

The Use of Media in Education

Romanian report



Lifelong Learning Programme



Education and Culture DG

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The use of Media in Education

Romanian Report

Media Monitoring Agency

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Abstract

The aim of this report is to analyze how Romanian students and teachers use media in their free time and at school. For this aim, Media Monitoring Agency interviewed 100 students (50 girls and 50 boys) with ages between 11 and 16, from different backgrounds; and 50 teachers, mostly women of different age groups. The students questionnaire focused on media relevance, media use for leisure, level of competence in media use by young people, best media to share, communicate and to express and media attributes. The teachers questionnaire focused on media use for leisure, level of competence in media use by adults and finally on media use at school from their teaching experience.

Methodology

- The research involved 7 secondary and upper secondary schools from Bucharest, 1 upper secondary school from Ploiesti¹ and 1 upper secondary school from Petrosani².
- Target groups of the research: secondary and upper secondary school students and teachers
- Standardized questionnaires (for each target group)
- Sample: N1 = 100 students from 8 secondary and upper secondary schools
N2 = 50 de teachers from 9 secondary and upper secondary schools
- Interviews face to face, computer assisted or handouts.

I. STUDENTS

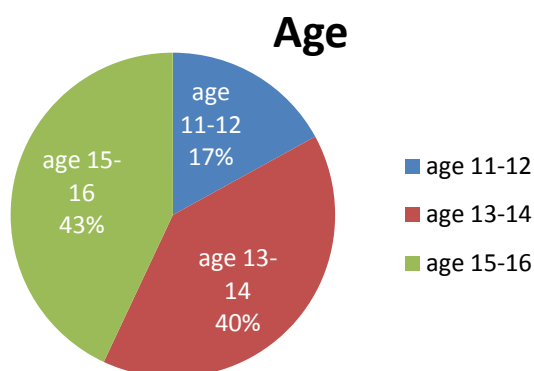
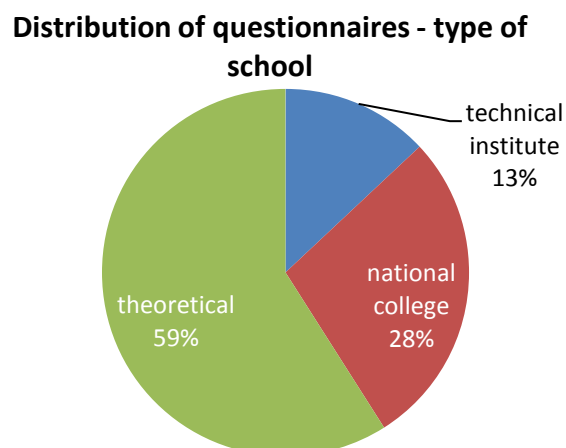
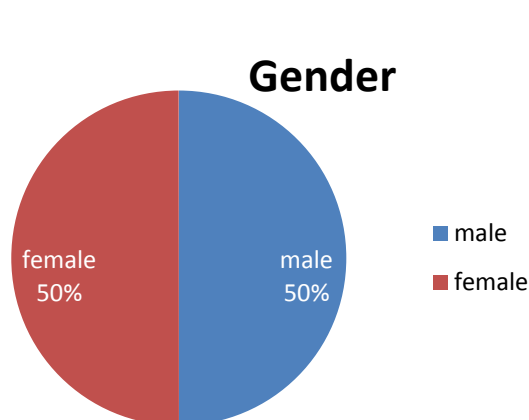
I.1. Statistics

The 100 questionnaires were equally divided into girls (50) and boys (50) and were undertaken in 8 schools: 5 theoretical high schools (59 interviews); 2 national colleges (28 interviews) and 1 technical college (13 interviews).

The research involved 50 students with ages between 11-13 (25 girls and 25 boys) and 50 students with ages between 14-16 (25 girls and 25 boys).

¹ Ploiești is a medium city, situated at 50 km from Bucharest

² Petroșani is a small city, situated in the south-west of Romania, at 340 km from Bucharest.



I.2. Means of communication- Relevance

The students think that Internet, books and television are the most relevant means of communication and they attributed the highest scores to this media in relation with different statements. In opposition to these media, radio, newspapers, mobile and videogames are considered the less relevant means of communication.

The research reveals that **Internet** is the most relevant communication tool for the students. Through the Internet, they can learn new things (knowing new things- 5.48 average), observe other realities (5.13 average), escape from problems (5.58 average), but they also find it relevant for entertainment (5.69 average), killing time (5.69 average), releasing emotions (4.69 average), being part of a group (5.17 average) or for sharing their knowledge/ interests (5.19 average). The Internet received the lowest scores in relation with the following statements: "reflecting on yourself" (3.8 average) and "thinking about social problems" (4.14 average).

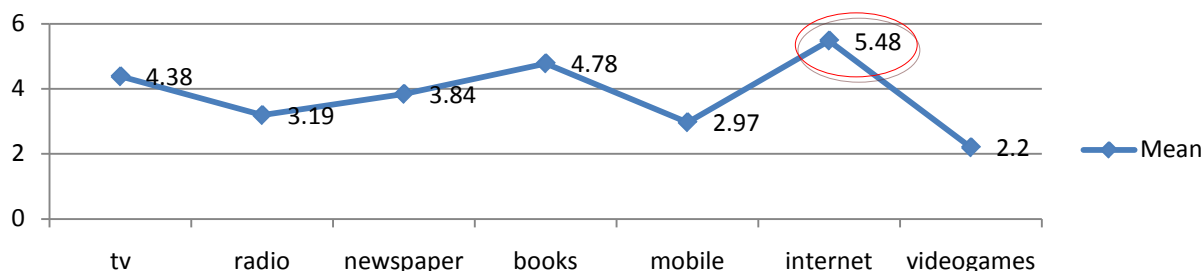
The students find **books** relevant for bettering their knowledge (5.57 average), dreaming about a new way of living (4.97 average), reflecting on themselves (4.8 average), stimulating their creativity (5.35 average) and also for mastering topics of conversation (5.05 average).

TV is considered by the students the most relevant medium to follow their favorite celebrities (5.74 average), understanding different points of view (4.7 average) and thinking about social problems (4.44 average). At the same time, this medium is considered the less relevant when it comes to releasing emotions (2.88 average) and being part of a group (2.85 average).

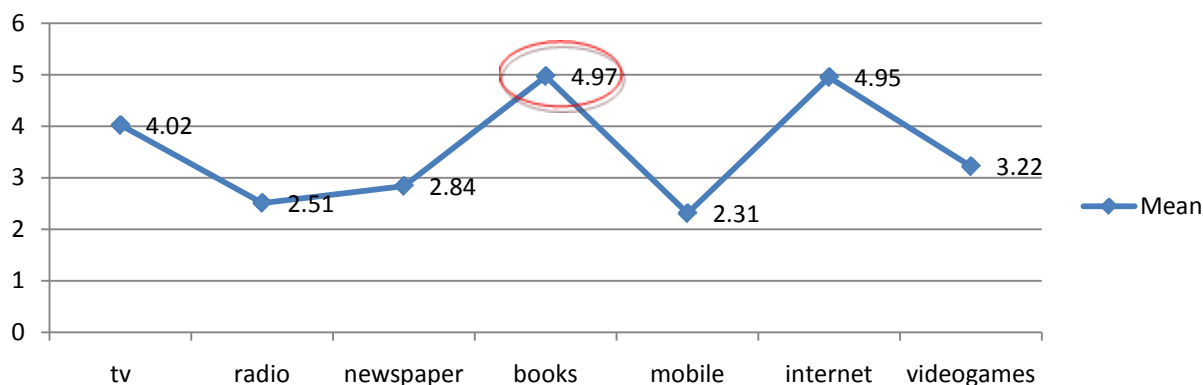
Newspapers and **videogames** received the lowest scores in relation with 7 statements. Videogames have the lowest score for "thinking about social problems" (1.53 average).

Q1. Please read the following sentences. Rate them from 1 to 6 according to their relevance to the means of communication (1 low; 6 high) for a youngster of your age.

