Can you tell us more about your answer?:

(Please tell us)

10. How much have online learning tools changed what you think about different cultures, religions, or points of view?

(Choose one)

They've really changed how I think and made me more aware

They've changed my thoughts a little and made re-think about my older beliefs

They haven't changed my thoughts much, I already appreciated diversity

They haven't changed what I think about different cultures, religions, or points of view

Can you tell us more about your answer?:

(Please tell us)

Section IV: Gaming

1. Do you play video games?

(Choose one)

Yes, but only offline video games

Yes, but only online video games

Yes, both online and offline video games

No, I don't play any video games

Can you tell us more about your answer?:

(Please tell us)

2. How long do you play video games each day?

(Choose one)

I do not play video games

Less than 1 hour

Between 1-2 hours

Between 2-4 hours

More than 4 hours

It's not the same everyday



Section IV: Gaming

Can you tell us more
about your answer?:

(Please tell us)

3. Since how long have you been playing video games?

(Choose one)

1-6 months

6-12 months

1-2 years

2-3 years

More than 3 years

Something else

(Please tell us)

Can you tell us more
about your answer?:

(Please tell us)

4. What kind of games do you like the most?

(Select all that apply)

Action games

Adventure games

Strategy games

Role-playing games

Sports games

Puzzle games

Something else

(Please tell us)

5. Which online games do you play a lot for fun?

(Select all that apply)

Ludo King

Candy Crush Saga

Battlegrounds Mobile
India

Minecraft

Garena Free Fire

Something else

Fortnite

(Please tell us)

6. When playing games, how often do you talk or play with grown-ups or strangers?

(Select all that apply)

Most of the time

Sometimes

Never

Often

Hardly ever

Something else

(Please tell us)

Can you tell us more
about your answer?:

(Please tell us)



Section IV: Gaming

7. In the past one year, have you experienced any of these gaming-related issues?

(Select all that apply)

Constantly thinking about gaming

Feeling restless or irritable when not gaming

Needing to play more to feel the same excitement

Losing interest in other activities because of gaming

Ignoring or neglecting other important things because of gaming

Having problems in relationships or missing opportunities because of gaming

Using gaming to escape from negative feelings

Finding it hard to control how much you play (difficulty stopping or limiting gaming)

Continuing to play even when it causes problems in your life

Something else

(Please tell us)

8. Have playing games and talking with different people changed what you think about different cultures, religions, gender or points of view?

(Select all that apply)

Yes, a lot

Yes, a little

I'm not sure

No, not really

No, not at all

Can you tell us more about your answer?:

(Please tell us)

9. Can you share a specific example where gaming interactions changed your perspective about a different culture, religion, gender or point of view? Please describe the situation and how it influenced your thinking.

(Choose one)

Yes

No

Can you tell us more about your answer?:

(Please tell us)

10. Has playing games ever got in the way of your usual activities like school tasks, family time, relationships or spending time with friends?

(Choose one)

Yes

No

Not Sure

Can you tell us more about your answer?:

(Please tell us)



Section V: General

1. Does using online learning sites or learning games help you in your studies?

(Choose one)

Yes

No

Maybe

Can you tell us more about your answer?:

(Please tell us)

2. Can you tell us more about how using technology and games makes you feel?

(Choose one)

Happy

Sad

Don't Know

Can you tell us more about your answer?:

(Please tell us)

3. Has using online learning or playing online games been challenging for you in any way?

(Choose one)

Yes

No

Maybe

Can you tell us more about your answer?:

(Please tell us)

4. Did you enjoy writing this questioner?

(Choose one)

Yes

No

Not Sure

Can you tell us more about your answer?:

(Please tell us)

5. Do you have any suggestions for this questioner/study?

Please tell us:

(Please tell us)