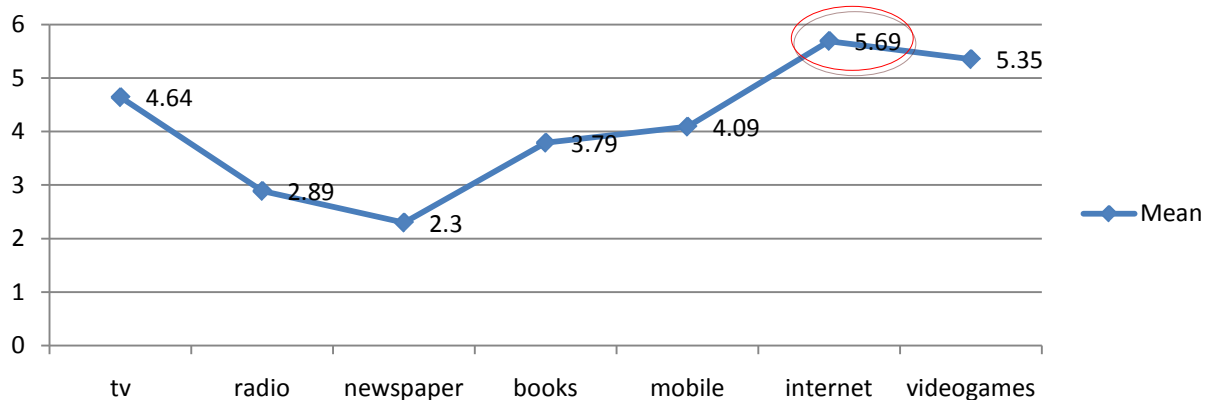
knowing new things



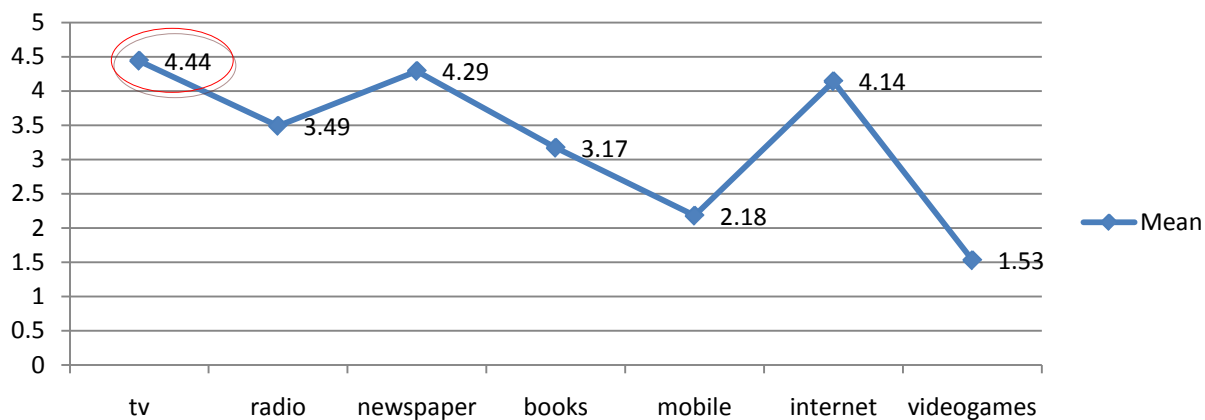
dreaming about a new way of living



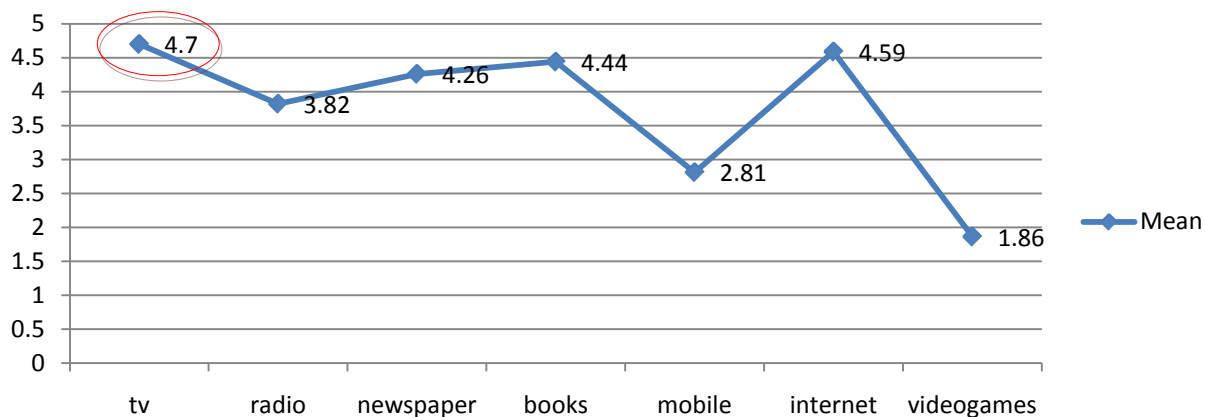
entertainment



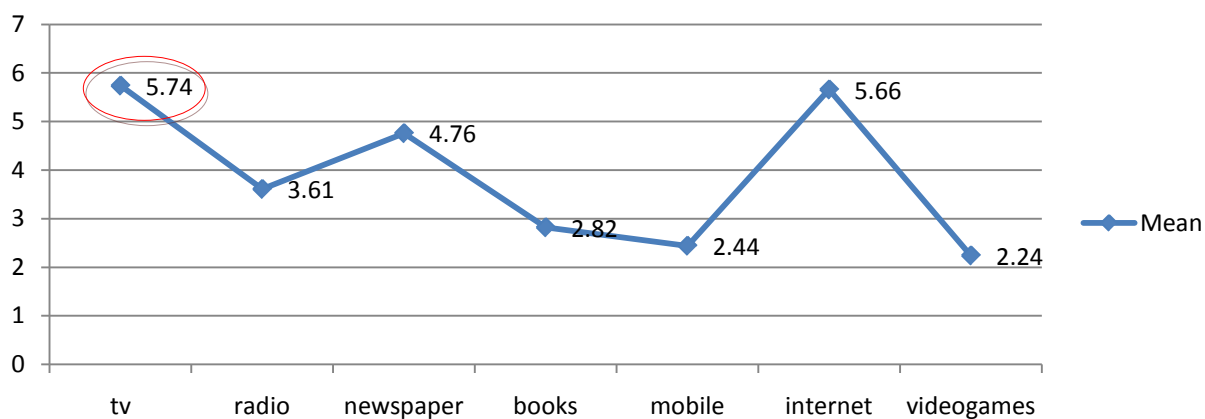
thinking about social problems



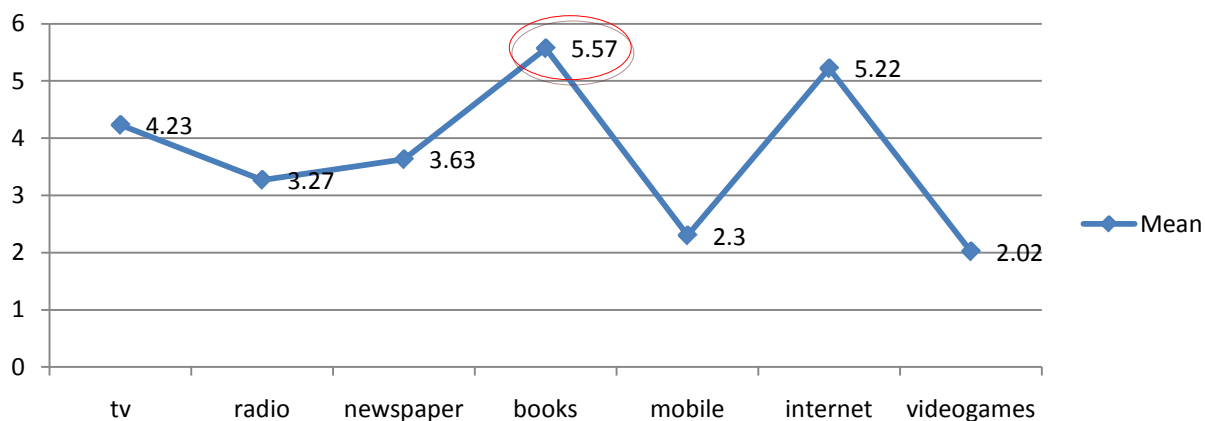
understanding different points of view



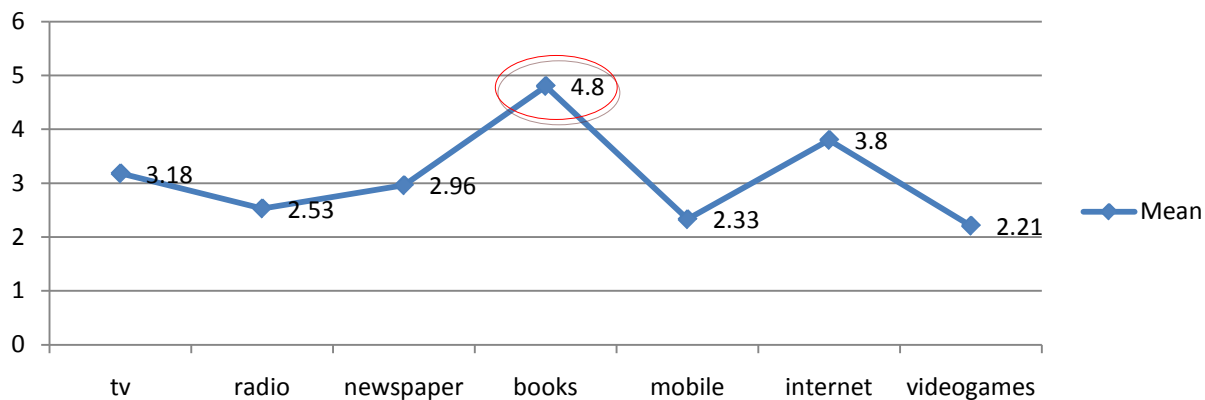
following your favorite celebrities



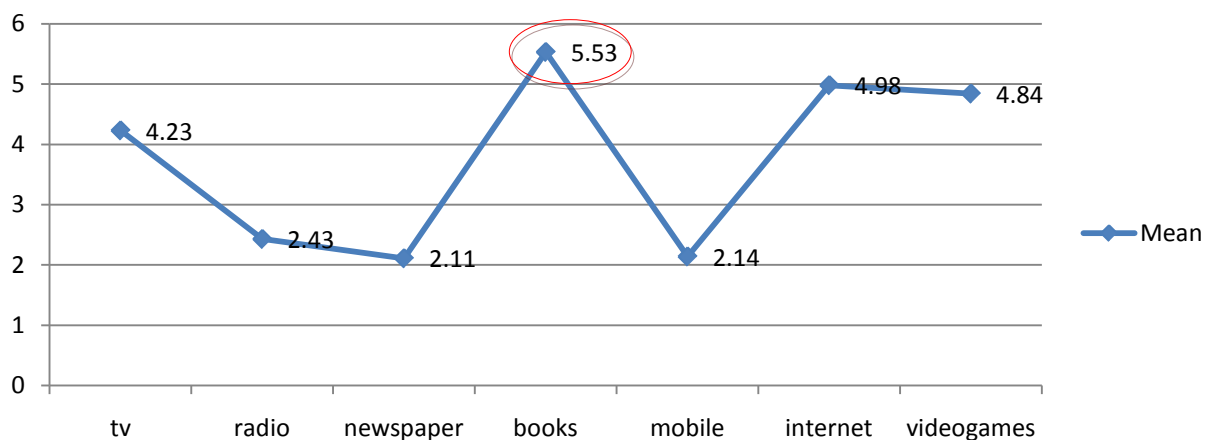
bettering your knowledge



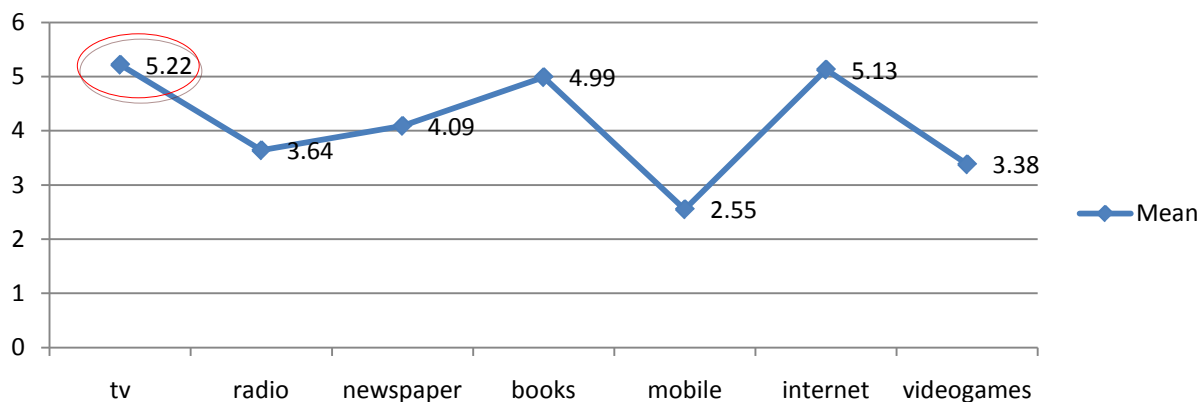
reflecting on yourself



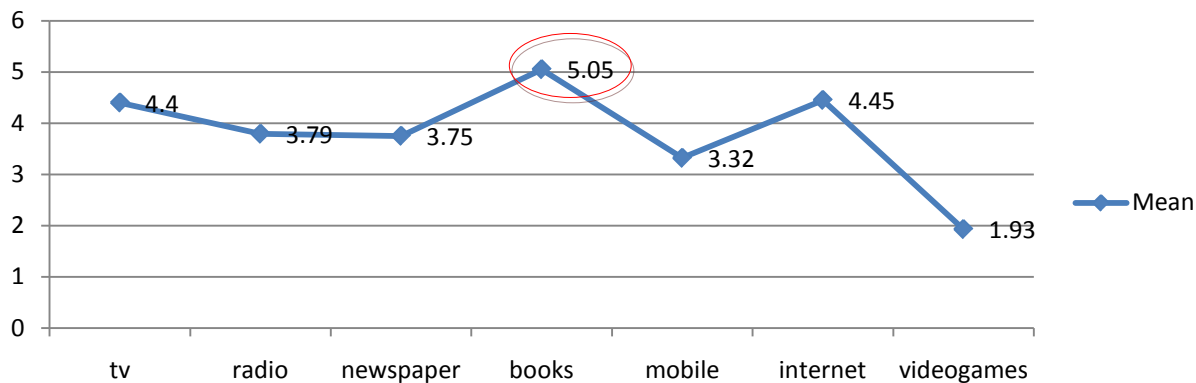
immersing in a fantasy worlds



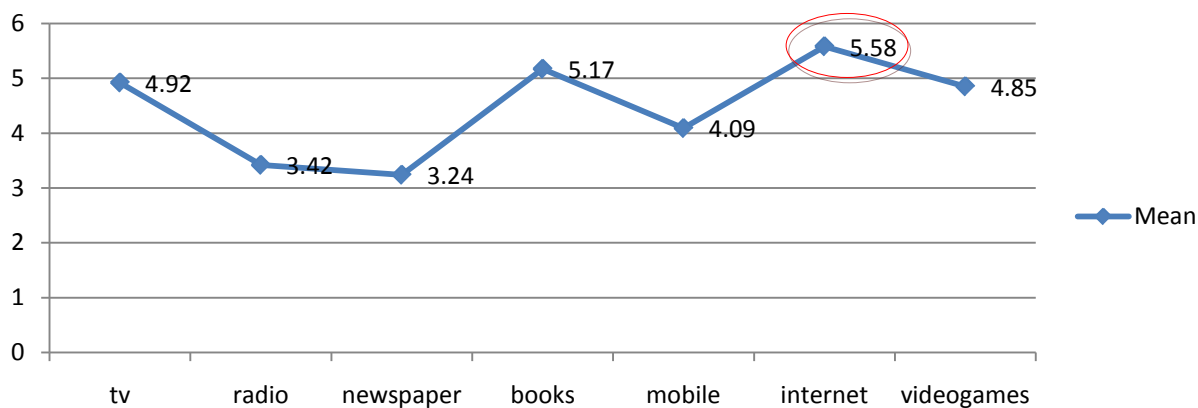
observing other realities



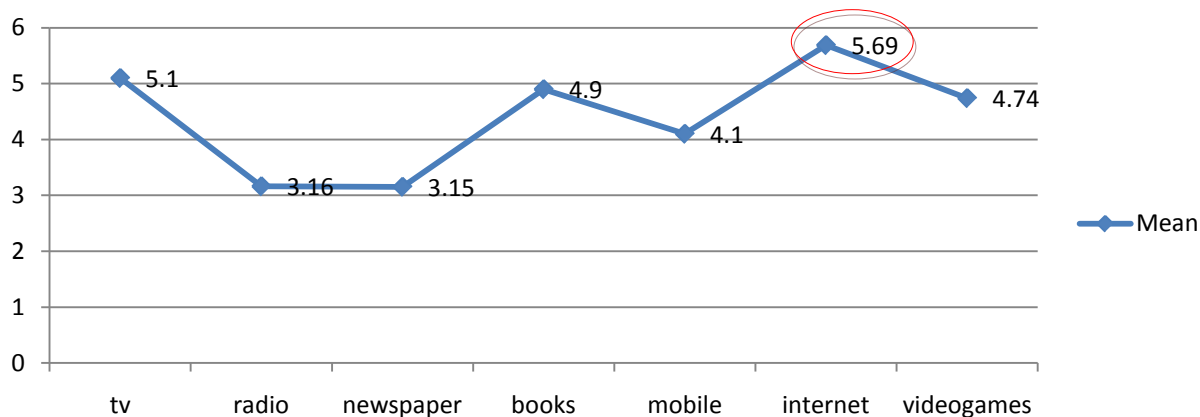
mastering topics of conversation



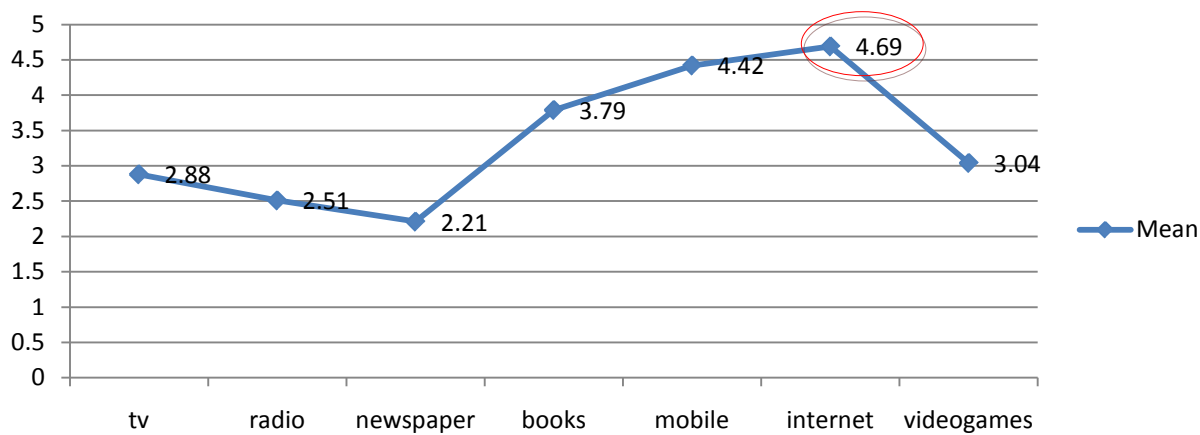
evading from problems



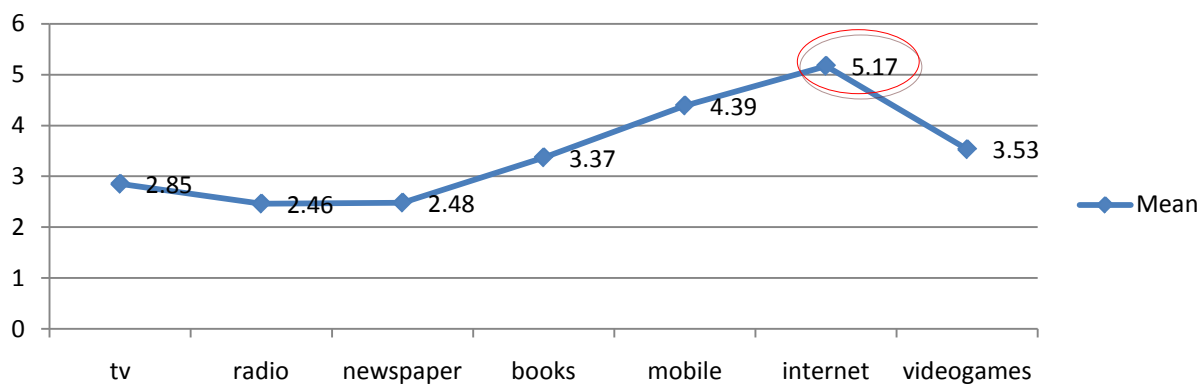
killing time



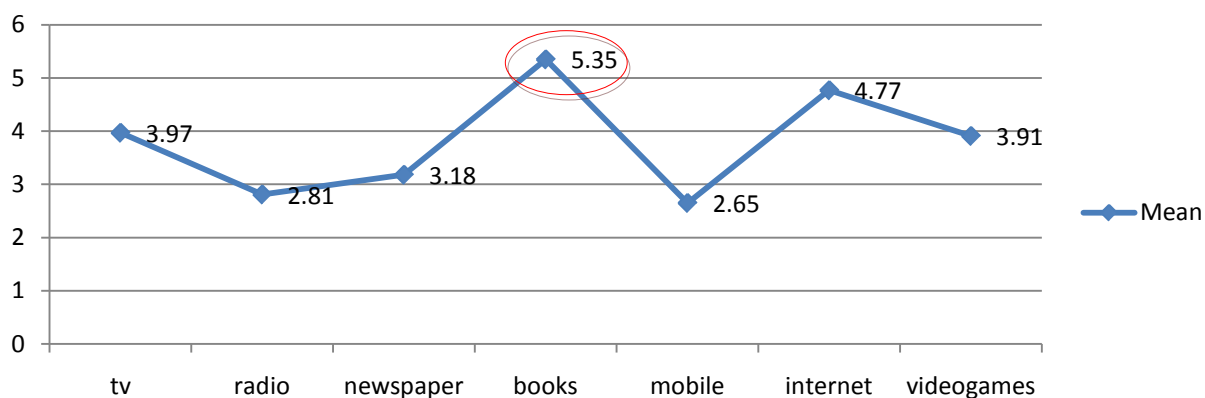
releasing emotions



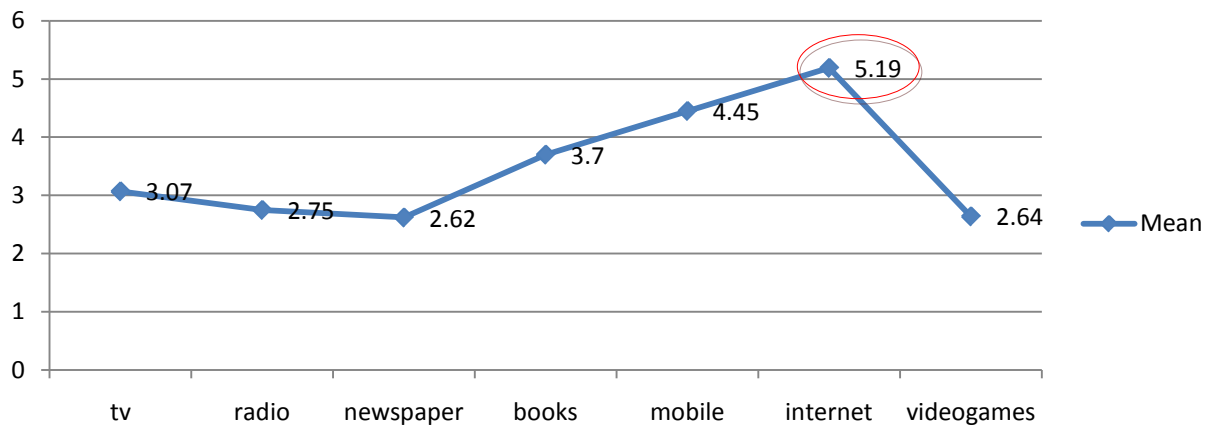
being part of a group



stimulating your creativity



sharing your knowledge/interests



I.3. Media use for leisure

In their free time, the students use mostly **cable and digital TV**. 54% of the respondents (29 boys and 25 girls) say they watch cable TV regularly and 26% on an irregularly basis. The digital terrestrial TV is used regularly by 23% of the students (14 boys and only 9 girls) and irregularly by 30% (the percent is equally divided into girls and boys).

The most unpopular form of television is the **mobile TV**. 72% of the respondents (32 boys and 40 girls) say that they do not use it.

45% of the students involved in the research (24 boys and 21 girls) say they use the **car radio** regularly and 24% of them (11 boys and 13 girls) the **mobile radio**. Only 17% of the students (7 boys and 10 girls) use **web radio** regularly and 50% of them (22 boys and 28 girls) do not use **broadcasting radio** at all.

Pay press is the most used type of press. 34% of the respondents (20 boys and 14 girls) use it regularly and 36% of them (16 boys and 20 girls) irregularly.

The **free press** is the most unpopular type of press among students. 56% of them (25 boys and 31 girls) say that they do not use it at all.

For the **online press**, the percents are almost equally divided: 36%, 22 boys and only 14 girls say they use it regularly; 32% of the students say they use it on irregular basis and another 32% do not use it at all.

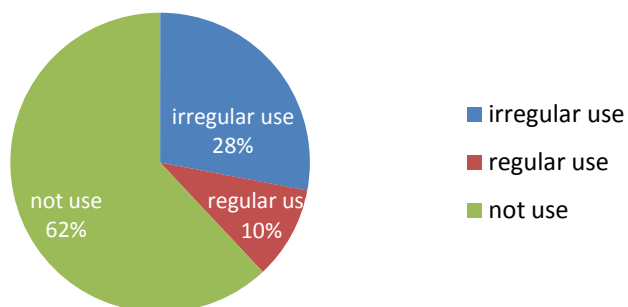
Videogames are used mostly by boys in their free time. **Online videogames** are most popular among students. 67% of the respondents use online interactive video games in their free time (36% regular use and 31% irregular use). The boys use it mostly on regular basis and the girls irregularly. The numbers are even higher when it comes to online videogames by themselves: 31% regular use (23 boys and only 8 girls) and 44% irregular use (19 boys and 25 girls).

Even if half of the students use the **play station**, only 7% of them, all boys, use it on regular basis. 18 girls out of 50 say they use the play station irregularly. The same situation applies to **PSP**.

XBOX and **WII** are the most unused videogames. 35 girls and 26 boys (61% out of total number of respondents) say they do not use this type of video games in their free time.

Q2. Which type of TV do you watch in your free time?

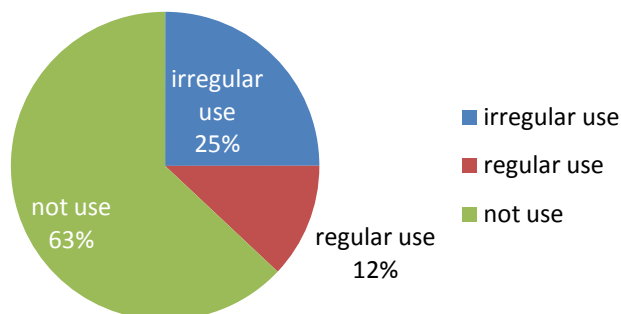
broadcasting tv



gender * btw Crosstabulation			irregular use	regular use	not use	total
gender	male	Count	16	4	30	50
		% within gender	32	8	60	100
	female	Count	12	6	32	50
		% within gender	24	12	64	100
Total		Count	28	10	62	100
		% within gender	28	10	62	100

age * btw Crosstabulation			irregular use	regular use	not use	total
age	11-12	Count	6	2	9	17
		% within age	35	12	53	100
	13-14	Count	11	5	24	40
		% within age	28	13	60	100
	15-16	Count	11	3	29	43
		% within age	26	7	67	100
Total		Count	28	10	62	100
		% within age	28	10	62	100

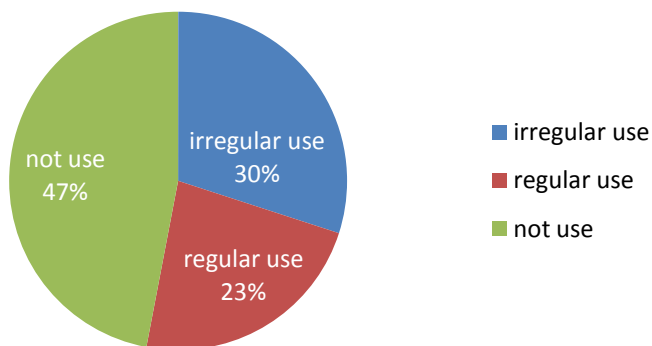
satellite



gender * satellite Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	12	9	29	50
		% within gender	24	18	58	100
	female	Count	13	3	34	50
		% within gender	26	6	68	100
Total		Count	25	12	63	100
		% within gender	25	12	63	100

age * satellite Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	3	1	13	17
		% within age	18	6	76	100
	13-14	Count	13	3	24	40
		% within age	33	8	60	100
	15-16	Count	9	8	26	43
		% within age	21	19	60	100
Total		Count	25	12	63	100
		% within age	25	12	63	100

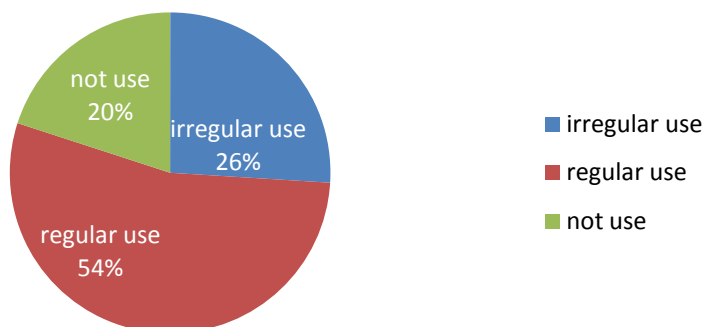
digital terrestrial



gender * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	15	14	21	50
		% within gender	30	28	42	100
	female	Count	15	9	26	50
		% within gender	30	18	52	100
Total		Count	30	23	47	100
		% within gender	30	23	47	100

age * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	4	3	10	17
		% within age	24	18	59	100
	13-14	Count	12	15	13	40
		% within age	30	38	33	100
	15-16	Count	14	5	24	43
		% within age	33	12	56	100
Total		Count	30	23	47	100
		% within age	30	23	47	100

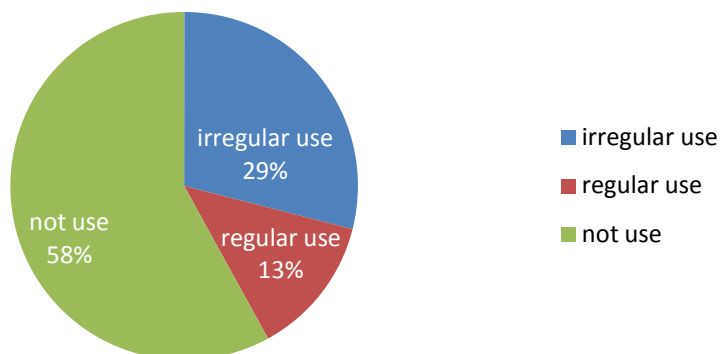
cable tv



gender * cable tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	11	29	10	50
		% within gender	22	58	20	100
	female	Count	15	25	10	50
		% within gender	30	50	20	100
Total		Count	26	54	20	100
		% within gender	26	54	20	100

age * cable tv Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	6	9	2	17
		% within age	35	53	12	100
	13-14	Count	5	26	9	40
		% within age	13	65	23	100
	15-16	Count	15	19	9	43
		% within age	35	44	21	100
Total		Count	26	54	20	100
		% within age	26	54	20	100

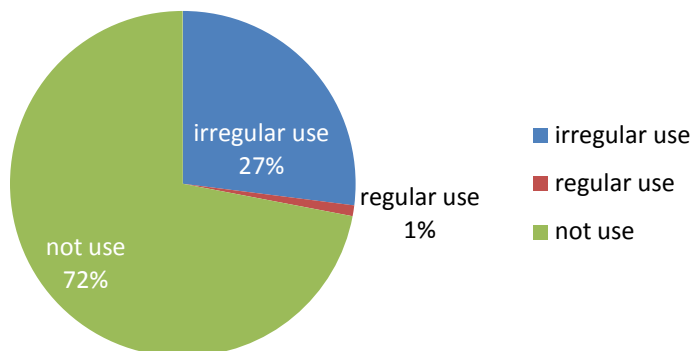
iptv



gender * iptv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	16	8	26	50
		% within gender	32	16	52	100
	female	Count	13	5	32	50
		% within gender	26	10	64	100
Total		Count	29	13	58	100
		% within gender	29	13	58	100

age * iptv Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	2	10	17
		% within age	29	12	59	100
	13-14	Count	11	4	25	40
		% within age	28	10	63	100
	15-16	Count	13	7	23	43
		% within age	30	16	53	100
Total		Count	29	13	58	100
		% within age	29	13	58	100

mobile tv

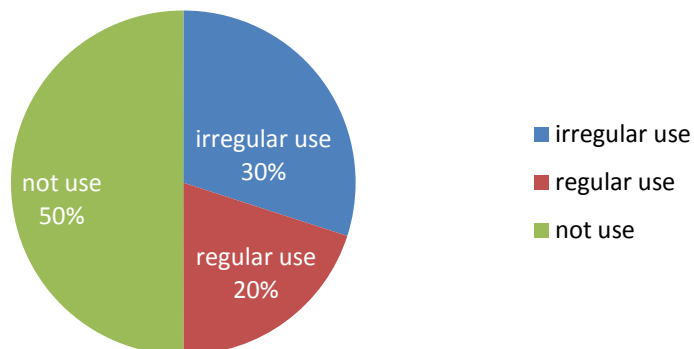


gender * mobile tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	17	1	32	50
		% within gender	34	2	64	100
	female	Count	10	0	40	50
		% within gender	20	0	80	100
Total		Count	27	1	72	100
		% within gender	27	1	72	100

age * mobile tv Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	0	12	17
		% within age	29	0	71	100
	13-14	Count	11	0	29	40
		% within age	28	0	73	100
	15-16	Count	11	1	31	43
		% within age	26	2	72	100
Total		Count	27	1	72	100
		% within age	27	1	72	100

Q3. What kind of radio do you use in your free time?

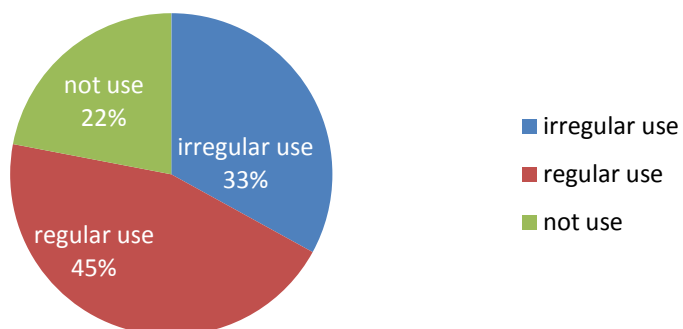
broadcasting radio



gender * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	12	16	22	50
		% within gender	24	32	44	100
	female	Count	18	4	28	50
		% within gender	36	8	56	100
Total		Count	30	20	50	100
		% within gender	30	20	50	100

age * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	10	1	6	17
		% within age	59	6	35	100
	13-14	Count	10	9	21	40
		% within age	25	23	53	100
	15-16	Count	10	10	23	43
		% within age	23	23	53	100
Total		Count	30	20	50	100
		% within age	30	20	50	100

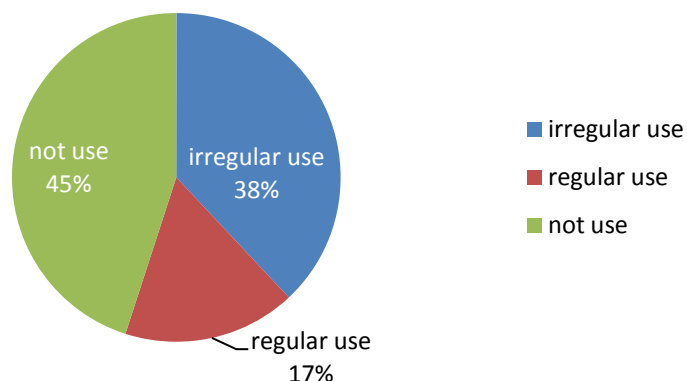
car radio



gender * car radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	19	24	7	50
		% within gender	38	48	14	100
	female	Count	14	21	15	50
		% within gender	28	42	30	100
Total		Count	33	45	22	100
		% within gender	33	45	22	100

age * car radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	8	4	17
		% within age	29	47	24	100
	13-14	Count	17	21	2	40
		% within age	43	53	5	100
	15-16	Count	11	16	16	43
		% within age	26	37	37	100
Total		Count	33	45	22	100
		% within age	33	45	22	100

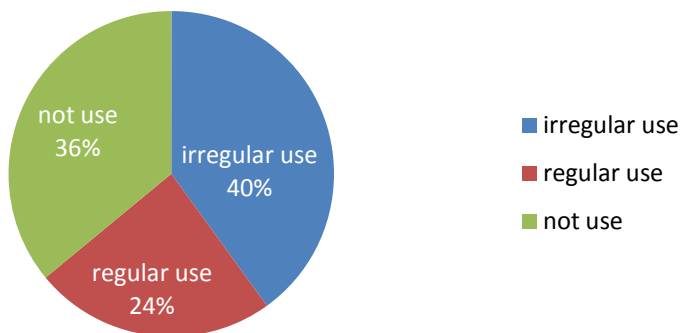
web radio



gender * web radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	22	7	21	50
		% within gender	44	14	42	100
	female	Count	16	10	24	50
		% within gender	32	20	48	100
Total		Count	38	17	45	100
		% within gender	38	17	45	100

age * web radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	2	10	17
		% within age	29	12	59	100
	13-14	Count	15	6	19	40
		% within age	38	15	48	100
	15-16	Count	18	9	16	43
		% within age	42	21	37	100
Total		Count	38	17	45	100
		% within age	38	17	45	100

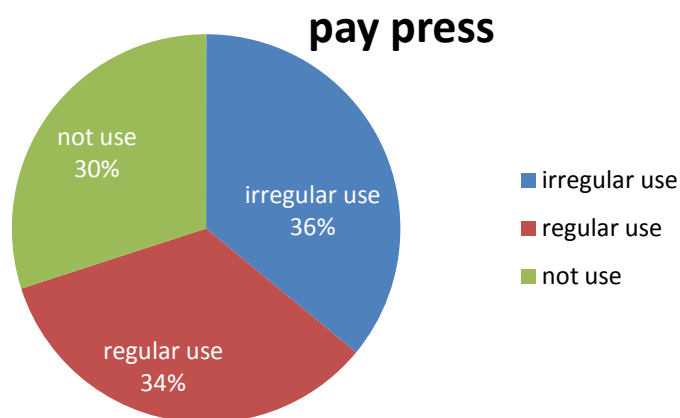
mobile radio



gender * mobile radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	17	11	22	50
		% within gender	34	22	44	100
	female	Count	23	13	14	50
		% within gender	46	26	28	100
Total		Count	40	24	36	100
		% within gender	40	24	36	100

age * mobile radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	5	7	17
		% within age	29	29	41	100
	13-14	Count	17	7	16	40
		% within age	43	18	40	100
	15-16	Count	18	12	13	43
		% within age	42	28	30	100
Total		Count	40	24	36	100
		% within age	40	24	36	100

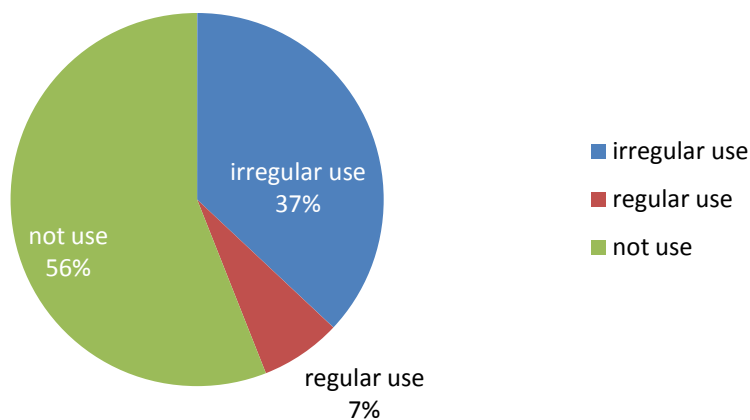
Q4. Which kind of newspaper do you read in your free time?



gender * pay press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	16	20	14	50
		% within gender	32	40	28	100
	female	Count	20	14	16	50
		% within gender	40	28	32	100
Total		Count	36	34	30	100
		% within gender	36	34	30	100

age * pay press Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	5	7	17
		% within age	29	29	41	100
	13-14	Count	12	17	11	40
		% within age	30	43	28	100
	15-16	Count	19	12	12	43
		% within age	44	28	28	100
Total		Count	36	34	30	100
		% within age	36	34	30	100

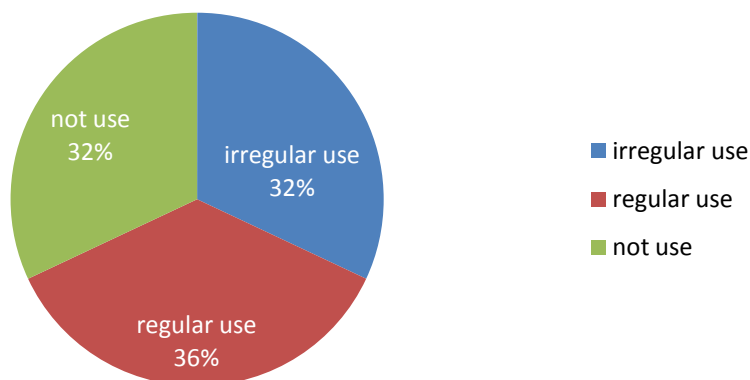
free press



gender * free press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	21	4	25	50
		% within gender	42	8	50	100
	female	Count	16	3	31	50
		% within gender	32	6	62	100
Total		Count	37	7	56	100
		% within gender	37	7	56	100

age * free press Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	9	0	8	17
		% within age	53	0	47	100
	13-14	Count	12	4	24	40
		% within age	30	10	60	100
	15-16	Count	16	3	24	43
		% within age	37	7	56	100
Total		Count	37	7	56	100
		% within age	37	7	56	100

online

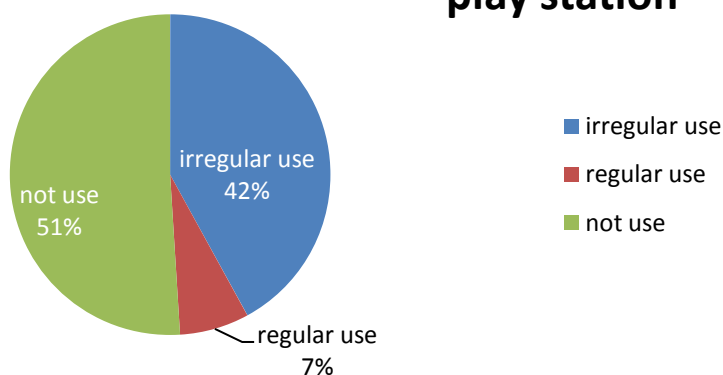


gender * online Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	15	22	13	50
		% within gender	30	44	26	100
	female	Count	17	14	19	50
		% within gender	34	28	38	100
Total		Count	32	36	32	100
		% within gender	32	36	32	100

age * online Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	3	5	9	17
		% within age	18	29	53	100
	13-14	Count	16	14	10	40
		% within age	40	35	25	100
	15-16	Count	13	17	13	43
		% within age	30	40	30	100
Total		Count	32	36	32	100
		% within age	32	36	32	100

Q5. Which videogame do you play in your free time?

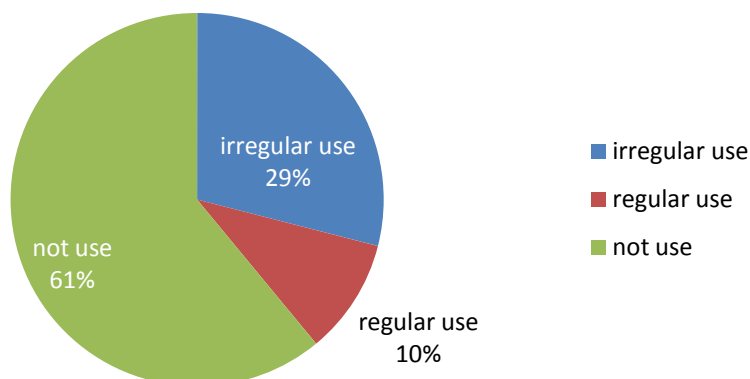
play station



gender * play station Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	24	7	19	50
		% within gender	48	14	38	100
	female	Count	18	0	32	50
		% within gender	36	0	64	100
Total		Count	42	7	51	100
		% within gender	42	7	51	100

age * play station Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	10	0	7	17
		% within age	59	0	41	100
	13-14	Count	16	5	19	40
		% within age	40	13	48	100
	15-16	Count	16	2	25	43
		% within age	37	5	58	100
Total		Count	42	7	51	100
		% within age	42	7	51	100

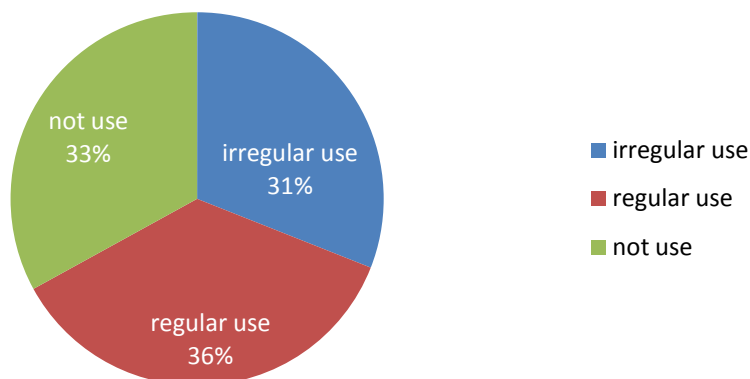
xbox, wii



gender * xbox, wii Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	18	6	26	50
		% within gender	36	12	52	100
	female	Count	11	4	35	50
		% within gender	22	8	70	100
Total		Count	29	10	61	100
		% within gender	29	10	61	100

age * xbox, wii Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	7	2	8	17
		% within age	41	12	47	100
	13-14	Count	11	5	24	40
		% within age	28	13	60	100
	15-16	Count	11	3	29	43
		% within age	26	7	67	100
Total		Count	29	10	61	100
		% within age	29	10	61	100

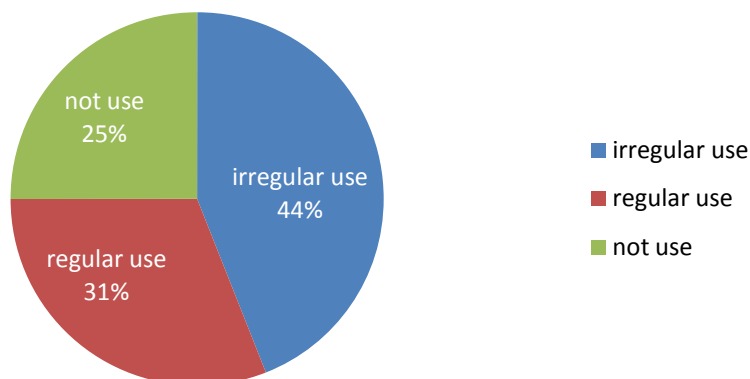
online videogame with other people



gender * online videogame with other people Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	12	26	12	50
		% within gender	24	52	24	100
	female	Count	19	10	21	50
		% within gender	38	20	42	100
Total		Count	31	36	33	100
		% within gender	31	36	33	100

age * online videogame with other people Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	3	10	4	17
		% within age	18	59	24	100
	13-14	Count	15	14	11	40
		% within age	38	35	28	100
	15-16	Count	13	12	18	43
		% within age	30	28	42	100
Total		Count	31	36	33	100
		% within age	31	36	33	100

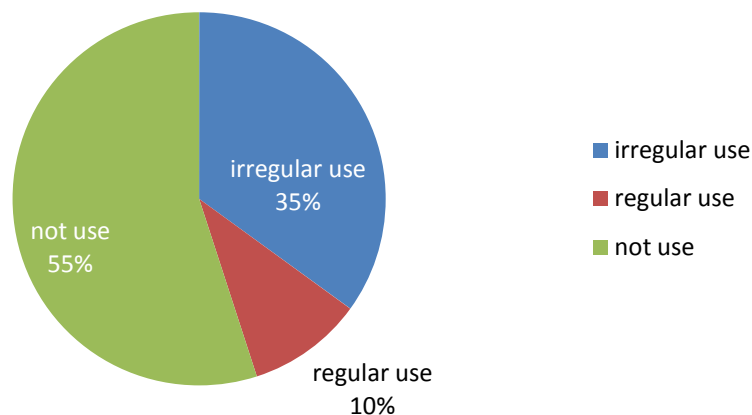
online videogame by yourself



gender * online videogame by yourself Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	19	23	8	50
		% within gender	38	46	16	100
	female	Count	25	8	17	50
		% within gender	50	16	34	100
Total		Count	44	31	25	100
		% within gender	44	31	25	100

age * online videogame by yourself Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	7	7	3	17
		% within age	41	41	18	100
	13-14	Count	16	14	10	40
		% within age	40	35	25	100
	15-16	Count	21	10	12	43
		% within age	49	23	28	100
Total		Count	44	31	25	100
		% within age	44	31	25	100

psp



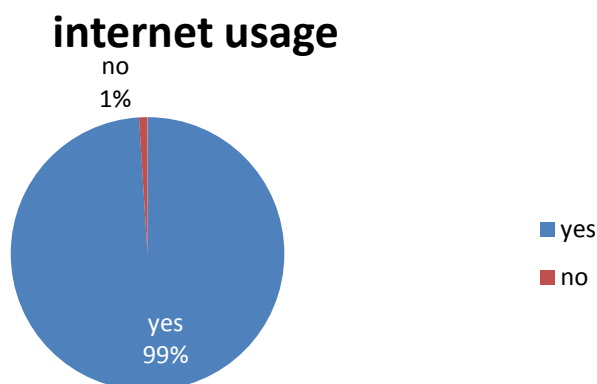
gender * psp Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	20	7	23	50
		% within gender	40	14	46	100
	female	Count	15	3	32	50
		% within gender	30	6	64	100
Total		Count	35	10	55	100
		% within gender	35	10	55	100

age * psp Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	7	3	7	17
		% within age	41	18	41	100
	13-14	Count	14	6	20	40
		% within age	35	15	50	100
	15-16	Count	14	1	28	43
		% within age	33	2	65	100
Total		Count	35	10	55	100
		% within age	35	10	55	100

I.4. Internet use

99 students out of 100 say they use the Internet. The only respondent that told researchers she does not use it, was a 15 years old girl.

Q6. Do you use Internet?



gender * internet Crosstabulation			yes	no	Total
gender	male	Count	50	0	50
		% within gender	100	0	100
	female	Count	49	1	50
		% within gender	98	2	100
Total		Count	99	1	100
		% within gender	99	1	100

age * internet Crosstabulation			yes	no	Total
age	11-12	Count	17	0	17
		% within age	100	0	100
	13-14	Count	40	0	40
		% within age	100	0	100
	15-16	Count	42	1	43
		% within age	98	2	100
Total		Count	99	1	100
		% within age	99	1	100

I.5. Perception And Competence In Media Use

The students believe that people of their own age use the **Internet** mostly for **communicating through instant messaging** (64%), **downloading** (56%) and **searching** (53%).

Also, the students attribute high levels of competence to people their own age that use the Internet for those activities. Surfing is used rarely, but the students believe that those who surf the web do it at a high level of competence.

The rest of the activities related to the Internet receive a small percentage of use. The interviewed students believe that the following Internet activities are *not* popular among their peers: taking part in interactive games, interacting in virtual worlds, using social networks, taking part in specific forums, sharing files, watching TV, creating web pages or blogs etc.

The main activities that students associate with **mobile phones** are **sending sms/mms** (88%) and **listening to music mp3** (83%). Over 60% of the students believe that young people are highly competent (level 6) when it comes to send messages or listen to music with the mobile phone.

33% of the students believe that young people use their mobile phones to make videos/ photos at an average level of competence and 40% of the respondents say that peers send and receive photos/ images/ music through Bluetooth at a high level of competence.

Students involved in the research consider additional facilities of mobile phones like video calling, surfing the Internet, playing games, listening to the radio, and watching TV etc. as not relevant among their peers.

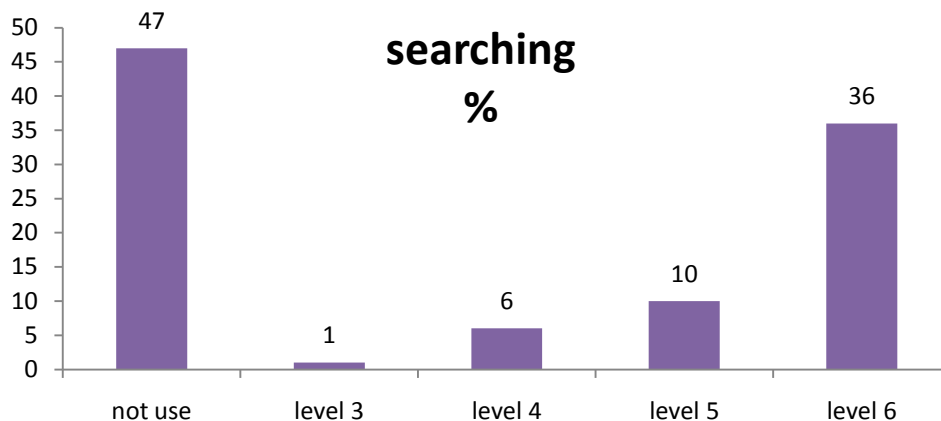
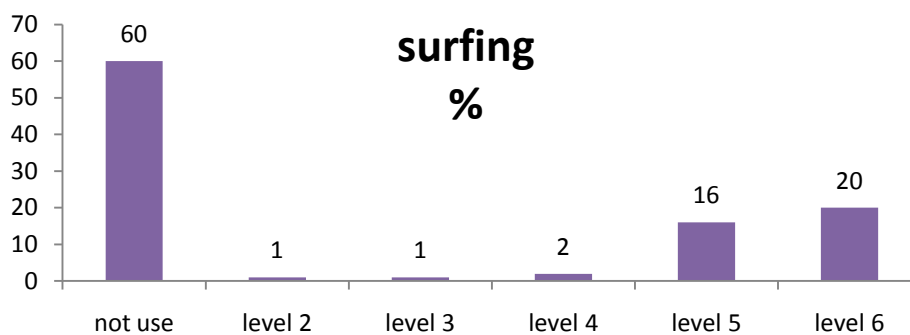
Most of the students say that, in general, young people use the **PC** for **painting and using graphics software** (62%), for **making musical compilations on CD** (61%) and to **make photo albums** (43%). Respondents believe that peers handle PC for this aim with an average level of competence (between level 3 and level 5). Maximum score of competence was given to playing video games on computer. Besides the set categories in the questionnaire, 42 % of the students identified **other** activities related to PC use among young people: creating and editing documents in Windows Office, listening to music, playing video games, surfing the Internet, photo scrape or watching movies.

All the respondents believe that young people of their age generally use the **video camera** to **film sequences on their life events** and almost half of the respondents believe that peers have a maximum level of competence in using the camera with this aim.

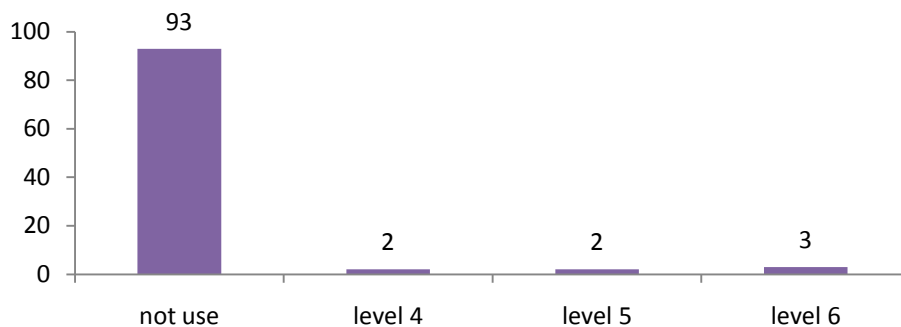
The other main activity related to video camera use is **making an easy video editing** (46% use), but the level of competence of the young people is an average one according to the students' answers.

Other activities mentioned by the respondents in relation to video camera use are: entertainment, making a documentary for school, making videos with friends, music and easy learning and taking pictures.

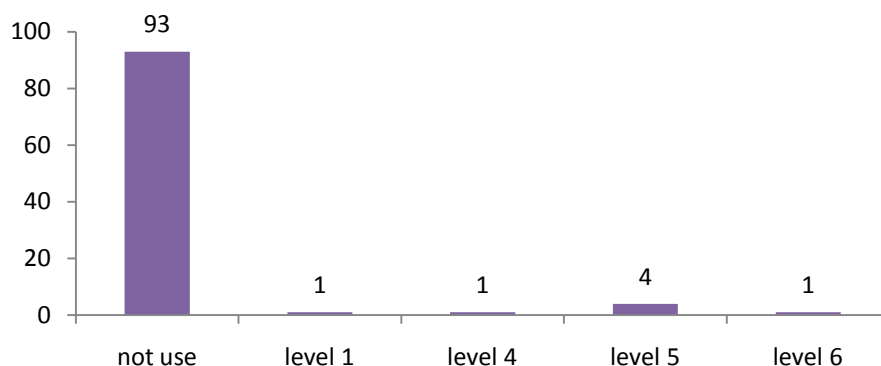
Q7. At your age, boys and girls use Internet for mainly doing what and at what level of competence?



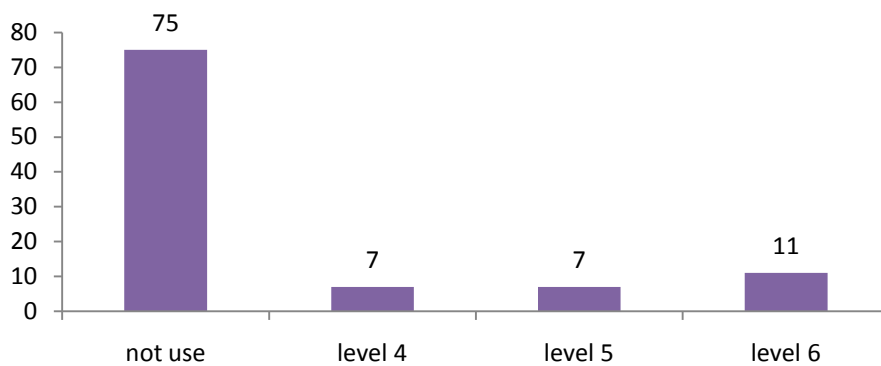
taking part in interactive games %



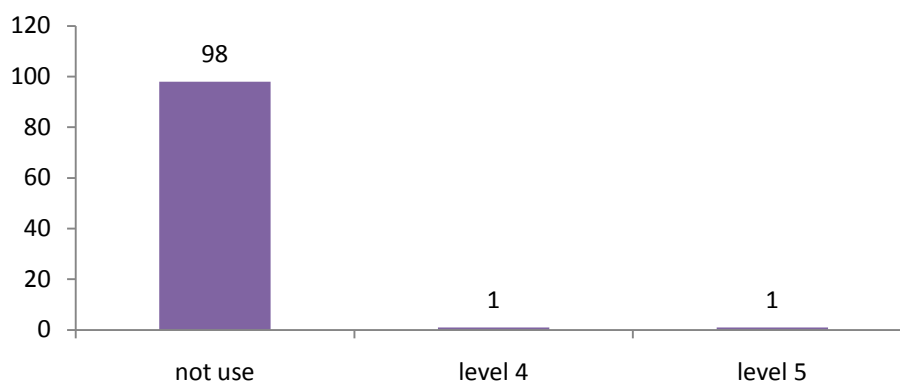
interacting in virtual worlds



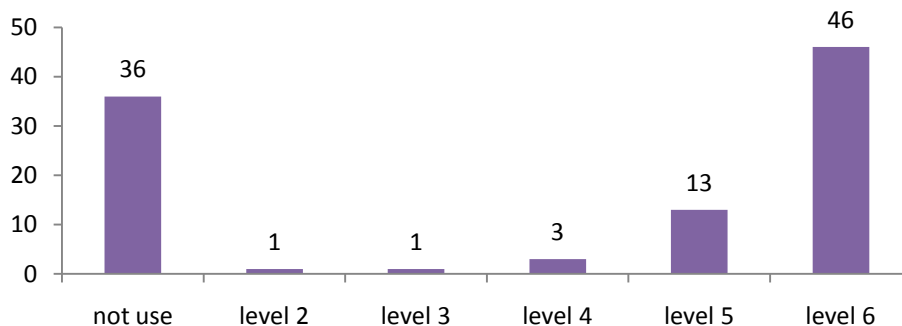
using social networks



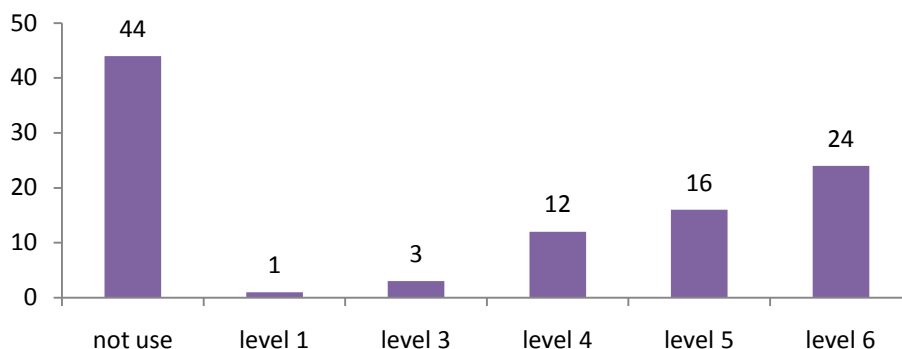
taking part in specific forums



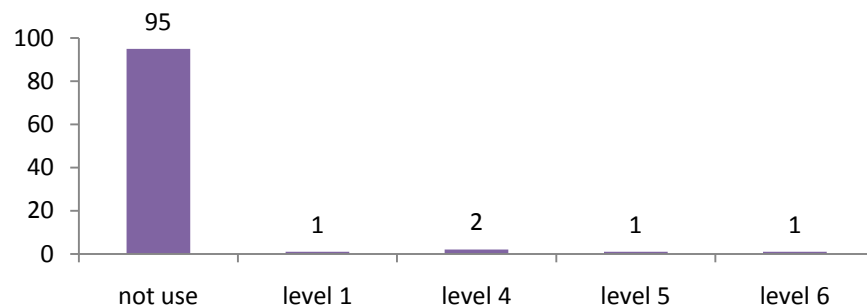
communicating through instant messaging, %



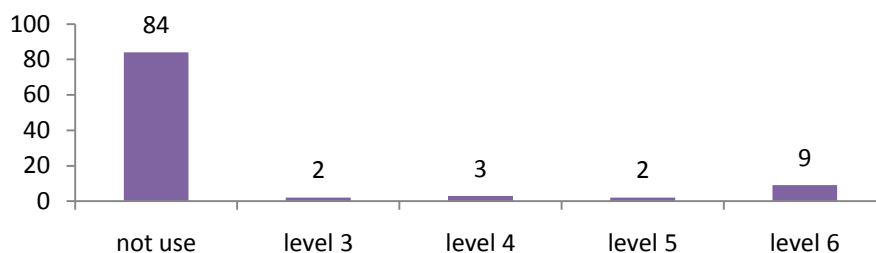
downloading %



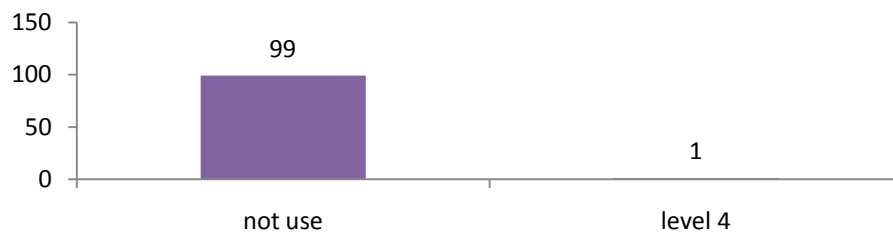
sharing %



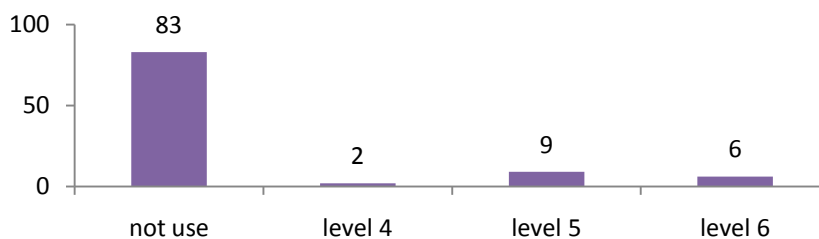
uploading video/photo/music onto a platform, %



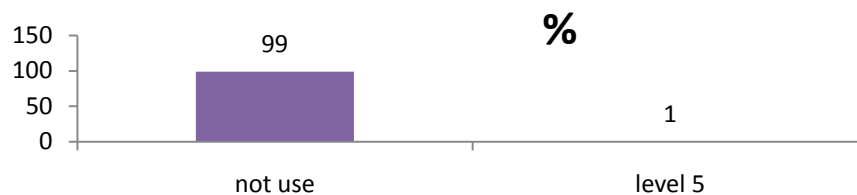
listening to the radio %



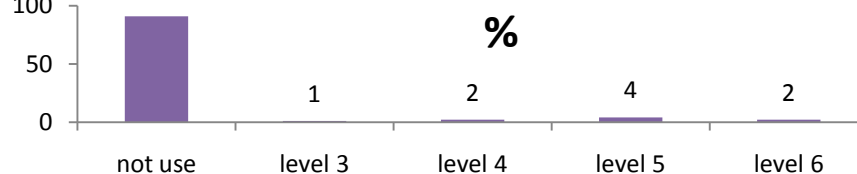
watching tv %



creating web pages

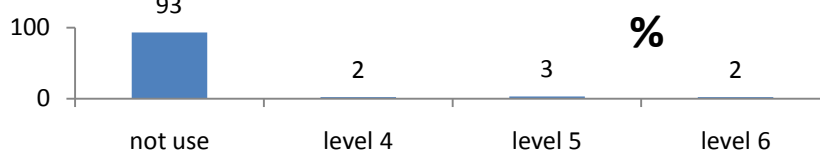


creating a blog

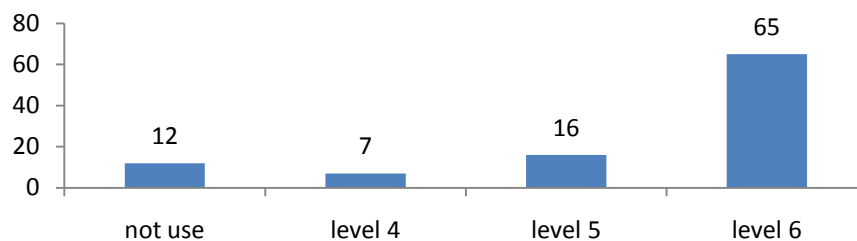


Q8. At your age, boys and girls use the mobile phone for mainly doing what and at what level of competence?

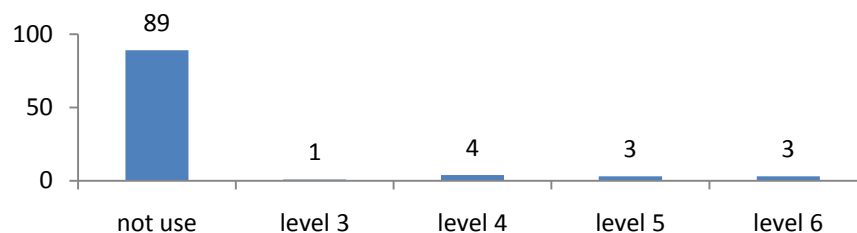
video calling



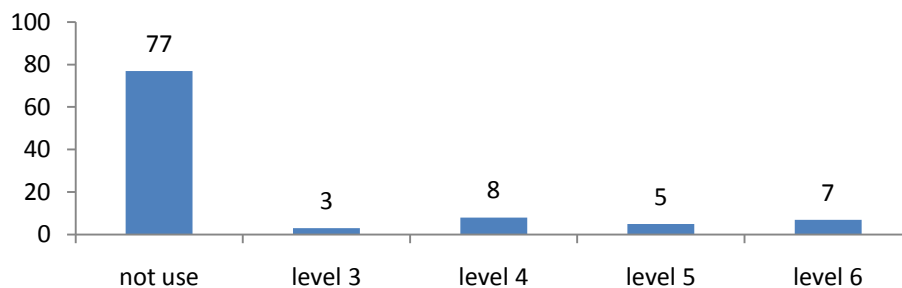
sending sms/mms %



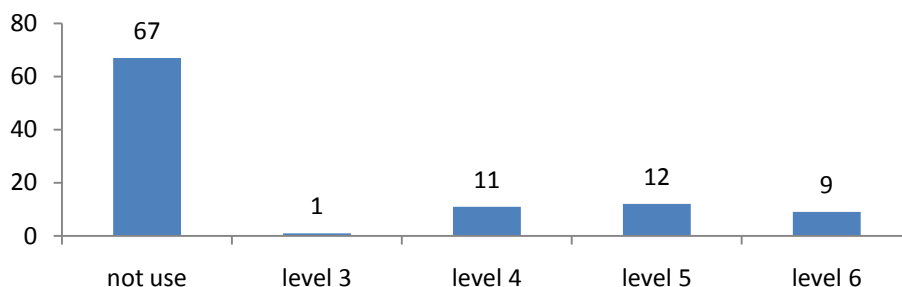
surfing on the internet %



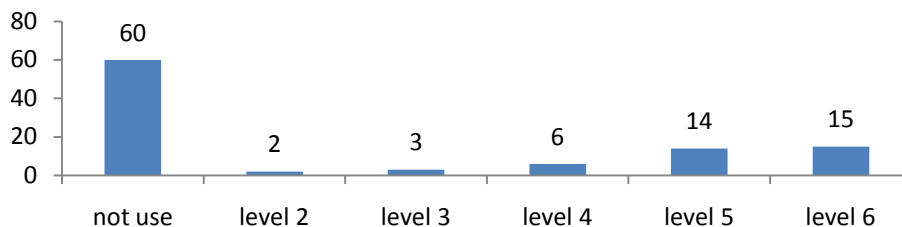
playing games %



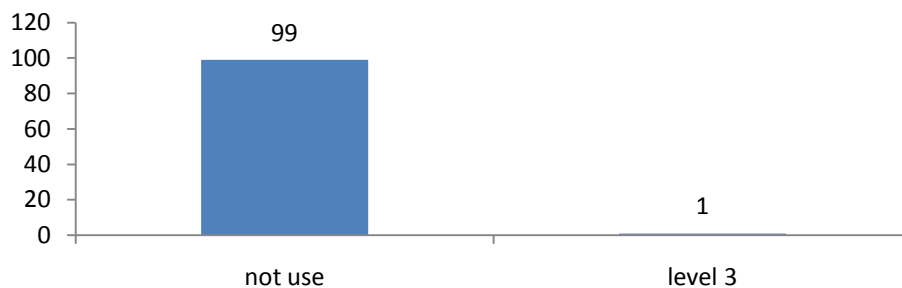
making videos/photos %



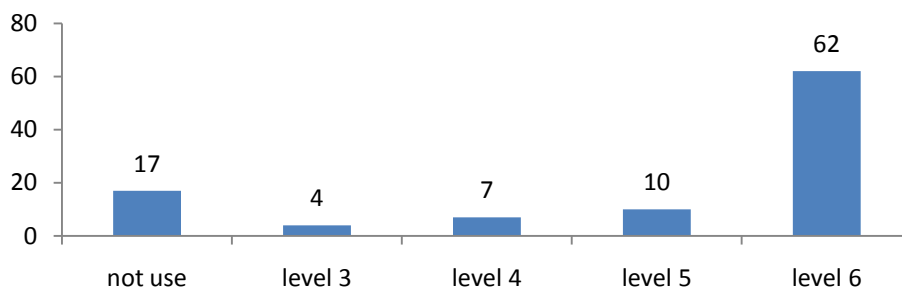
sending and receiving p.,i.,m.throught bluetooth %



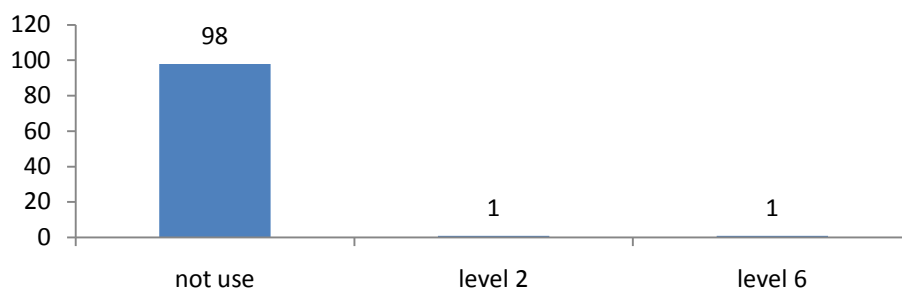
listening to the radio %



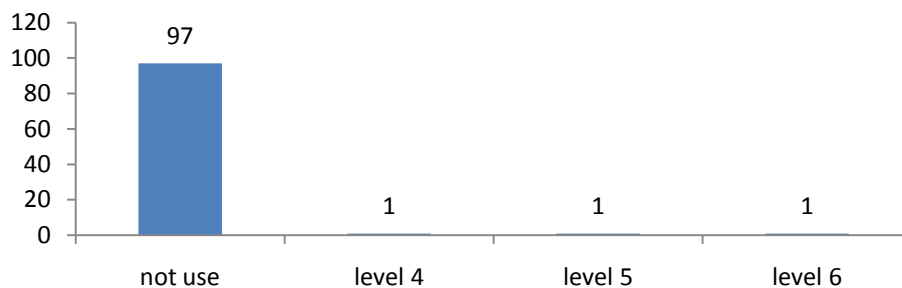
listening to music (mp3) %



watching tv %

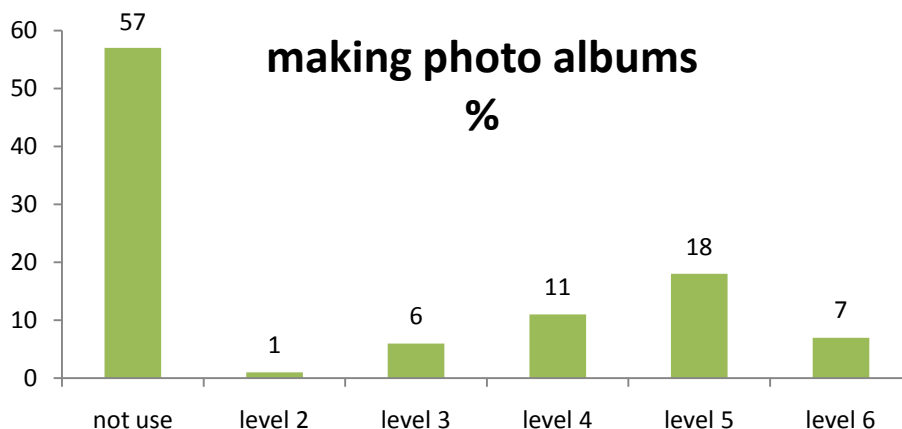
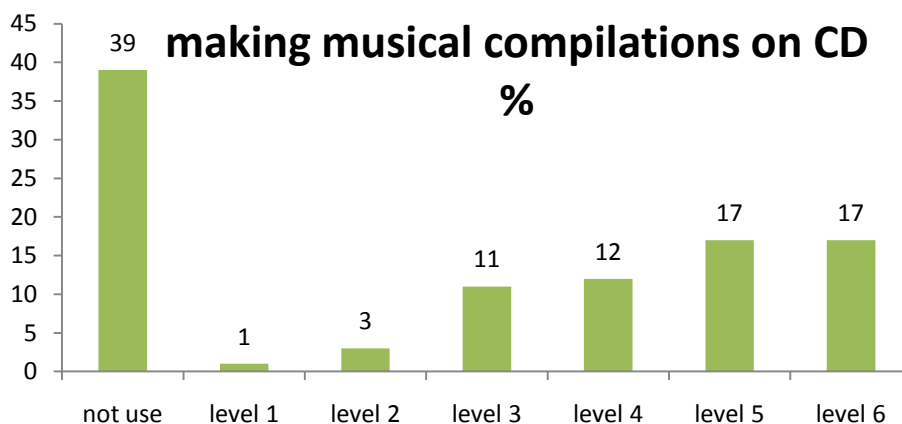


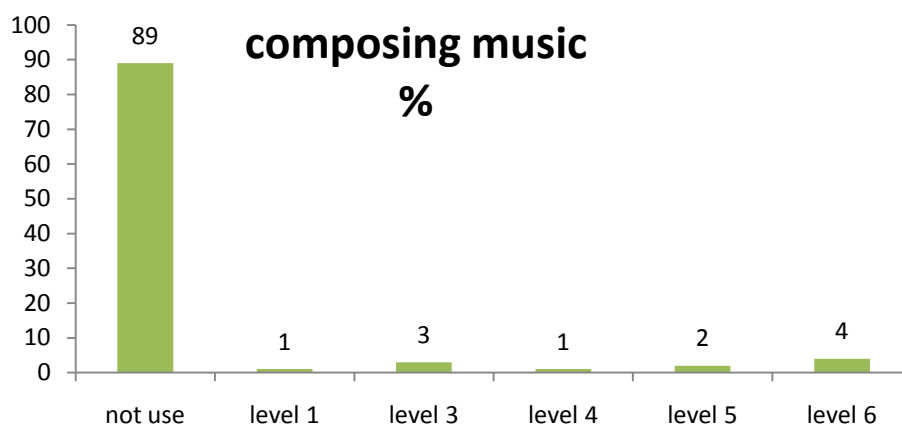
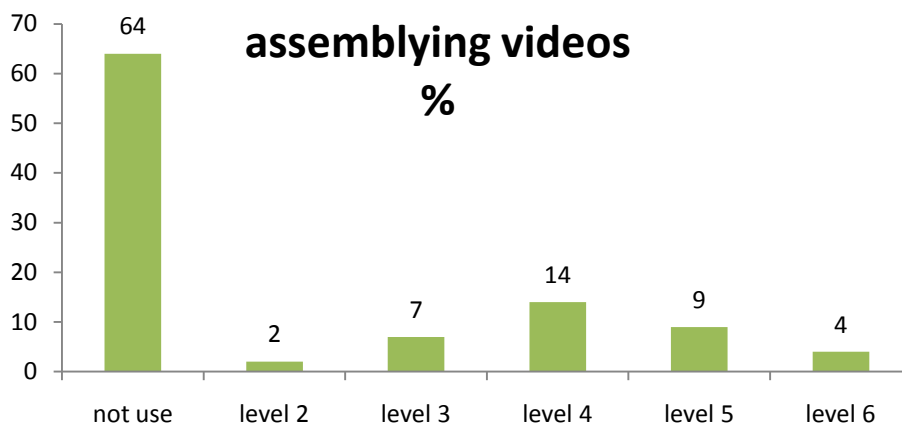
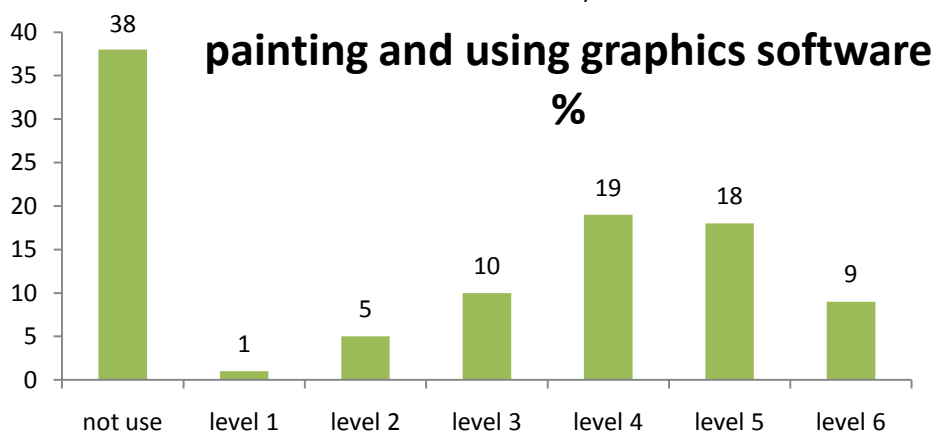
chatting (msn etc) %



Other: normal phone call – 7 mentions (level 6)

Q9. At your age, boys and girls use the PC for mainly doing what and at what level of competence?

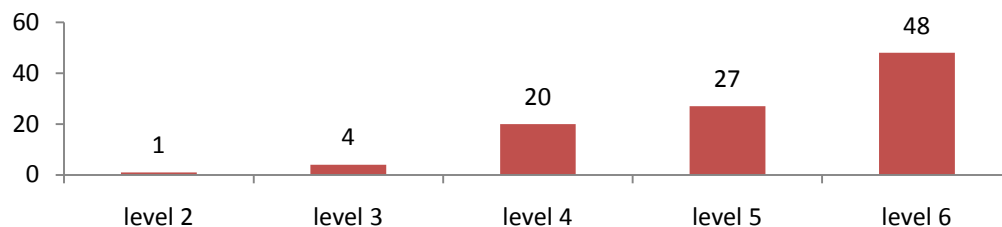




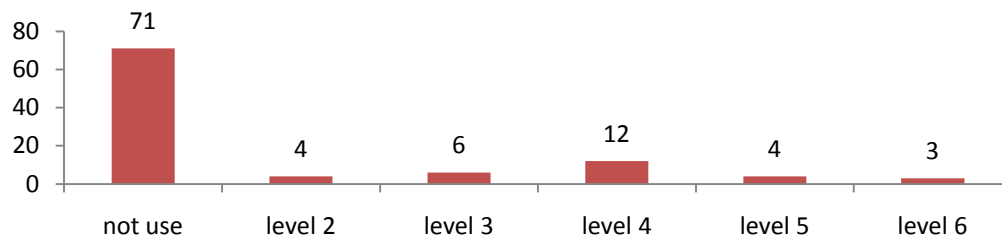
other		-	creating and editing office doc.	listening to music	listening to music and playing video games	navigate the internet	photo scape	playing video games	watching movies	watching movies/ playing video games	total
not use	Count	58	0	0	0	0	0	0	0	0	58
level 3	Count	0	1	0	0	0	0	0	0	0	1
level 4	Count	0	3	0	0	0	0	3	1	0	7
level 5	Count	0	3	2	1	0	1	6	1	0	14
level 6	Count	0	1	3	1	1	0	11	2	1	20
Total	Count	58	8	5	2	1	1	20	4	1	100

Q10. At your age, boys and girls use the video camera for mainly doing what and at what level of competence?

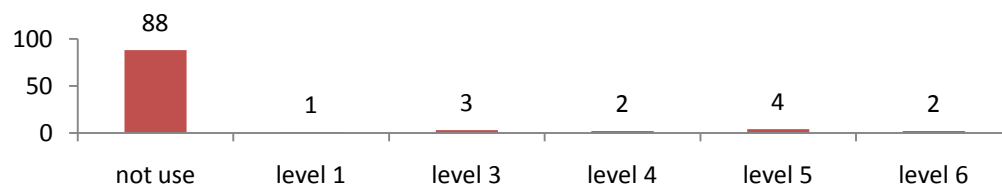
shooting sequences on events of their life %



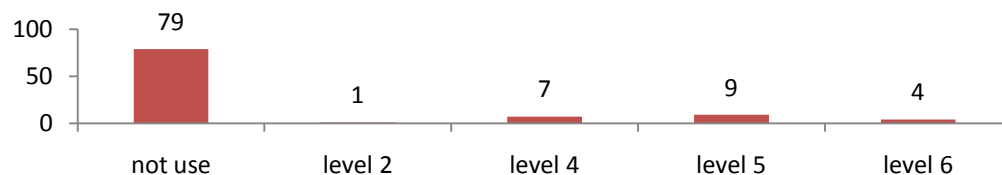
making a video choosing shots %



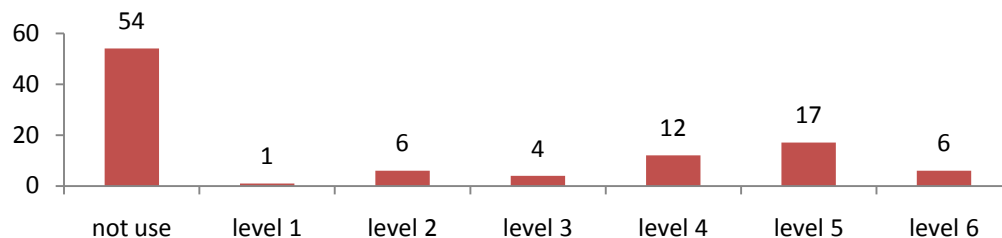
making a video paying attention to the natural and artificial light %



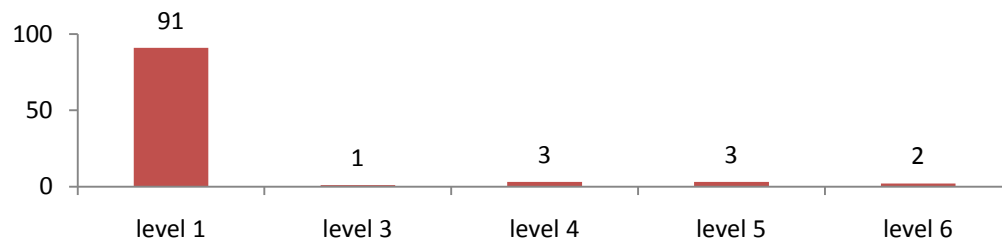
making a video with a good quality of the audio track %



making an easy video editing %



making a multitracks video editing %



other		-	entertainment	making a documentary for school	making videos with friends	music and easy learning	taking pictures	total
not use	Count	92	0	0	0	0	0	92
level 3	Count	0	0	1	0	0	0	1
level 4	Count	0	0	0	1	0	0	1
level 5	Count	0	0	0	0	0	1	1
level 6	Count	0	1	0	0	1	3	5
Total	Count	92	1	1	1	1	4	100

I.6. Best Media To Share, To Communicate And To Express

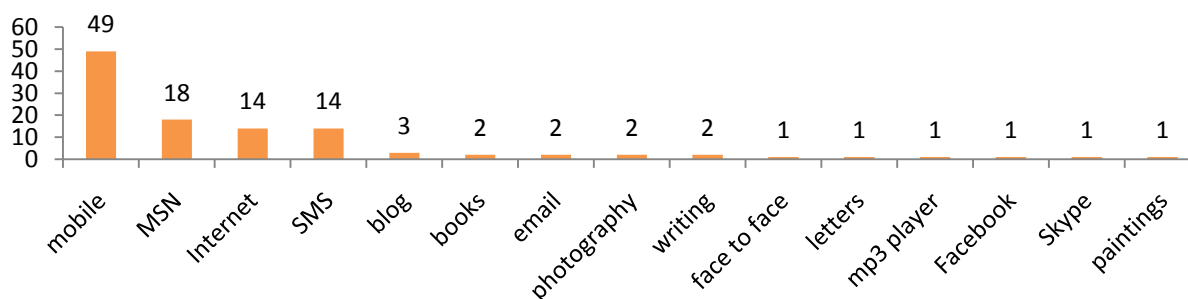
Students believe that the best media **for sharing** are **Internet, Yahoo Messenger** and **mobile phone**. Almost half of the respondents say that the best media to share emotions ARE the mobile phones (49%), followed by Yahoo Messenger (18%). The best media to share knowledge are Internet (46%) and Yahoo Messenger (23%). To share experiences, the students use mostly mobile phones (32%) and the Internet (31%). When it comes to share school material, the respondents believe that the best way to do it is through Internet (46%) and especially through Yahoo Messenger (23%). Photos, videos and written materials are best shared through Internet (50%) and especially through Yahoo Messenger (27%).

Most of the students believe that in general, the best way **to communicate** with their friends, parents or schoolmates is through **mobile phone** or **Internet**. The respondents prefer also to communicate with their parents face to face when it comes to a personal situation, pleasant/ unpleasant emotions or events, interests and hobbies.

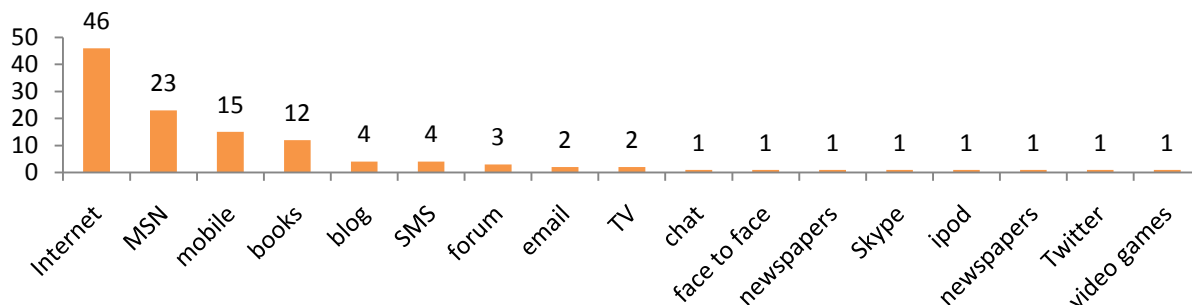
Teenagers say that the best media **to express** their emotions, thoughts and experience are **Internet** (23% emotions, 28% thoughts and 33% experience); **mobile phone** (54% emotions, 25% thoughts and 23% experience) and **Yahoo Messenger** (7% emotions, 9% thoughts and 14% experience).

Q11. At your age, which are the best media to share...

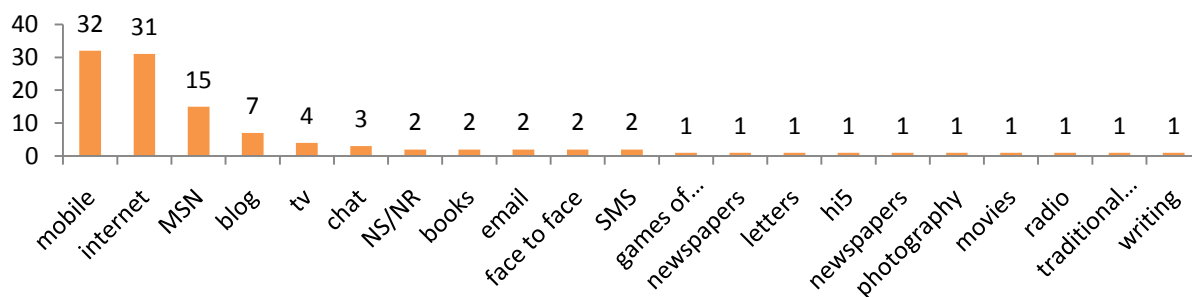
best media to share: emotions % (multiple answer)



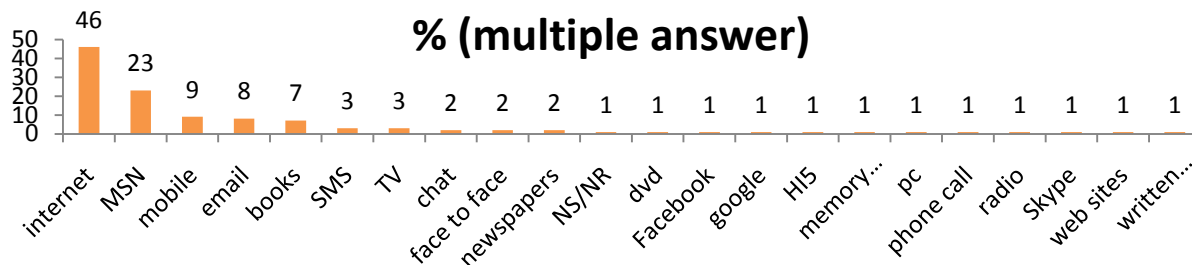
best media to share: knowledge % (multiple answer)



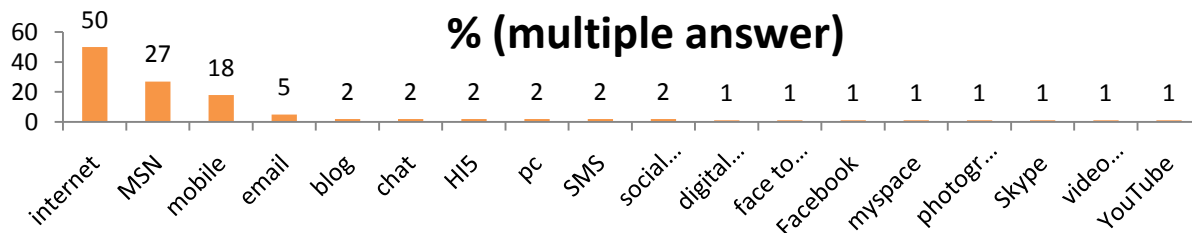
best media to share: experiences % (multiple answer)



best media to share: school material % (multiple answer)

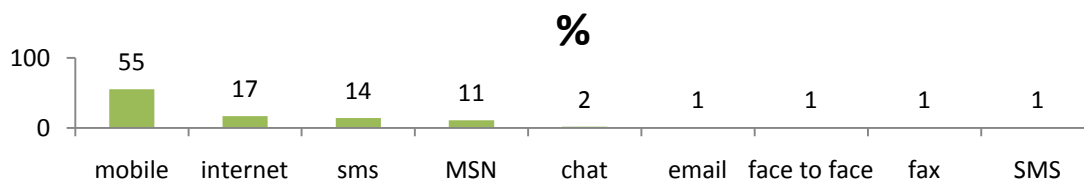


best media to share: photos, videos, written papers...

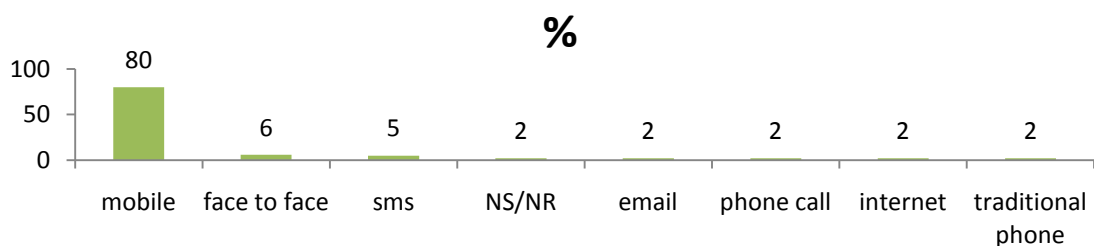


Q12. At your age, which are the best media to communicate...

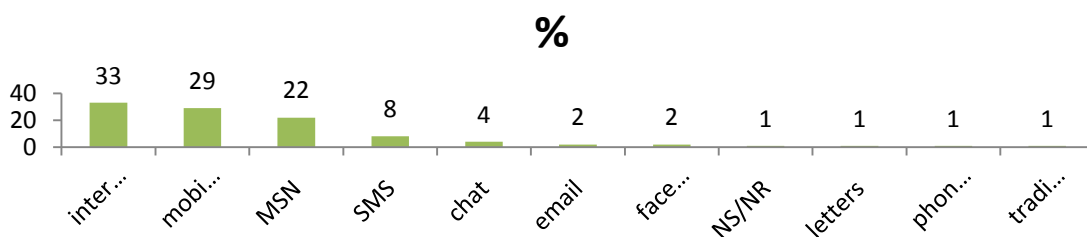
best media to communicate a date, a notice: to friends



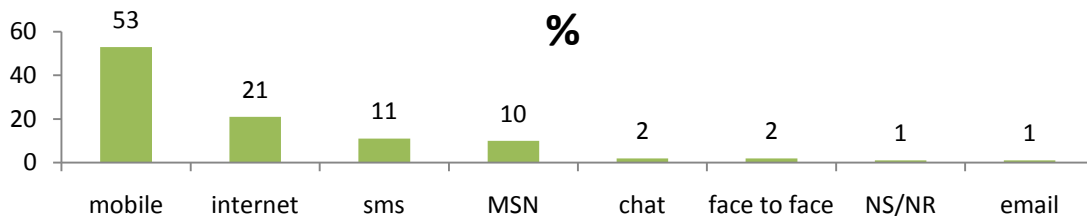
best media to communicate a date, a notice: to parents



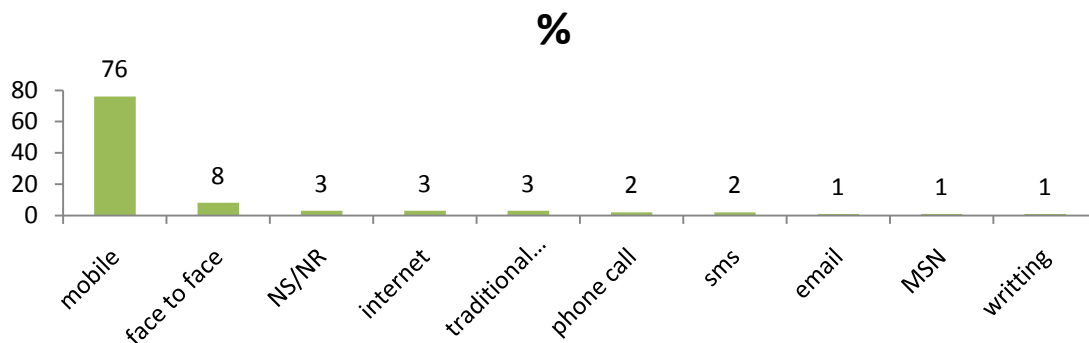
best media to communicate a date, a notice: to schoolmates



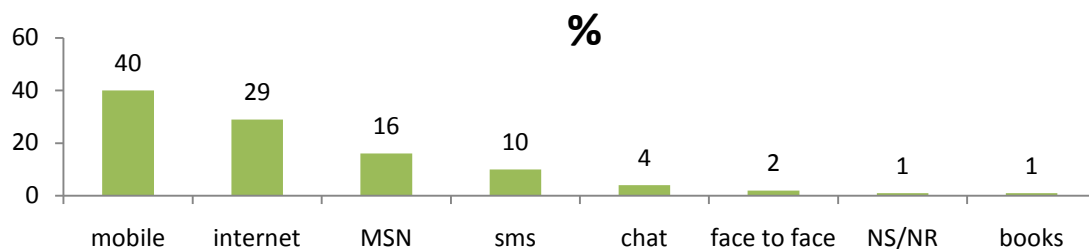
a personal situation: to friends



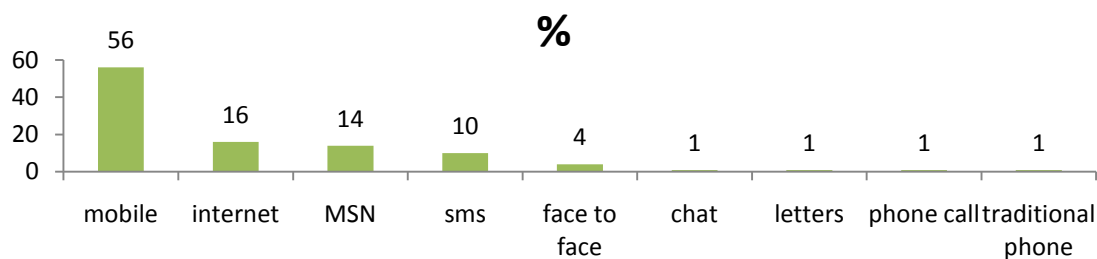
a personal situation: to parents



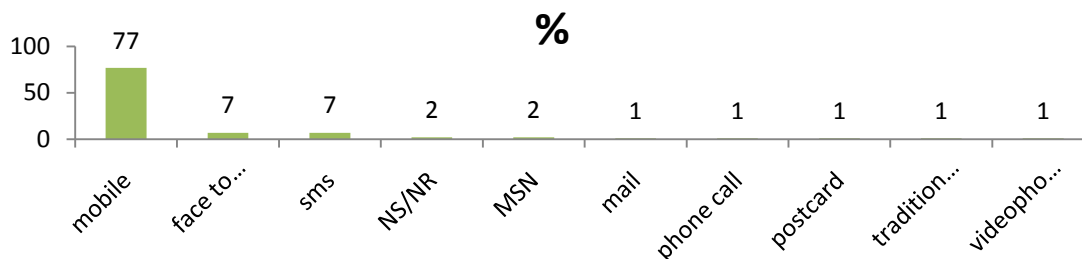
a personal situation: to schoolmates



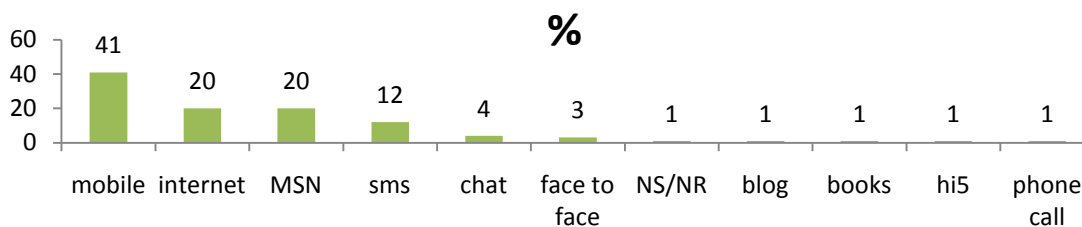
a pleasant emotion: to friends



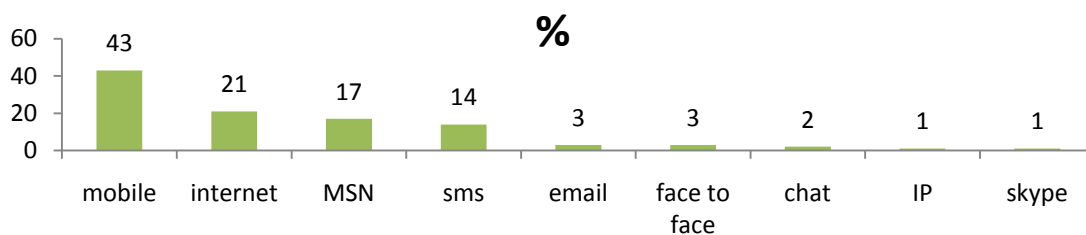
a pleasant emotion: to parents



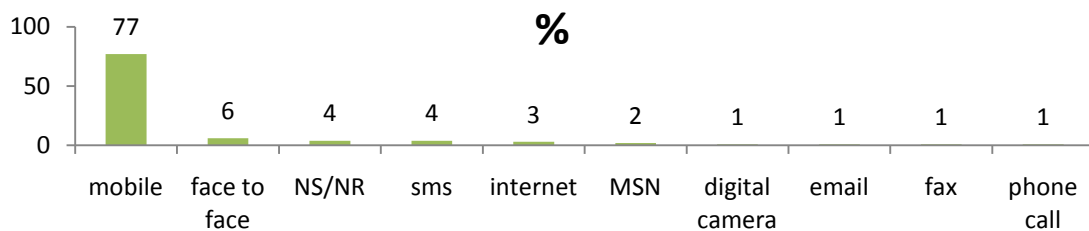
a pleasant emotion: to schoolmates



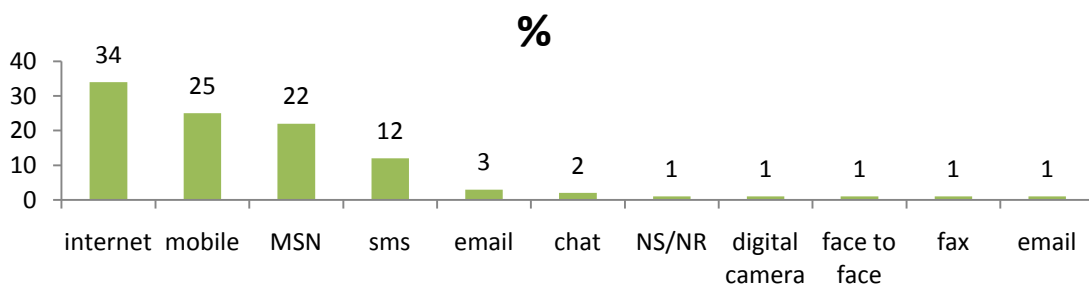
an unpleasant emotion: to friends



a unpleasant emotion: to parents

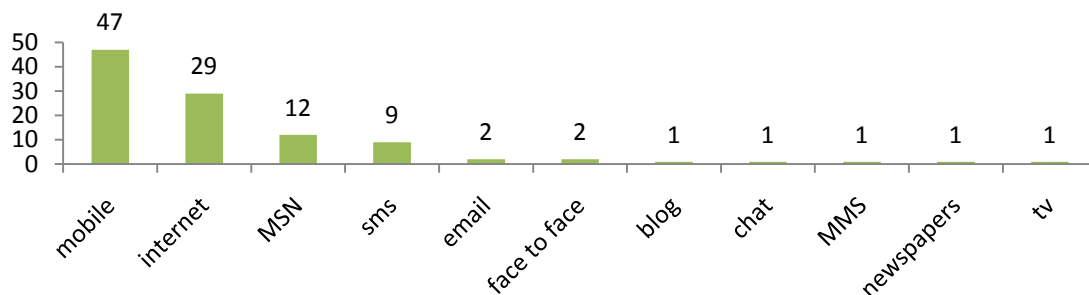


a unpleasant emotion: to schoolmates



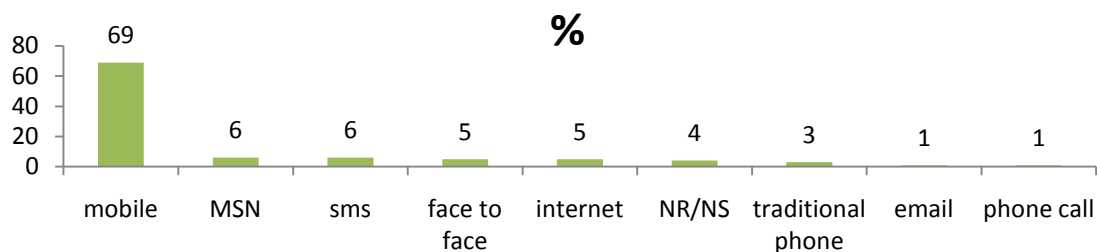
events, interests and hobbies: to friends

%



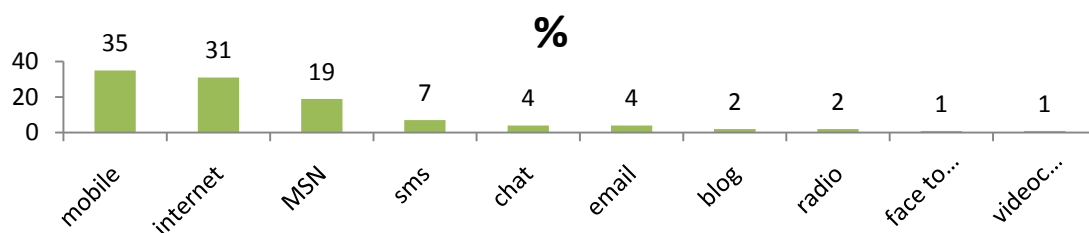
events, interests and hobbies: to parents

%



events, interests and hobbies: to schoolmates

%



Q13. At your age, which are the best media to express:

best media to express: your emotions	Frequency	Valid Percent
mobile	54	54
internet	23	23
MSN	7	7
photography	4	4
face to face	3	3
letters	3	3
books	3	3
blog	2	2
chat	2	2
pc	2	2
cartoons	1	1
diary	1	1
radio	1	1
letters	1	1
videos	1	1
mp3 player	1	1
sms	1	1
online music	1	1
online newspapers	1	1
poetry	1	1
Skype	1	1
traditional phone	1	1
NS/NR	1	1

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best media to express: your thoughts	Frequency	Valid Percent
internet	28	28
mobile	25	25
MSN	9	9
blog	8	8
sms	6	6
diary	5	5
face to face	4	4
books	4	4
mobile	4	4
NS/NR	2	2
letters	2	2
radio	2	2
tv	2	2
blog	1	1
newspapers	1	1
pc	1	1
photography	1	1
poetry	1	1
twitter	1	1
writing	1	1

best media to express: your experience	Frequency	Valid Percent
internet	33	33
mobile	23	23
MSN	14	14
blog	7	7
photography	6	6
face to face	4	4
sms	4	4
NS/NR	3	3
chat	2	2
email	2	2
pc	2	2
radio	2	2
games	1	1
hi5	1	1
MySpace	1	1
music	1	1
traditional phone	1	1
TV	1	1
video camera	1	1
YouTube	1	1

I.7. Feeling Thermometer

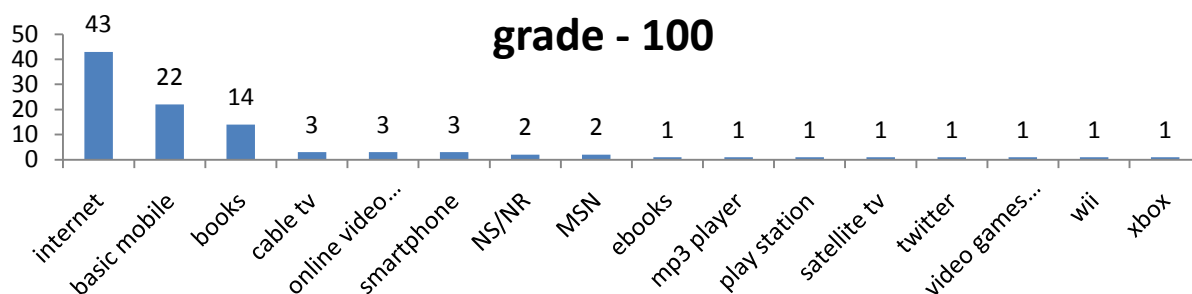
According to the students' responses, the hottest media are the **Internet** and the **basic mobile phone** (100 and 90 degrees) and the coldest media, that they do not feel favorable to, are the **pay press** and the **traditional radio** (0 degrees).

Within their justification, the students say that the Internet is wide, at hand, a great place where they can find information and a great communication tool. At the same time, basic mobile phones are useful communication instruments.

The respondents affirm that they do not like and do not use very often the pay press and the traditional radio because they find them boring or useless.

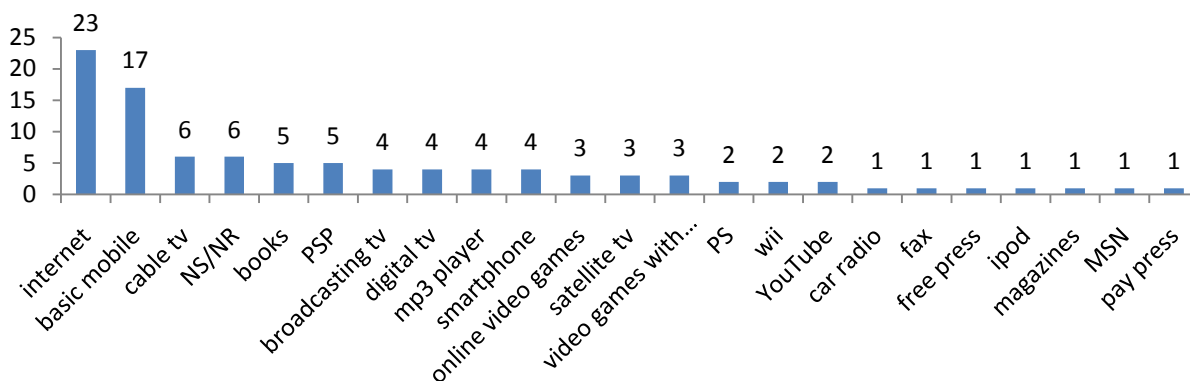
Generally, students offered to books 80 degrees, to mp3 player 70 degrees and to PSP 10 degrees on their feeling thermometer.

Q14. Rate the following media using the feeling thermometer. Give 100 to the hottest (you feel totally favorable and warm toward that medium) and 0 to the coldest (you don't feel favorable and you don't care at all for that medium). Please justify your answers.



100	NS/NR	basic mobile	books	cable tv	ebooks	internet	mp3 player	MSN	online video games	play station	satellite tv	smartphone	twitter	video games with pc	wii	xbox	Total
NS/NR	2	3															5
accessible						1											1
athand		3				6		1			1	1		1			13
communication		6				6		1				1					14
communication/ information						1											1
creativity			1														1
educative			2	1													3
emotion						1											1
entertainment						1				1							2
fast		1															1
friend		1															1
fun						2			1							1	4
global resource						1											1
habit/ relaxation/ information						1											1
I like			1			3			1				1				6
I use very often						2											2
information		1	2	2		9											14
information/ sentimental resource			1														1
interaction						1											1
music							1										1
music/ communication		1															1
online games						1			1								2
practical		1				1											2
practical/ helpful		1															1
reading			5														5
relaxation															1		1
relaxation/ information			1														1
simpathetic			1														1
useful		3			1	2						1					7
useful/ communication						1											1
useful/ indispensable		1															1
wide						3											3
Total	2	22	14	3	1	43	1	2	3	1	1	3	1	1	1	1	100

grade - 90



90	basic mobile	books	broadcasting tv	cable tv	car radio	digital tv	fax	free press	internet	ipod	magazines	mp3 player	MSN	online video games	pay press	PS	PSP	satellite tv	smartphone	video games with pc	wii	YouTube	Total
-	6	1							1				1										9
athand	1								5								1						7
communication		7							4					2									13
communication / athand	1																						1
communication / photo	1																						1
efficient			1																				1
entertainment				1																1			2
fascinating																				1			1
fast							1																1
fun									1					1		2	3						7
fun/ information						1																	1
games/ sms	1																						1
gossip										1													1
helpful									1								1						2
I like it			1						1		1										1		4
I use very often				1		1			2									1			1		6
information	1		2	2				1	5						1			2				1	15

	Project Number 142239-LEP-11-2008-1111-COMENIUS-Civ																					
inspiration			1																	1		
intelligent																		1		1		
interesting																			1	1		
it is like me		1																		1		
movies							1													1		
movies/ music					1															1		
multifunctional																		2		2		
music						1						3								5		
nice					1															1		
portable																1				1		
relaxation			1	1																2		
relaxation/ information					1															1		
relaxation/ music												1								1		
sharing		1																		1		
sms		1																		1		
upload										1										1		
useful		1																		1		
various							1			1										2		
vital		1																		1		
wide										1										1		
Total	6	1 7	5	4	6	1	4	1	1	2 3	1	1	4	1	3	1	2	5	3	4 3	2 2	0 0

Category	Count
books	16
cable tv	13
basic mobile	10
mp3 player	8
NS/NR	7
internet	6
pay press	6
digital tv	4
satellite tv	4
car radio	3
online...	3
PS	3
PSP	3
broadcastin...	2
mobile...	2
MSN	2
smartphone	2
online press	1
photography	1
videophone	1
webcam	1
YouTube	1

80	-	basic mobile	books	broadcasting tv	cable tv	car radio	digital tv	internet	mobile phone	radio	mp3 player	MSN	online press	online video	games	pay press	photography	PS	PSP	satellite tv	smartphone	video games with pc	videophone	webcam	youtube	Total
-	7				1		1									1		1								10
affordable																1										1
athand		1																								1
beautiful					1																					1
communication/ research		5						1				1														7
educative/ relaxation			1																							1
enlightenment			1																							1
entertainment											1															1
expensive																					1					1
fantasy			1																							1
fast													1													1
fun											1			2				1								4
fun/ addiction												1														1
fun/ relaxation						1																				1
helpful			1																							1
hobby			1																							1
I don't use very often				1												1		1								3
I like			2		1														1							4
I use very often		1				1				1																3
imagination																						1				1
information			4		6											4				2						16
information/ communication								1																		1
information/ educative			1				1																			2
live				1																						1
inspiration					1																					1
interaction		1												1					1							3
interesting			1		1			1												1				1		5
movies							1																		1	2
music						1					2															3
necessary			1																							1
nice																							1			1
obligation			1																							1
passion																	1									1

	Project Number: 142299-ELF-1-2008-1-11-COMENIOS-CMI																							
portable								1	1														2	
relaxation			1		2				3									1					7	
sharing																			1				1	
surfing								1															1	
useful		1						1								1							3	
various							1	1															2	
vital		1																					1	
Total	7	10	6	2	3	3	4	6	2	8	2	1	3	6	1	3	3	4	2	1	1	1	1	100

Media Type	Count
mp3 player	15
cable tv	11
books	10
NS/NR	9
internet	9
basic mobile...	7
pay press	6
online press	5
car radio	3
digital tv	3
PC	3
broadcasting tv	2
online video...	2
PSP	2
smartphone	2
traditional radio	2
video games...	2
web radio	2
ebooks	1
mobile phone...	1
satellite tv	1
video camera	1
videophone	1



	Project Number: 142233-LLP-1-2008-1-1- COMENIUS-GM1																						
fun		1	1		1		1												1			5	
games														1								1	
helpful						1						1	2	1								5	
I don't use very often															1							1	
I use very often										1												1	
information					4		1				2		3					1				1	
information/interesting					1																	1	
information/movies				1																		1	
interesting			1			1					1			1		1		1				6	
movies					1																	1	
multifunctional																	2					2	
music				1		1					9										1	1	
nice								1								1						2	
opinion			1																			1	
photo													1									1	
portable											2											2	
relaxation			2		1				1	1	3								1			9	
sharing			1																			1	
various							1		2													3	
vital/communication			1																			1	
Total	9	7	1	2	1	3	3	1	9	1	5	5	2	6	2	1	2	1	2	2	1	2	0

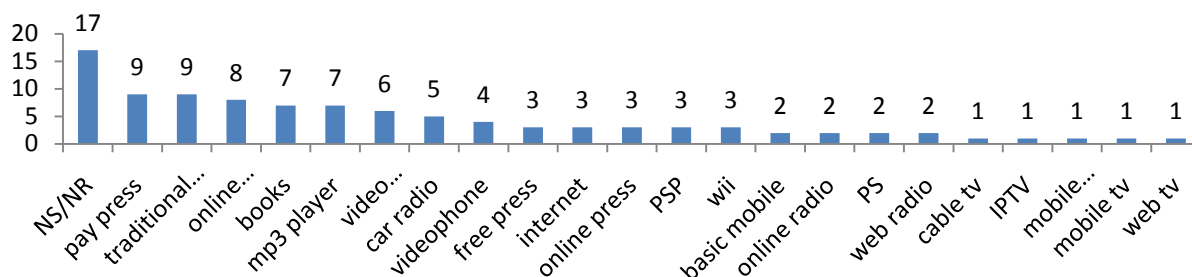
Media Type	Number of People
NS/NR	14
pay press	11
car radio	9
books	8
video games...	8
cable tv	6
online press	6
online video...	6
basic mobile	5
internet	5
videophone	4
mobile phone...	3
wii	3
PSP	2
broadcasting tv	1
free press	1
H15	1
internet on...	1
IPTV	1
mp3 player	1
pc	1
PS	1
traditional radio	1
youtube	1

60	.	basic mobile	books	broadcasting tv	cable tv	car radio	free press	Hi5	internet	internet on mobile	phone	IPTV	mobile phone radio	mp3 player	online press	online video games	pay press	pc	PS	PSP	traditional radio	video games with pc	videophone	wii	youtube	Total
-	14				1	1							1			1	1									19
accessible															1											1
athand		1									1			1	2								1			6
communication		2						1	1										1			1	1			7
companionship				1																						1
cool																							1			1
educative			1																							1
fantasy			1																				1			2
fashionable		1																								1
fun			1			2										1		1				5				10
gossip																	1									1
I don't buy																	1									1
I don't use very often																					1					1
I like						1																	1			2
I use very often																	2									2
information			5		1		1		1						2		6							1		17
information/ communication									1																	1
information/ fun									1																	1
information/ music													1													1
interesting					1																		1			2
music						1																				1
necessary															1											1
nice										1						1										2
photo																							1			1
portable						1							1							1						3
relaxation						2			1							3				1	1	1				9
relaxation/ information/ movies					1																					1
useful						1																				1

Media Type	Number of People
NS/NR	14
books	10
cable tv	9
online press	8
pay press	7
smartphone	7
basic mobile	6
video games with pc	5
car radio	4
traditional radio	4
mp3 player	3
online video games	3
wii	3
free press	2
internet	2
mobile tv	2
PS	2
PSP	2
internet forums	1
pc pictures	1
videophone	1



grade - 40



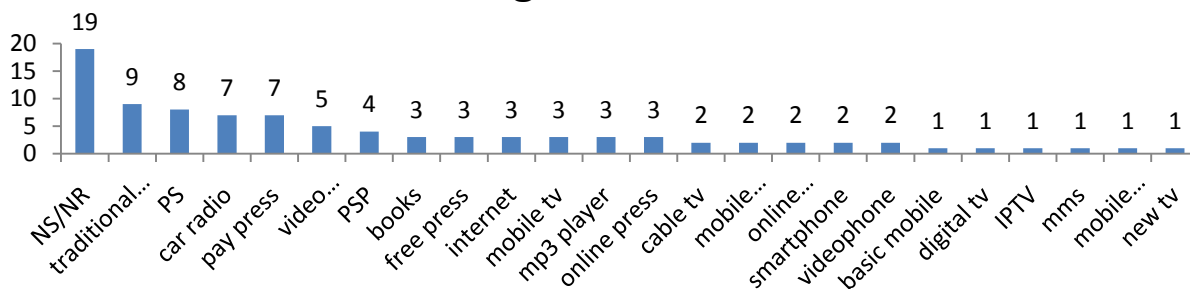
40		basic mobile	books	cable tv	car radio	free press	internet	IPTV	radio	mobile tv	mp3 player	online press	online radio	games	pay press	PS	PSP	traditional radio	pc	videophone	web radio	web tv	wii	Total
-	17		2					1			1			1			1	2		1			1	27
athand						1														1				2
boring															1				1					2
communic ation		1					1							1						1				4
entertainm ent																		1	1					2
fantasy			1																					1
fun														3		2								5
fun/ communic ation		1																						1
fun/ information																		1						1
fun/ interesting																			1					1
fun/ relaxation														1										1
I don't like			1										1	0				1	1				1	5
I don't use very often			1						1					1	2		1	1						7
I like											1													1
I use very often					1												1							2

	Project Number 142239-LLP-4-2000-1-11-COMENIOS-CM																									
incomplete					1		1						2			4								1		1
information					1		1						2			4										8
interaction																1							1			2
interesting																							1			1
music												1														1
necessary					0	1											1									2
nice					1																					1
not helpful													1													1
not interesting																	1									1
not useful													1						1			1				3
ok			1																1							2
out of fashion			1																							1
portable											1	1														2
relaxation				1	2	1						2							1	1			1			9
selective																								1		1
slow													1													1
useful							1																			1
Total	1	7	2	7	1	5	3	3	1	1	1	7	3	2	8	9	2	3	9	6	4	2	1	3		100

Media Type	Number of People
NS/NR	22
video games	9
cable tv	8
pay press	7
online press	6
PSP	6
car radio	5
mp3 player	5
basic mobile	4
online games	4
web radio	4
books	3
smartphone	3
web tv	3
free press	1
internet	1
mobile radio	1
mobile tv	1
new tv	1
PS	1
satellite tv	1
traditional media	1
videophone	1
wii	1

30	.	basic mobile	books	cable tv	car radio	free press	internet	mobile radio	mobile tv	mp3 player	new tv	online press	online video	games	pay press	PS	PSP	satellite tv	smartphone	traditional radio	video games with pc	videophone	web radio	web tv	wii	xbox	Total
-	22				3	0		0		2		1	1	1					1		1		1	1			34
addiction								0												1							1
athand								1																			1
boring															1												1
boring		1		0											1												2
cartoons				1																							1
communication							1												1								2
democracy															1				0								1
entertainment																			0	1							1
fun																1					4				1		6
I don't like			3	2						1		1				1					0					1	9
I don't use very often				1						2		2						1	1		1			1			9
I like					1					1																	2
I use very often																								1			1
information				1								3		3													7
interaction									1				2														3
low entertainment				1																							1
music																							1				1
not accesible						1																					1
not interesting																					1						1
not used																						1					1
portable																	1										1
relaxing				1													3				1		1				6
simple		1																									1
slow																							1				1
stressful				1																							1
useful		2																									2
useless															1	1											2
vital					1																						1
Total	22	4	3	8	5	1	1	1	1	5	1	6	4	7	1	6	1	3	1	9	1	4	3	1	1		100

grade - 20

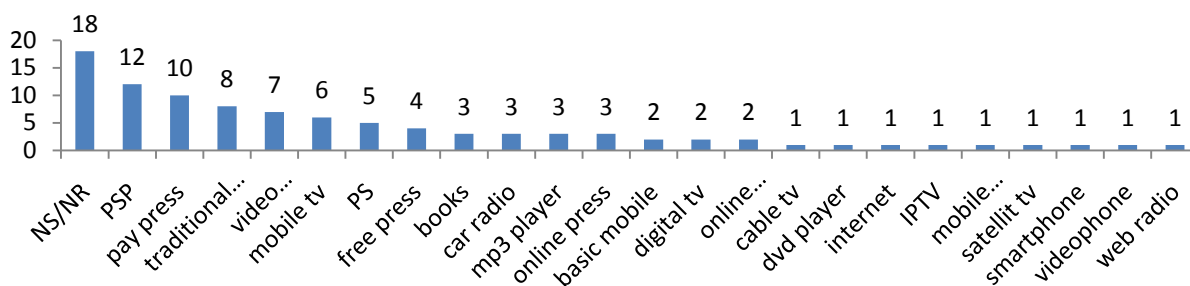


20	.	basic mobile	books	cable tv	car radio	digital tv	free press	internet	IPTV	mms	mobile phone	games	mobile phone	radio	mobile tv	mp3 player	new tv	online press	online video	games	pay press	PS	PSP	smartphone	traditional radio	video games with pc	videophone	web radio	web tv	Wii	xbox	Total
-	19	0	0	0	1	0	0	1	0	0	0	0	0	2	1	0	1	1	0	0	1	1	1	1	0	0	0	0	0	1	31	
addiction	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	
athand	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	
boring	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	0	0	0	0	0	1
cultural	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4	
expensive	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	
fun	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	2	
fun/information	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	
fun/multicultural	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	
hard to use	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	3	
I don't have	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	
I don't like	0	0	0	0	2	0	1	0	0	0	0	0	0	1	0	0	0	1	0	0	2	0	0	3	0	0	0	0	1	0	11	
I don't use very often	0	0	0	0	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	1	3	0	0	1	1	2	0	2	0	0	12	
I like	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	

Project Number 142299-LLP-1-2008-1-IT-COMENIUS-CMP

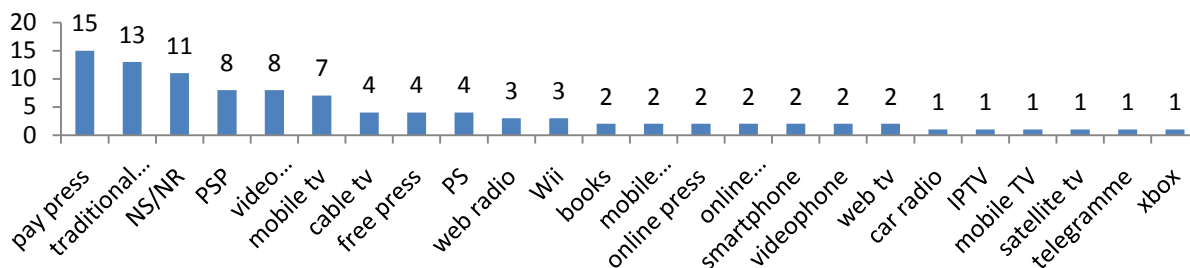
I use very often	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
incomplete	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1
information	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	0	4
movies/cartoons	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
music	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2
not accessible	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1
not indispensable	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1
not interesting	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	0	1
not useful	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3
old	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1
portable	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1
relaxation	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2
tiring	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
ugly	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1
useful	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	4
useful/boring	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1
useless	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	0	0	0	0	0	3
Total	19	1	3	2	7	1	3	3	1	1	1	2	3	3	1	3	2	7	8	4	2	9	5	2	1	3	1	2	100

grade - 10



10	.	basic mobile	books	cable tv	car radio	digital tv	dvd player	free press	internet	IPTV	phone radio	mobile tv	mp3 player	online press	games	pay press	PS	PSP	satellit tv	smartphone	radio	with pc	videophone	web radio	web tv	Total
-	18					1		2			1	1	1		1	2		2			2				2	33
boring																	1				1	2				4
commu nication		1																		1						2
compa nionshi p																					1					1
entertai nment																						1				1
fun																		1				1				2
I don't have																		2								2
I don't like		1	1					1				1		1	1	1	2	3			2					14
I don't use very often				1	2								1	1		3	1	2			1	2	1	1		
I like			1																							1
imagin ation			1																							1
incompl ete														1												1
informa tion																1										1
monoto ne																1										1
not cool																		1								1
not interest ing									1									0								1
not used												1														1
novelty						1						0														1
out of place												1														1
quality relaxati on					1		1						1						1							1
useful									1	1																2
useless												2				1	1	1			1	1			1	8
various																1					0					1
Total	18	2	3	1	3	2	1	4	1	1	1	6	3	3	2	10	5	12	1	1	8	7	1	1	3	100

grade - 0



	.	books	cable tv	car radio	free press	IPTV	mobile phone radio	mobile tv	online press	online video games	pay press	PS	PSP	satellite tv	smartphone	telegramme	traditional radio	video games with pc	videophone	web radio	web tv	Wii	xbox	Total
-	1 1			1									2				1	1		1	2			1 9
bad					1					1														2
boring		1									2		1											4
entertainment													1											1
for spoiled rich kids															1									1
fun																		1						1
I don't have												1	1		1								1	4
I don't know what that is						1																		1
I don't like			1		1				1	1	4	1	1	1			3	2		1				1 6
I don't use very often							1	2			2		1			1	3	2	2	1				1 5
inefficient								1																1
information			1																					1
interesting																	1							1
isolation																		1						1
laim											1													1
not accesible					1																			1
not helpful												1												1
not interesting			2				1	1	1		1						1	1						8

I.8. Media adjectives

Q 15. Think about some adjectives (positive or negative) that a teenager would use to describe the following media.

necessary	3
tiring	3
beautiful	2
dangerous	2
educational	2
fashionable	2
fast	2
helpful	2
intelligent	2
killing time	2
obsessive	2
relaxing	2
waste of time	2
absorbing	1
adorable	1
attractive	1
big	1
clever	1
creative	1
divine	1
documentation	1

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easy	1
efficient	1
expensive	1
hard to use	1
important	1
not interesting	1
ok	1
performing	1
popular	1

tv	Frequency
NS/NR	40
informative	28
interesting	26
fun	23
boring	22
useful	22
educational	10
relaxing	10
amusing	9
entertaining	8
cool	5
accessible	4
killing time	4
pleasant	4
useless	4
cultural	3
harmful	3
necessary	3
not important	3
scientific	3
waste of time	3
addictive	2
appealing	2
cheap	2
communicative	2
dangerous	2
helpful	2
horrible	2
important	2
indispensable	2

lame	2
manipulative	2

present	1
sociable	1
time consuming	1
very good	1
very used	1
vulgar	1
wonderful	1

nice	2
recreational	2
stressful	2
absorbing	1
annoying	1
captivating	1
colorful	1
commercial	1
common	1
comprehensive	1
creative	1
degrading	1
destructive	1
easy	1
exciting	1
fascinating	1
good	1
gossip	1
great	1
gross	1
indoctrination	1
influential	1
interactive	1
irreplaceable	1
knowledge	1
neutral	1
non educational	1
popular	1
present	1
scandal	1
scarry	1
shocking	1
stupid	1
subjective	1
too much	1

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traumatizing	1
usual	1
violent	1

radio	Frequency
NS/NR	68
boring	33
informative	24
useful	16
fun	15
relaxing	14
interesting	12
entertaining	9
useless	8
amusing	7
educational	7
nice	6
not interesting	5
old	5
accessible	4
good	4
not important	4
pleasant	3
captivating	2
communicative	2
monotone	2
necessary	2
neutral	2
new	2
not accessible	2
not popular	2
out of fashion	2
annoying	1
bad	1
calming	1
comfortable	1
commercial	1
common	1
cool	1
crazy	1
cultural	1
easily amusing	1
exciting	1
fascinating	1
fashionable	1

free	1
harmful	1
horrible	1
indifferent	1
interactive	1
killing time	1
lame	1
loud	1
not educational	1
not inspired	1
ok	1
popular	1
present	1
recreational	1
sentimental	1
stressful	1
stupid	1
suitable	1
ugly	1
uncomfortable	1
unpleasant	1
unreliable	1
very good	1
very interesting	1
very used	1

newspaper	Frequency
NS/NR	60
informative	40
useful	26
interesting	24
boring	22
educational	8
necessary	6
not interesting	6
useless	6
accessible	5
entertaining	5
gossip	5
amusing	4
fun	4
scandal	4
communicative	3
cultural	3
helpful	3

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liar	3
old	3
political	3
subjective	3
ugly	3
annoying	2
lame	2
not educational	2
not important	2
objective	2
popular	2
vulgar	2
amazing	1
attractive	1
cheap	1
commercial	1
cool	1
creative	1
cute	1
documentation	1
easy	1
good	1
hard to read	1
horrible	1
indifferent	1
interactive	1
killing time	1
manipulative	1
misleading	1
new	1
nice	1
not cool	1
not helpful	1
not popular	1
not used	1
novelty	1
pleasant	1
rude	1
sex	1
shocking	1
tabloid	1
tiring	1
unpleasant	1
unreadable	1

very boring	1
very good	1
very used	1
violent	1
waste of time	1

mobiles	Frequency
useful	58
NS/NR	49
communicative	17
fun	12
interesting	12
accessible	11
indispensable	11
necessary	11
cool	9
expensive	8
harmful	8
entertaining	7
helpful	6
boring	5
informative	5
interactive	4
nice	4
great	3
important	3
useless	3
amusing	2
awesome	2
easy to use	2
fascinating	2
killing time	2
popular	2
practical	2
relaxing	2
very used	2
addiction	1
addictive	1

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adorable	1
bad	1
beautiful	1
clever	1
connecting people	1
convenient	1
dangerous	1
dependency	1
different	1
educational	1
enduring	1
fast	1
favorable	1
good	1
hard to use	1
impressive	1
insignificant	1
irreplaceable	1
little	1
not appealing	1
not creative	1
not functional	1
not helpful	1
pleasant	1
show off	1
small	1
super	1
unfavorable	1
very good	1
very necessary	1
vital	1
waste of money	1
wide	1
wonderful	1

videogames	Frequency
NS/NR	56
fun	36

interesting	19
boring	15
entertaining	11
useless	11
cool	10
interactive	9
nice	9
relaxing	9
amusing	8
educational	8
addictive	7
useful	6
waste of time	6
harmful	5
violent	5
dangerous	4
killing time	4
awesome	3
beautiful	3
communicative	3
creative	3
not interesting	3
addictive	2
exciting	2
fascinating	2
necessary	2
non educational	2
obsessive	2
really cool	2
tiring	2
very fun	2
absorbing	1
active	1
annoying	1
appealing	1
breathtaking	1
captivating	1
changing mentalities	1
childish	1
comprehensive	1
dependency	1
dizzy	1
fashionable	1
great	1

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helpful	1
horrible	1
lame	1
monotonous	1
negative influence	1
not cool	1
not inspired	1
pleasant	1
popular	1
profitable	1
recreational	1
shocking	1
stupid	1
unpopular	1
unreal	1
very amusing	1
very interesting	1
vulgar	1

books	Frequency
interesting	47
NS/NR	43
boring	28
useful	28
educational	24
informative	17
relaxing	9
fun	8
beautiful	7
nice	7
amusing	5
creative	5
cultural	4
good	4
helpful	4
necessary	4
not interesting	4
accessible	3
entertaining	3
fantasy	3
wonderful	3
fascinating	2
knowledge	2
old	2
ugly	2

useless	2
big	1
breathtaking	1
brilliant	1
captivating	1
cool	1
developing imagination	1
endless	1
exciting	1
explorative	1
expressive	1
fictitious	1
guiding	1
horrible	1
important	1
intellectual	1
interactive	1
inventive	1
irreplaceable	1
mysterious	1
not appealing	1
not attractive	1
not useful	1
philosophical	1
pleasant	1
scientific	1
source of inspiration	1
stimulant	1
tiring	1
vital	1

pc	Frequency
useful	49
NS/NR	43
fun	30
interesting	23
entertaining	11
educational	10
informative	10
harmful	9
neccessary	8
boring	6

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amusing	5
cool	5
tiring	5
communicative	4
dangerous	4
great	4
helpful	4
indispensable	4
nice	4
relaxing	4
useless	4
accessible	3
addictive	3
awesome	2
creative	2
easy to use	2
fascinating	2
good	2
interactive	2
killing time	2
used	2
adorable	1
amazing	1
appealing	1
attractive	1
bad	1
clever	1
comprehensive	1

daily	1
depressing	1
emotional support	1
fashionable	1
frequent	1
horrible	1
important	1
influential	1
intellectual	1
intelligent	1
inventive	1
not accessible	1
not educational	1
not interesting	1
pleasant	1
popular	1
really cool	1
rejoicing	1
stressful	1
stupid	1
super	1
unhealthy	1
very cool	1
vulnerable	1
wide	1

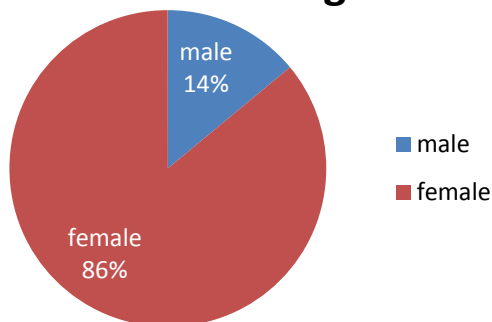
II. TEACHERS

II.1. Statistics

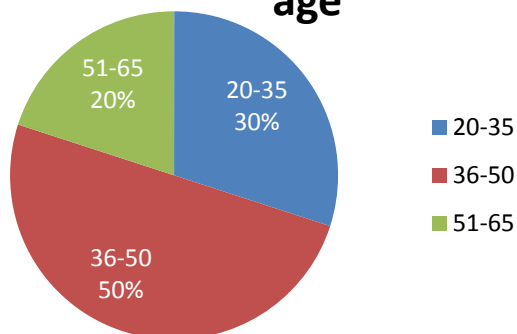
7 male teachers and 43 female teachers from 5 theoretical high schools, 2 national colleges and 2 technical colleges filled in the 50 questionnaires. Half of the teachers are in the 36-50 age group, 30% in the 20-35 age group and 20% in the 51-65 age group.

22% of the respondents are social sciences teachers and 14% of them are English teachers. Other subjects taught by the teachers involved in the research are: chemistry, cinema and television techniques, constructions, French, geography, IT, mathematics, music, physics, religion, Romanian literature.

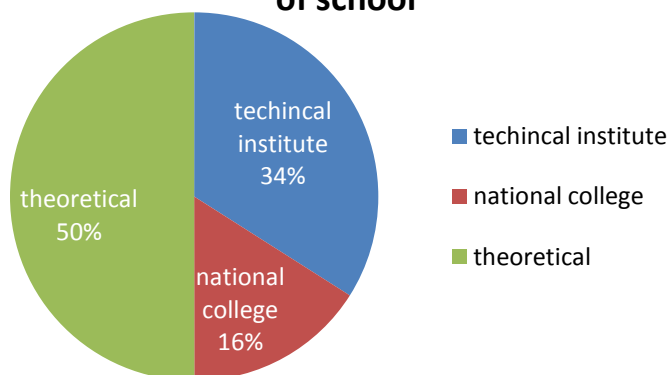
gender



age



distribution of questionnaires- type of school



Subject taught	Frequency	Valid Percent
Chemistry	3	6
Cinema and Television Techniques	1	2
Constructions	2	4
English	7	14
French	3	6
Geography	4	8
IT	4	8
Mathematics	4	8
Mechatronics and Polygraphs	1	2
Music	1	2
Physics	4	8
Religion	2	4
Romanian Literature	3	6
Social Sciences	11	22
Total	50	100

II.2. Media use for leisure

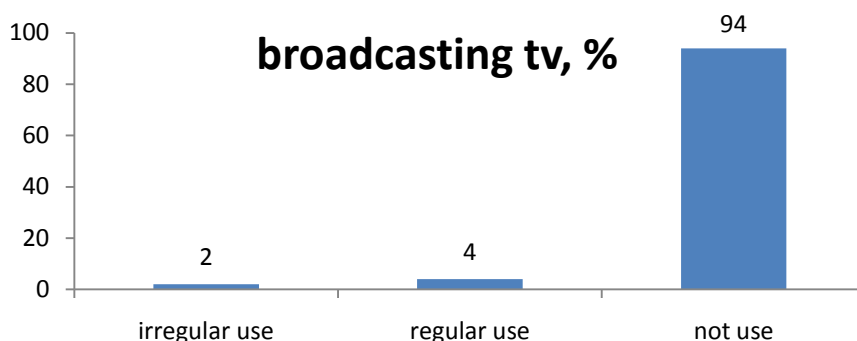
The respondents say that they mostly watch **cable TV** in their free time. 52% of the teachers use this type of TV regularly and 14% of them on irregular basis. Only a small percentage of the interviewed teachers use other types of television for leisure.

Teachers listen to the radio more than their students. Almost 50% of them use **broadcasting radio** (24% irregular use and 22% regular use) and **car radio** (28% regular use and 22% irregular use). 1 man and 9 women say they also use web radio, but mostly on irregular basis and only 8 women, mostly from the 20-35 age group, say they use mobile phones radio.

When it comes to newspapers, 70% of the teachers say they read them online and 56% of the teachers use **pay press**. 30% of respondents said they read free press on an irregularly basis.

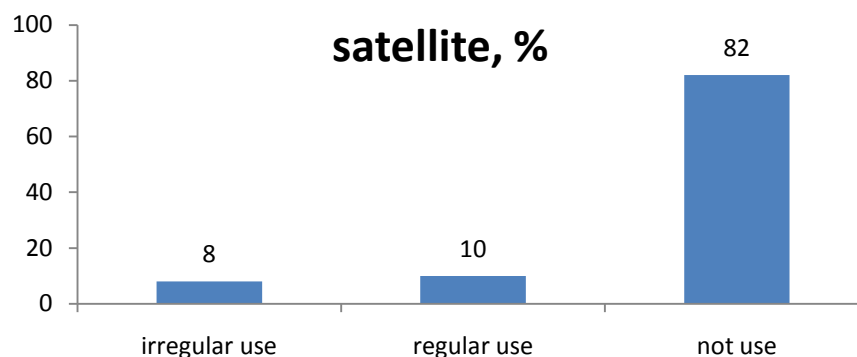
All teachers use the **Internet**.

Q1. Which kinds of TV do you use in your free time?



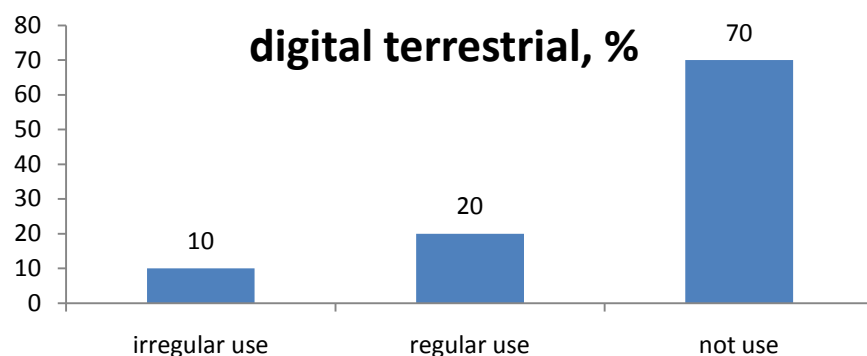
gender * broadcasting tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	0	7	7
		% within gender	0	0	100	100
	female	Count	1	2	40	43
		% within gender	2	5	93	100
Total		Count	1	2	47	50
		% within gender	2	4	94	100

age * broadcasting tv Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	0	0	15	15
		% within age	0	0	100	100
	36-50	Count	1	1	23	25
		% within age	4	4	92	100
	51-65	Count	0	1	9	10
		% within age	0	10	90	100
Total		Count	1	2	47	50
		% within age	2	4	94	100



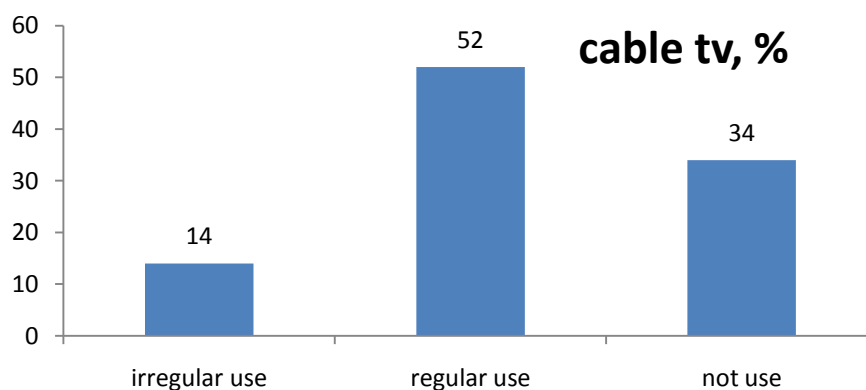
gender * satellite Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	1	5	7
		% within gender	14	14	71	100
	female	Count	3	4	36	43
		% within gender	7	9	84	100
Total		Count	4	5	41	50
		% within gender	8	10	82	100

age * satellite Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	0	1	14	15
		% within age	0	7	93	100
	36-50	Count	4	1	20	25
		% within age	16	4	80	100
	51-65	Count	0	3	7	10
		% within age	0	30	70	100
Total		Count	4	5	41	50
		% within age	8	10	82	100



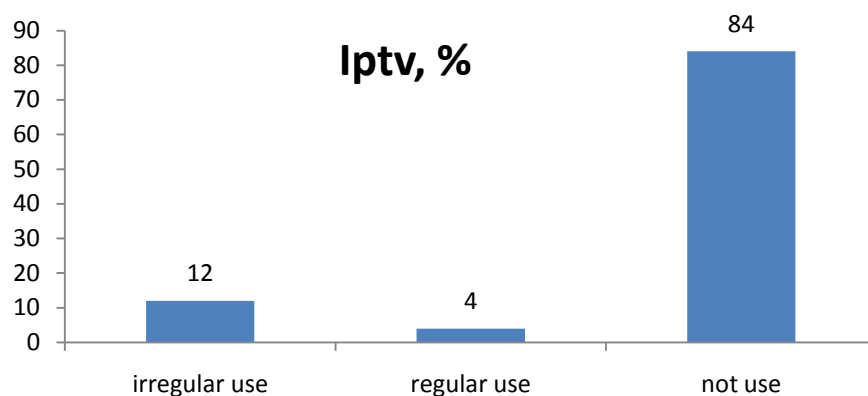
gender * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	1	6	7
		% within gender	0	14	86	100
	female	Count	5	9	29	43
		% within gender	12	21	67	100
Total		Count	5	10	35	50
		% within gender	10	20	70	100

age * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	1	3	11	15
		% within age	7	20	73	100
	36-50	Count	3	7	15	25
		% within age	12	28	60	100
	51-65	Count	1	0	9	10
		% within age	10	0	90	100
Total		Count	5	10	35	50
		% within age	10	20	70	100



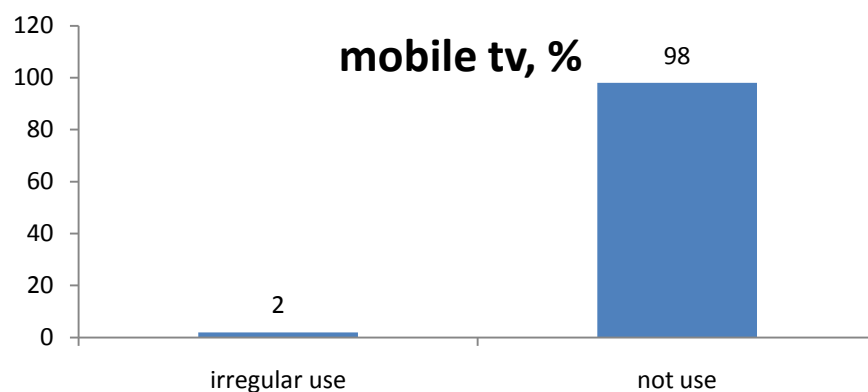
gender * cable tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	5	2	7
		% within gender	0	71	29	100
	female	Count	7	21	15	43
		% within gender	16	49	35	100
Total		Count	7	26	17	50
		% within gender	14	52	34	100

age * cable tv Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	7	4	15
		% within age	27	47	27	100
	36-50	Count	2	13	10	25
		% within age	8	52	40	100
	51-65	Count	1	6	3	10
		% within age	10	60	30	100
Total		Count	7	26	17	50
		% within age	14	52	34	100



gender * Iptv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	0	6	7
		% within gender	14	0	86	100
	female	Count	5	2	36	43
		% within gender	12	5	84	100
Total		Count	6	2	42	50
		% within gender	12	4	84	100

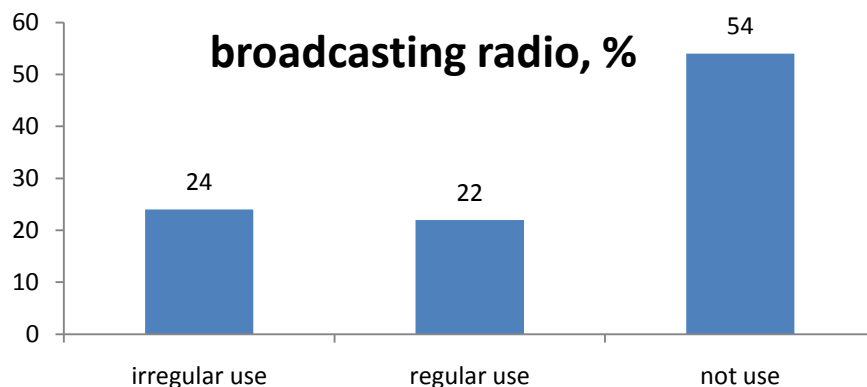
age * Iptv Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	1	1	13	15
		% within age	7	7	87	100
	36-50	Count	5	0	20	25
		% within age	20	0	80	100
	51-65	Count	0	1	9	10
		% within age	0	10	90	100
Total		Count	6	2	42	50
		% within age	12	4	84	100



gender * mobile tv Crosstabulation			irregular use	not use	Total
gender	male	Count	0	7	7
		% within gender	0	100	100
	female	Count	1	42	43
		% within gender	2,325581	98	100
Total		Count	1	49	50
		% within gender	2	98	100

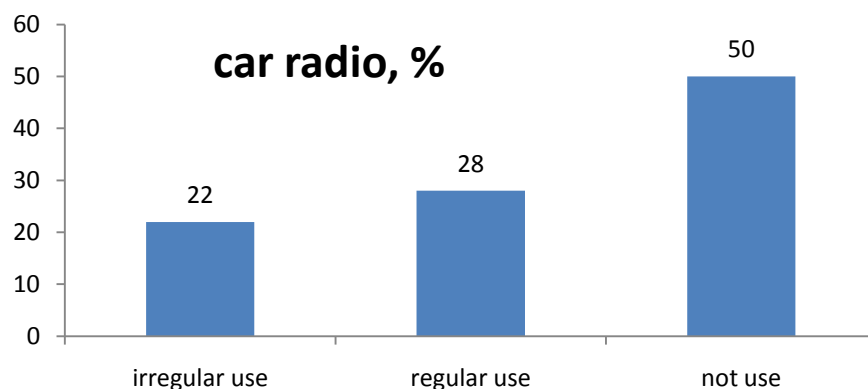
age * mobile tv Crosstabulation			irregular use	not use	Total
age	20-35	Count	1	14	15
		% within age	7	93	100
	36-50	Count	0	25	25
		% within age	0	100	100
	51-65	Count	0	10	10
		% within age	0	100	100
Total		Count	1	49	50
		% within age	2	98	100

Q2. Which kinds of radio do you use in your free time?



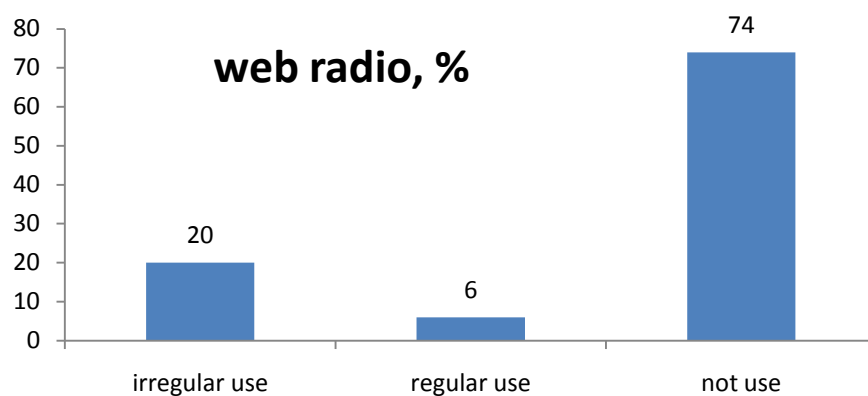
gender * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	3	4	7
		% within gender	0	43	57	100
	female	Count	12	8	23	43
		% within gender	28	19	53	100
Total		Count	12	11	27	50
		% within gender	24	22	54	100

age * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	2	4	9	15
		% within age	13	27	60	100
	36-50	Count	8	4	13	25
		% within age	32	16	52	100
	51-65	Count	2	3	5	10
		% within age	20	30	50	100
Total		Count	12	11	27	50
		% within age	24	22	54	100



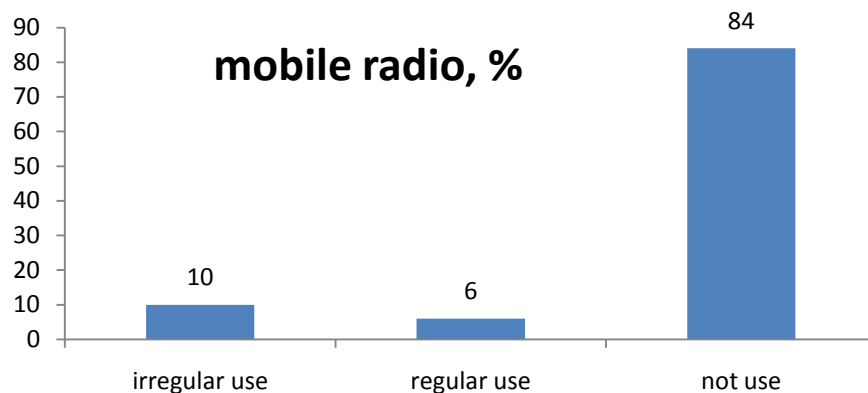
gender * car radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	2	4	7
		% within gender	14	29	57	100
	female	Count	10	12	21	43
		% within gender	23	28	49	100
Total		Count	11	14	25	50
		% within gender	22	28	50	100

age * car radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	3	8	15
		% within age	27	20	53	100
	36-50	Count	3	9	13	25
		% within age	12	36	52	100
	51-65	Count	4	2	4	10
		% within age	40	20	40	100
Total		Count	11	14	25	50
		% within age	22	28	50	100



gender * web radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	0	6	7
		% within gender	14	0	86	100
	female	Count	9	3	31	43
		% within gender	21	7	72	100
Total		Count	10	3	37	50
		% within gender	20	6	74	100

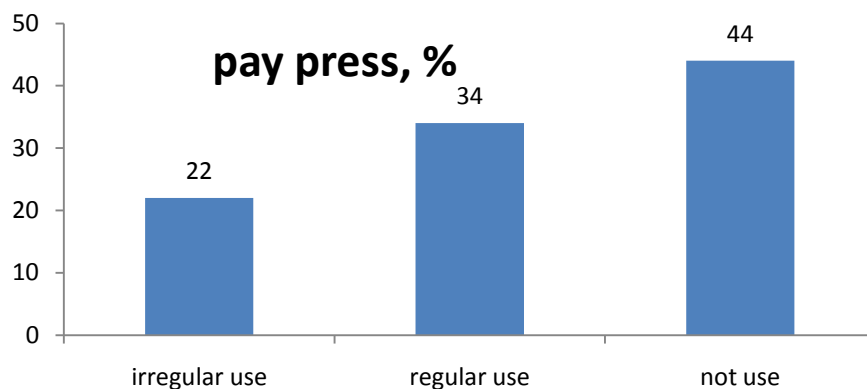
age * web radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	2	0	13	15
		% within age	13	0	87	100
	36-50	Count	7	1	17	25
		% within age	28	4	68	100
	51-65	Count	1	2	7	10
		% within age	10	20	70	100
Total		Count	10	3	37	50
		% within age	20	6	74	100



age * mobile radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	1	10	15
		% within age	27	7	67	100
	36-50	Count	1	2	22	25
		% within age	4	8	88	100
	51-65	Count	0	0	10	10
		% within age	0	0	100	100
Total		Count	5	3	42	50
		% within age	10	6	84	100

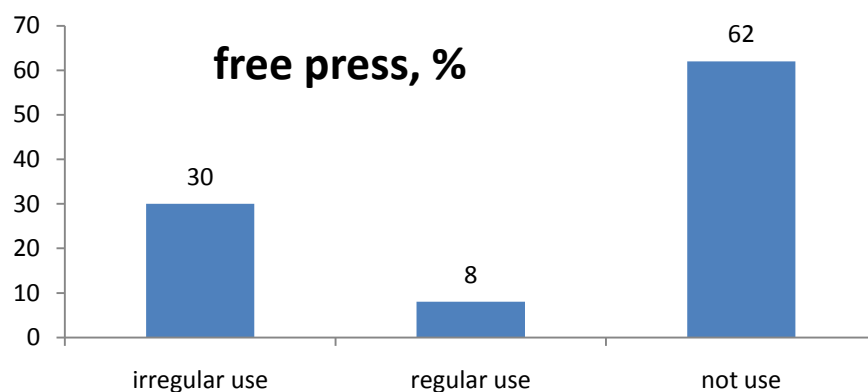
gender * mobile radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	0	7	7
		% within gender	0	0	100	100
	female	Count	5	3	35	43
		% within gender	12	7	81	100
Total		Count	5	3	42	50
		% within gender	10	6	84	100

Q3. Which kinds of newspapers do you use in your free time?



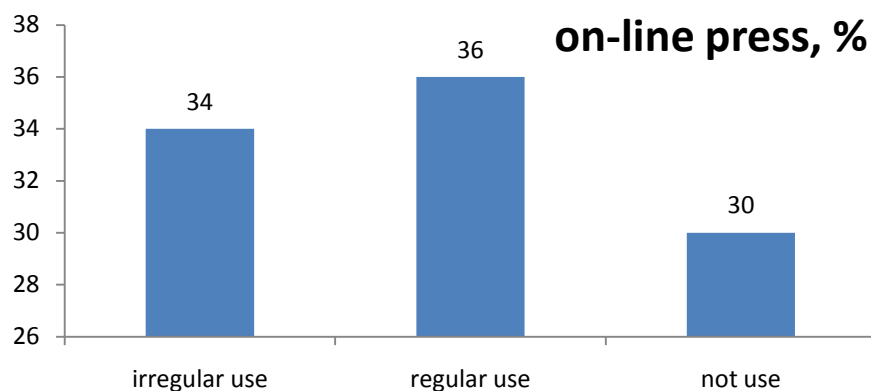
gender * pay press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	3	3	7
		% within gender	14	43	43	100
	female	Count	10	14	19	43
		% within gender	23	33	44	100
Total		Count	11	17	22	50
		% within gender	22	34	44	100

age * pay press Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	2	6	7	15
		% within age	13	40	47	100
	36-50	Count	6	7	12	25
		% within age	24	28	48	100
	51-65	Count	3	4	3	10
		% within age	30	40	30	100
Total		Count	11	17	22	50
		% within age	22	34	44	100



age * free press Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	2	9	15
		% within age	27	13	60	100
	36-50	Count	7	2	16	25
		% within age	28	8	64	100
	51-65	Count	4	0	6	10
		% within age	40	0	60	100
Total		Count	15	4	31	50
		% within age	30	8	62	100

gender * free press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	1	5	7
		% within gender	14	14	71	100
	female	Count	14	3	26	43
		% within gender	33	7	60	100
Total		Count	15	4	31	50
		% within gender	30	8	62	100



gender * on-line press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	2	4	1	7
		% within gender	29	57	14	100
	female	Count	15	14	14	43
		% within gender	35	33	33	100
Total		Count	17	18	15	50
		% within gender	34	36	30	100

age * on-line press Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	6	5	4	15
		% within age	40	33	27	100
	36-50	Count	7	11	7	25
		% within age	28	44	28	100
	51-65	Count	4	2	4	10
		% within age	40	20	40	100
Total		Count	17	18	15	50
		% within age	34	36	30	100

Q4. Do you use Internet?

	do you use internet?	Frequency	Valid Percent
Valid	yes	50	100

gender * do you use internet? Crosstabulation			yes	Total
gender	male	Count	7	7
		% within gender	100	100
	female	Count	43	43
		% within gender	100	100
Total		Count	50	50
		% within gender	100	100

age * do you use internet? Crosstabulation			yes	Total
age	20-35	Count	15	15
		% within age	100	100
	36-50	Count	25	25
		% within age	100	100
	51-65	Count	10	10
		% within age	100	100
Total		Count	50	50
		% within age	100	100

II.3. Perception and competence in media use

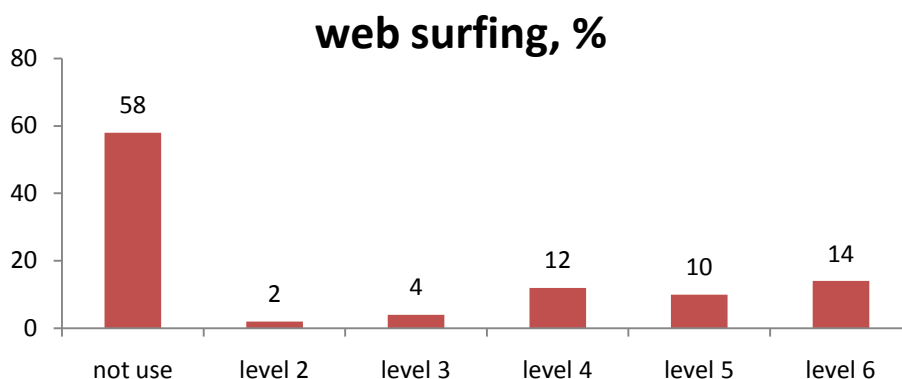
Teachers believe that the adults use the **Internet** mostly for **searching information** (84%) and have a high level of competence in this concern. Other main activities associated with this medium are **communicating with electronic mail** (48%) and **web surfing** (42%).

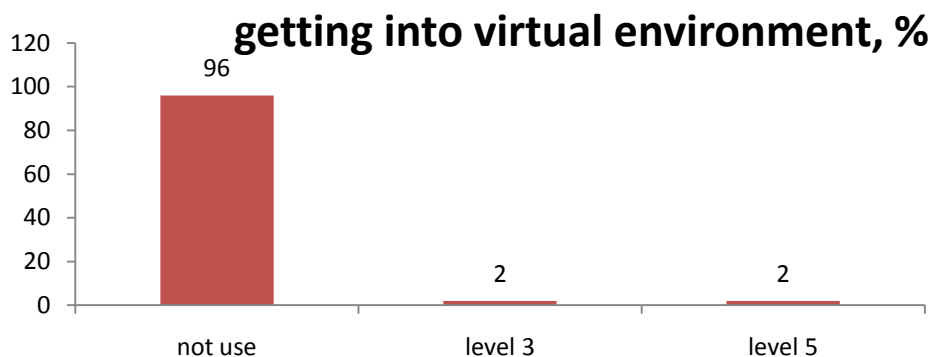
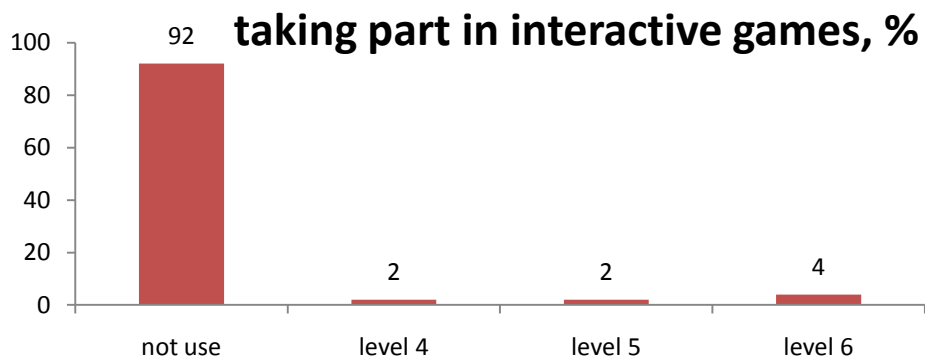
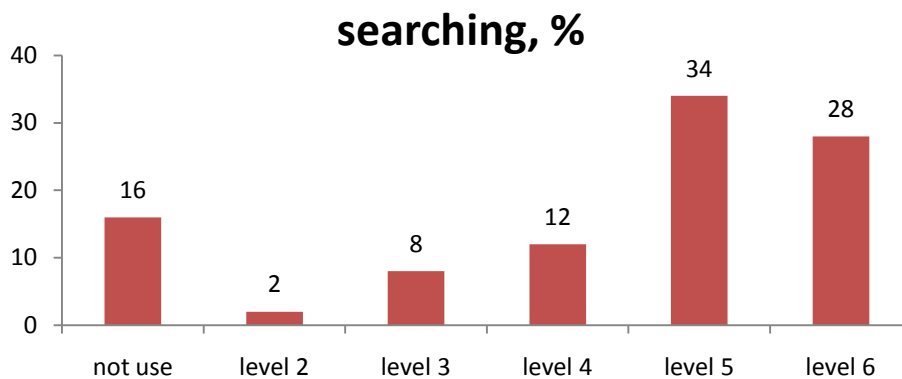
31 teachers out of 50 believe that the adults use the **mobile phone** mainly for **making normal phone calls** and have the highest level of competence for this activity. Also, 82% of the respondents believe that peers use the mobile phones to send sms/mms. Other types of activities related to this medium are considered irrelevant or not very accessible to adults: video calling; surfing on the Internet; playing games; listening to the radio; watching TV; or chatting.

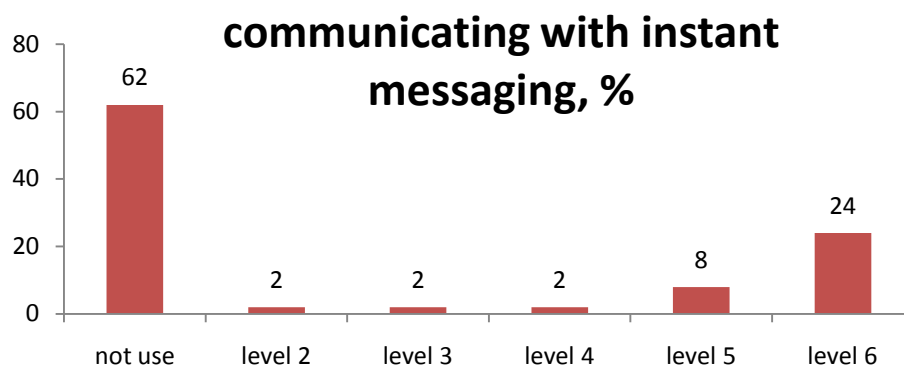
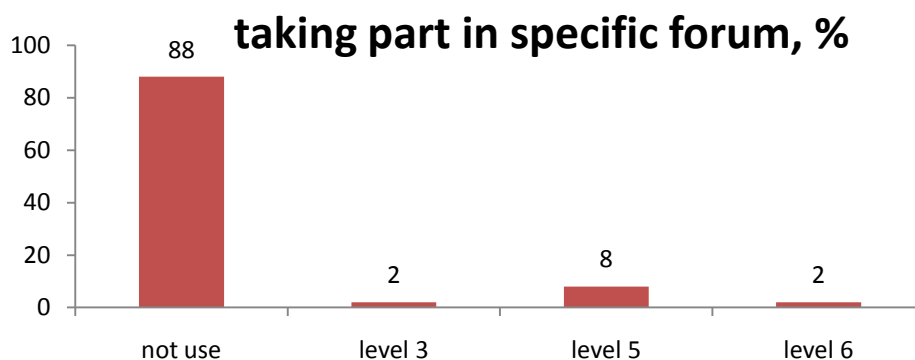
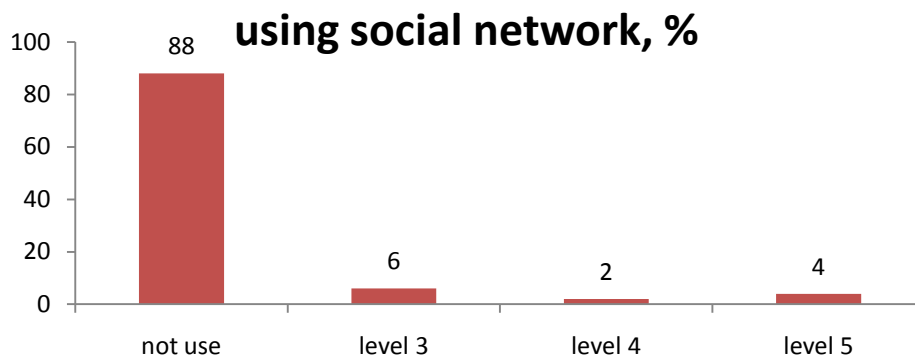
35 teachers believe that the most important activity associated to the use of the **PC**, for the adults, is **creating and editing office documents**. The competence level for this activity is medium-high, situated between level 4 and level 6. Other activity that most teachers associated with PC use is **making photo albums** (58%).

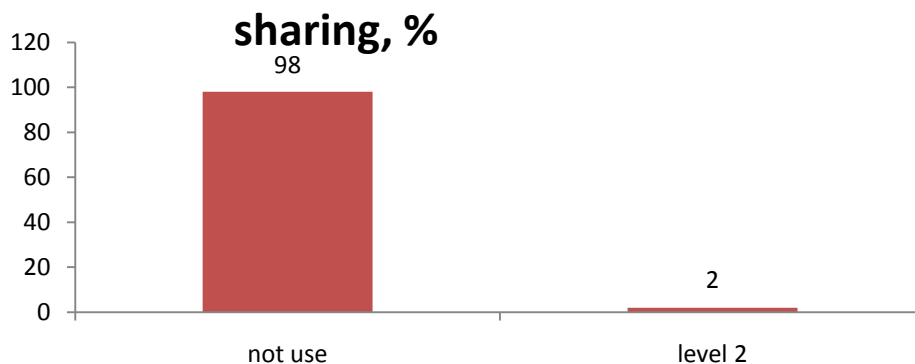
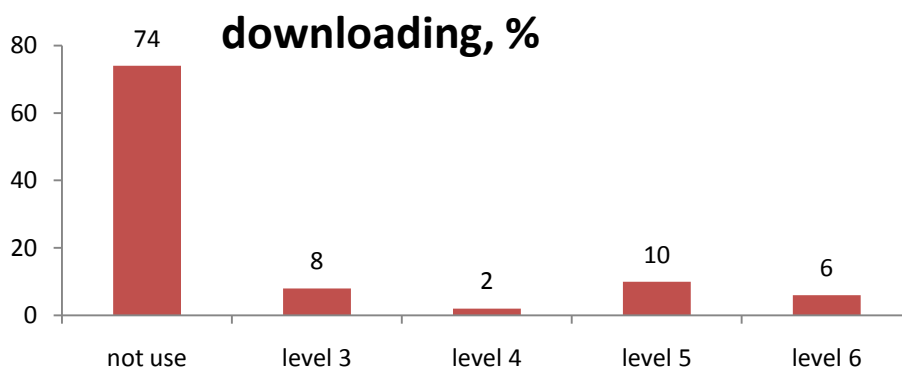
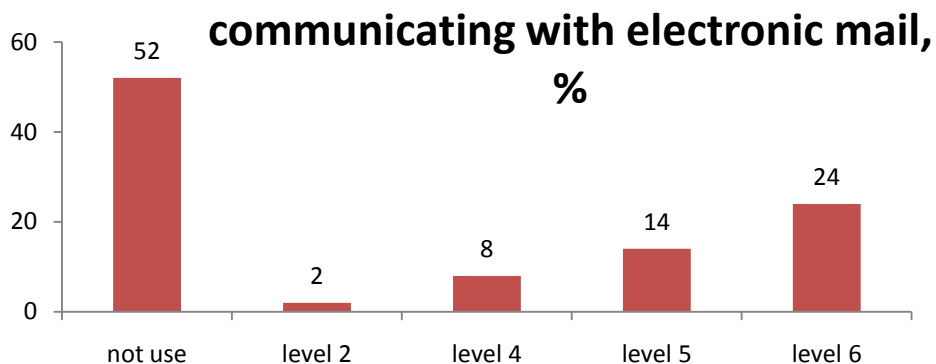
90% of the teachers agreed that adults use the **video camera** in general for **shooting sequences on events of their life**. Only 30% of the respondents consider their peers have maximum competence to use video camera. According to 46% of the respondents, the video camera is also used by the adults for **making an easy video editing** at a medium level of competence.

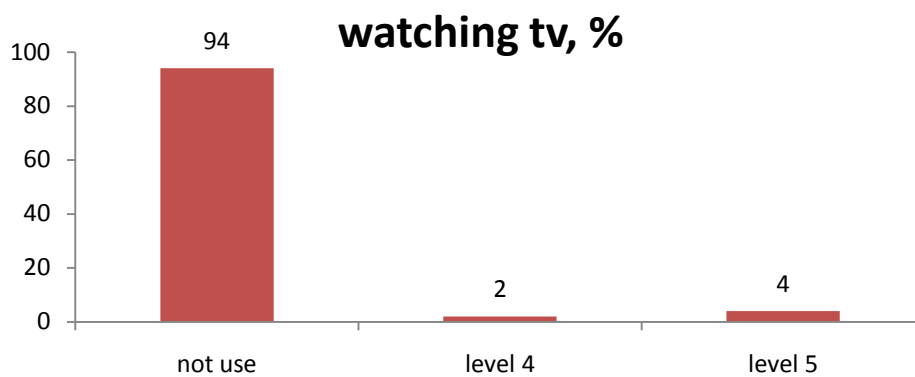
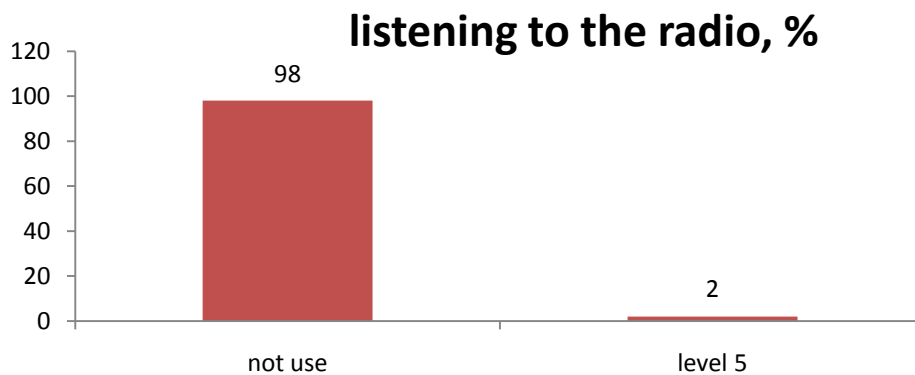
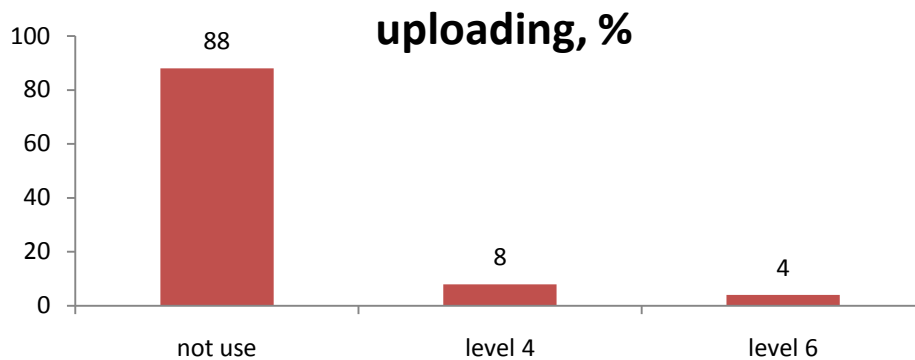
Q5. In your opinion, the adults use the Internet for mainly doing what and at what level of competence?

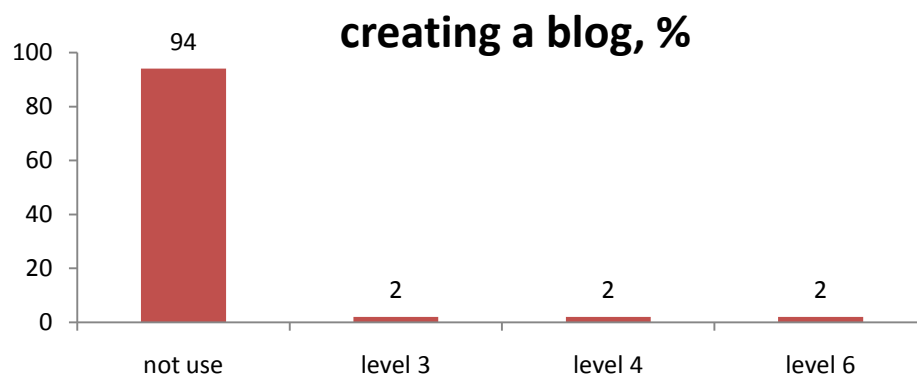
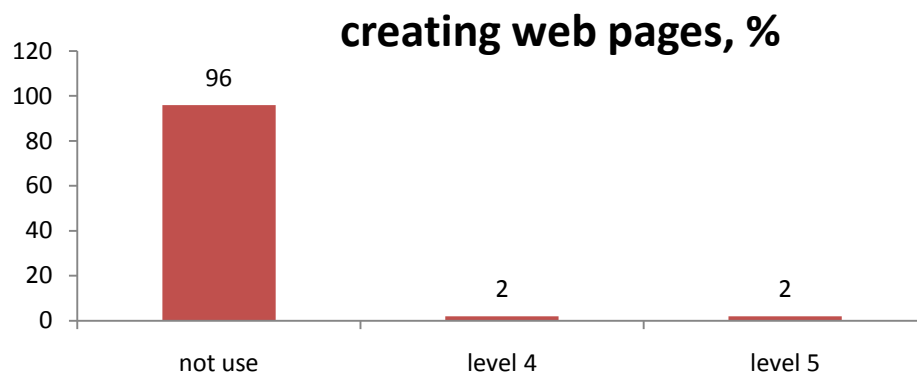




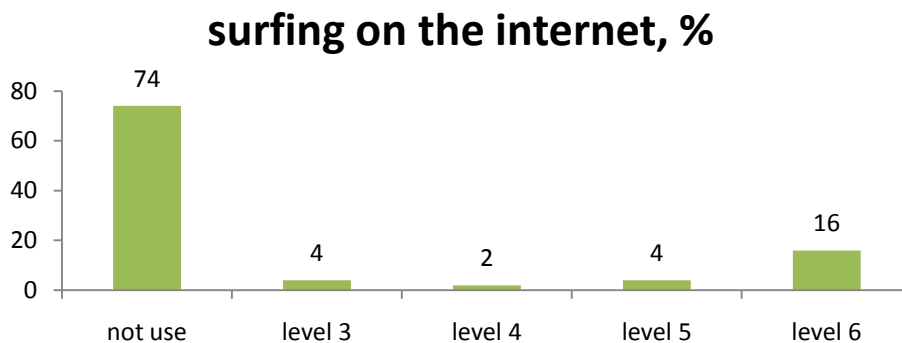
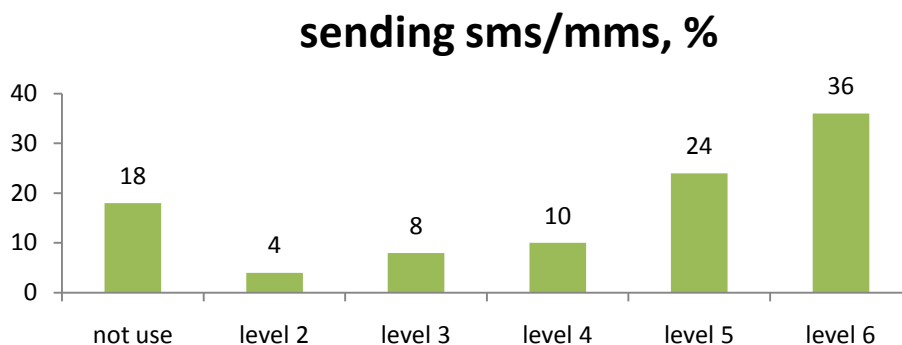
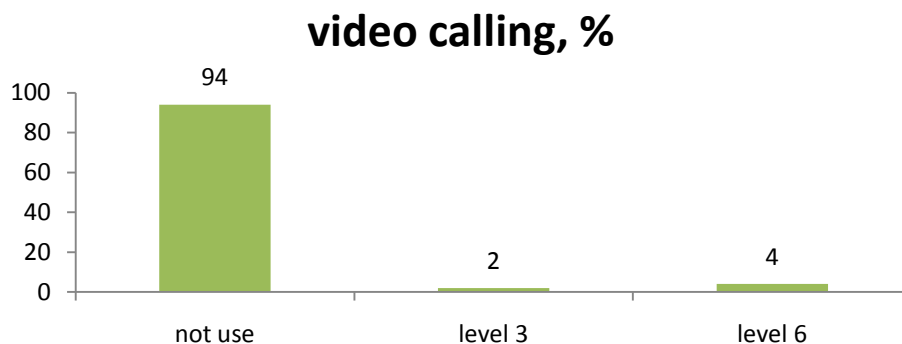




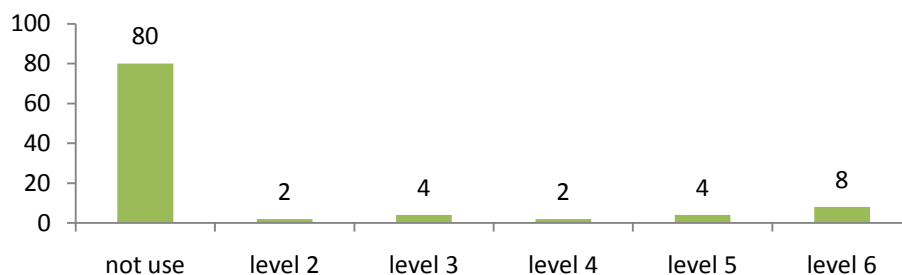




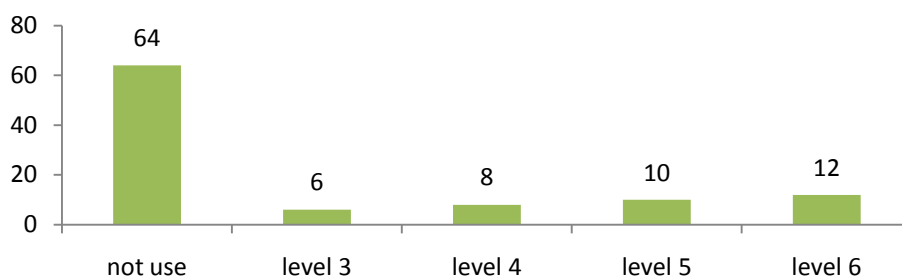
Q6. In your opinion, the adults use the mobile phone for mainly doing what and at what level of competence?



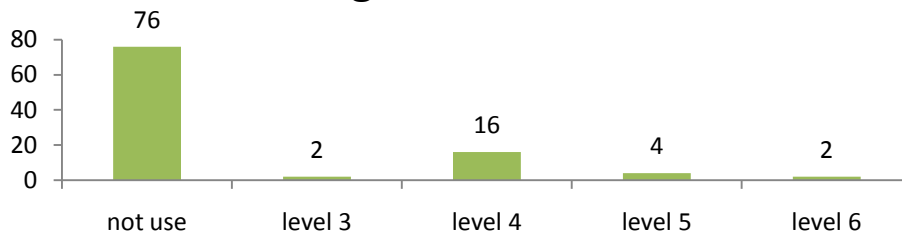
playing games, %



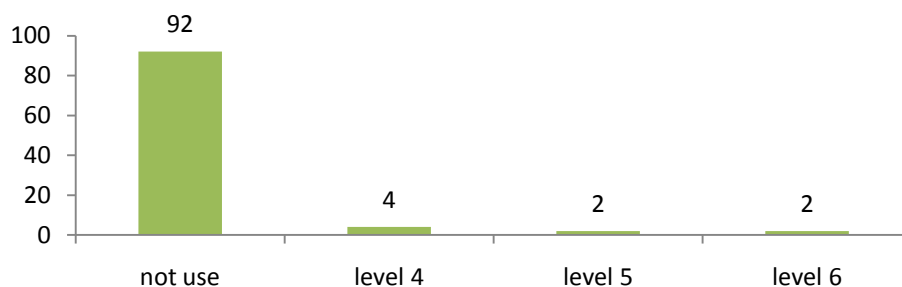
making videos/photos, %



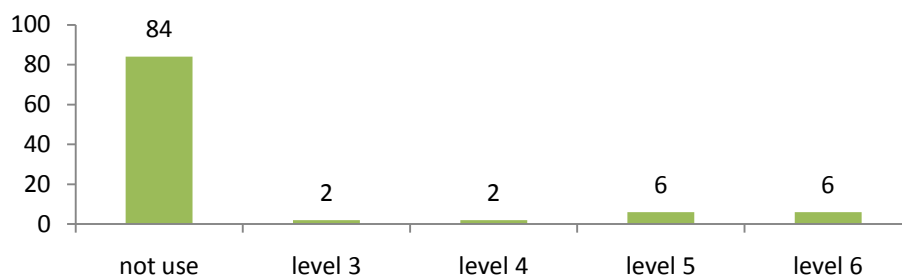
sending and receiving p.,i.,m. through bluetooth, %



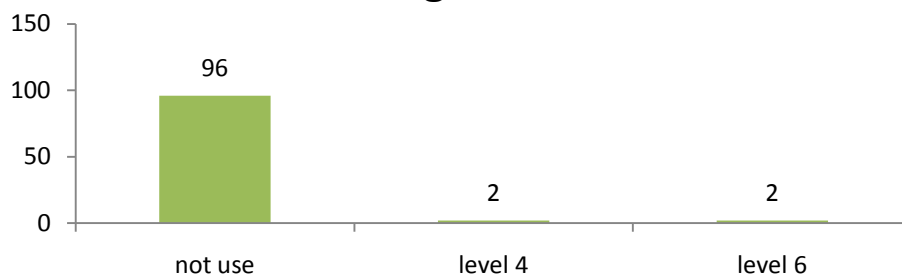
listening to the radio, %



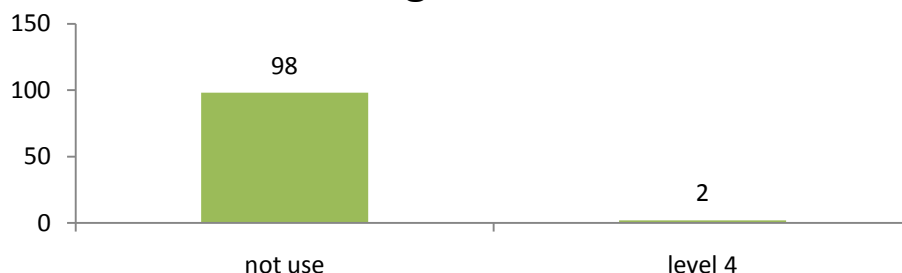
listening to music (mp3), %



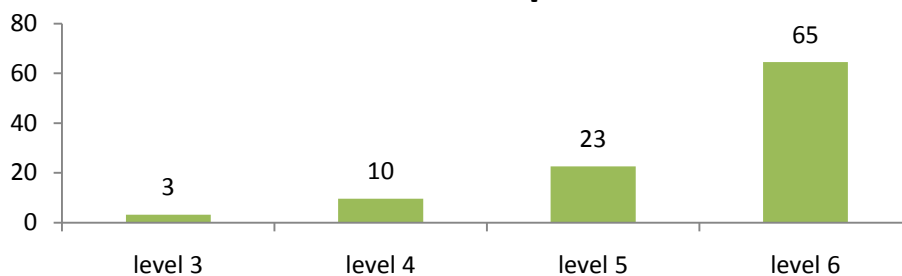
watching tv, %



chatting, %

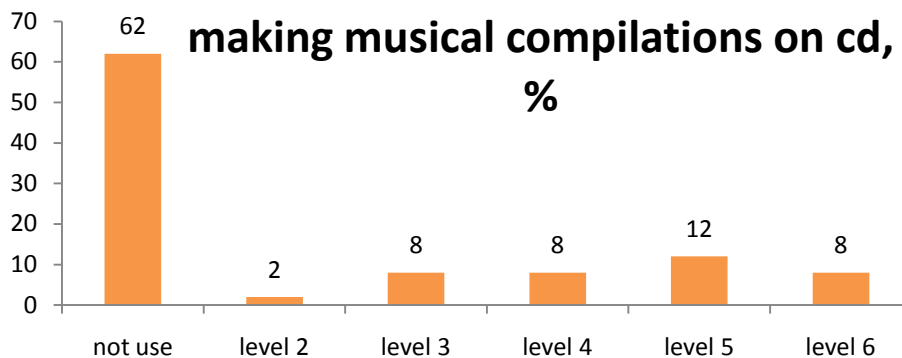


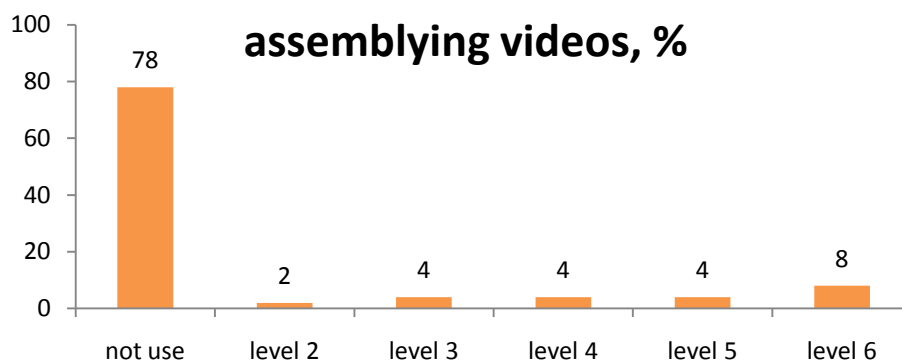
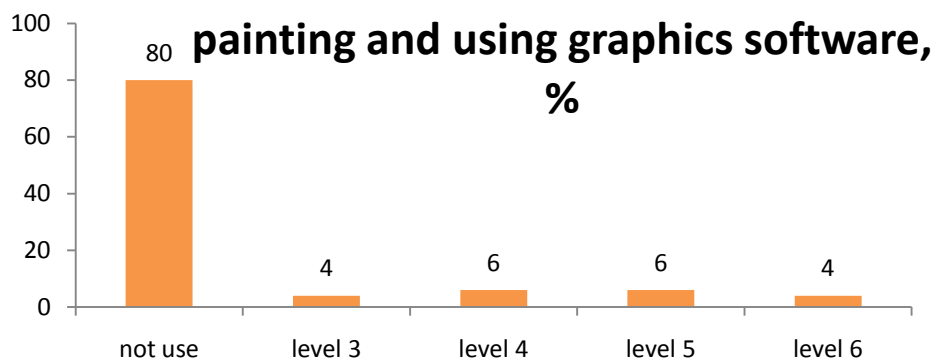
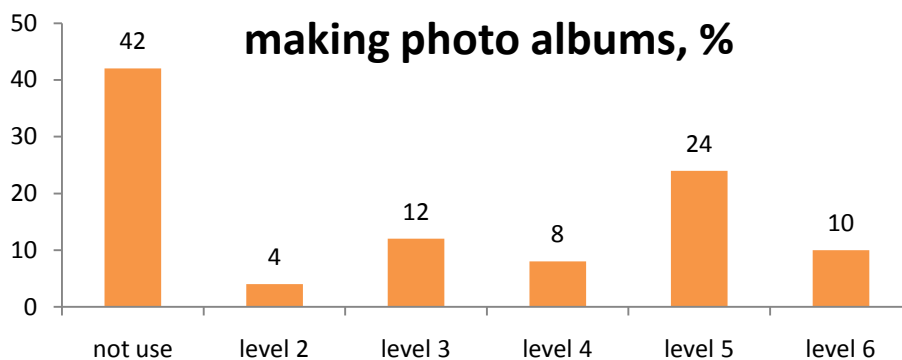
other - normal phone call (31 cases), %

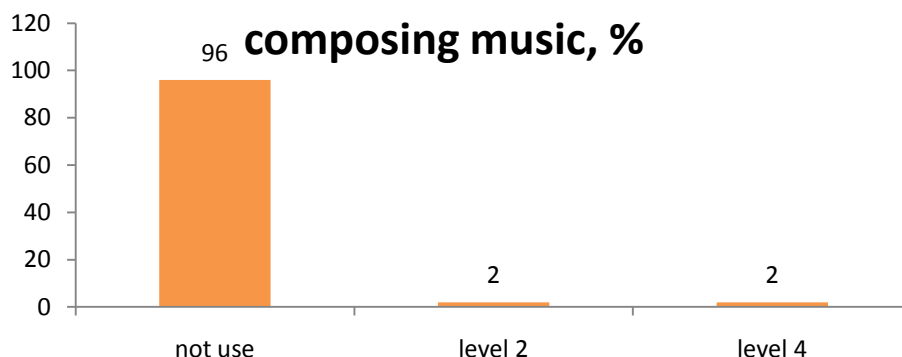


Q7. In your opinion, the adults use the pc for mainly doing what and at what level of competence?

making musical compilations on cd, %



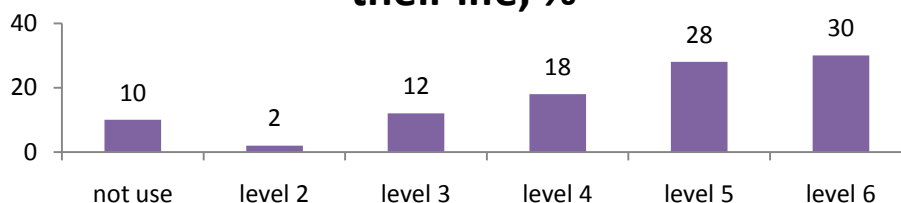




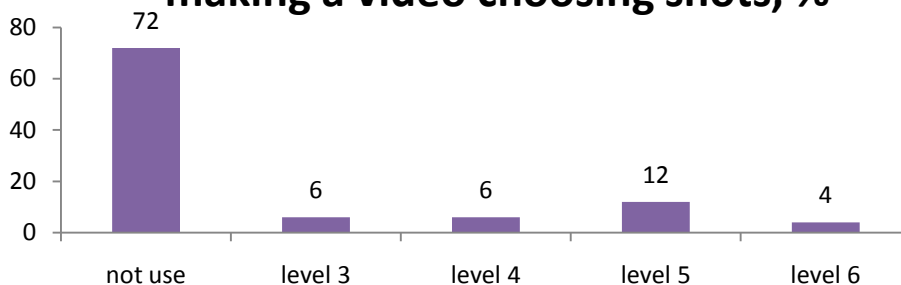
other * if other specify	Crosstabulation	if other specify				Total
other		-	creating and editing office documents	downloading pictures from digital camera	playing video games	
not use	Count	13	0	0	0	13
	% within if other specify	100	0	0	0	26
level 2	Count	0	2	0	0	2
	% within if other specify	0	6	0	0	4
level 3	Count	0	3	0	0	3
	% within if other specify	0	9	0	0	6
level 4	Count	0	7	0	0	7
	% within if other specify	0	20	0	0	14
level 5	Count	0	13	1	1	15
	% within if other specify	0	37	100	100	30
level 6	Count	0	10	0	0	10
	% within if other specify	0	29	0	0	20
	Count	13	35	1	1	50
	% within if other specify	100	100	100	100	100

Q8. In your opinion, the adults use the video camera for mainly doing what and at what level of competence?

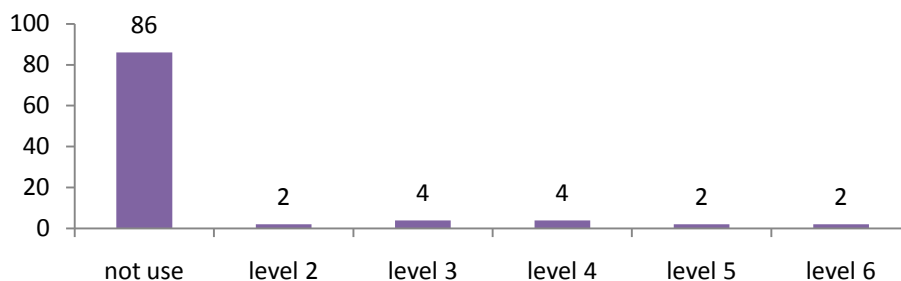
shooting sequences on events on their life, %



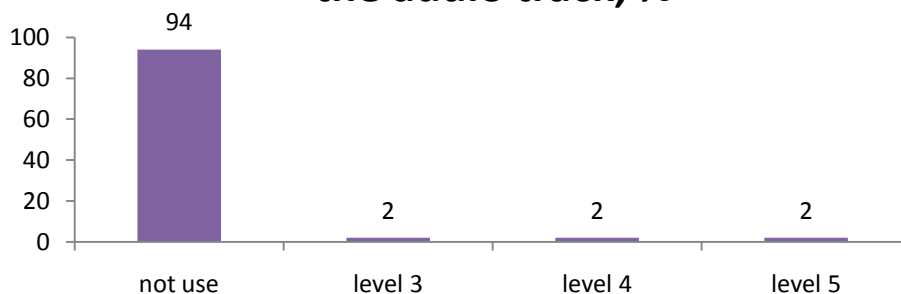
making a video choosing shots, %



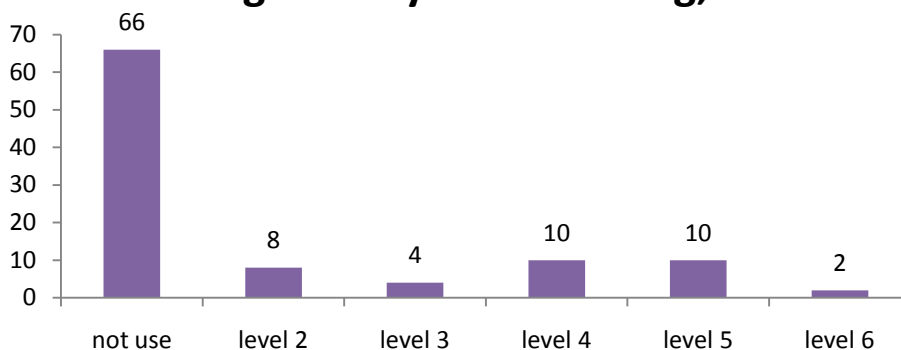
making a video paying attention to the natural and artificial light, %



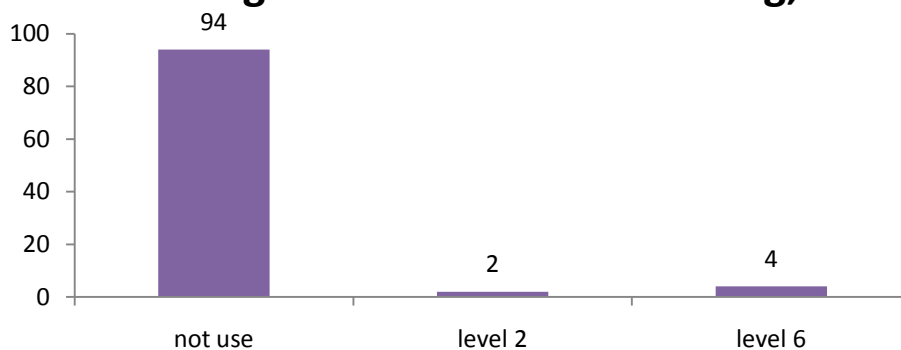
making a video with a good quality of the audio track, %



making an easy video editing, %



making a multitrack video editing, %



other * if other specify Crosstabulation		if other specify			Total
other		-	shooting other people like paparazzi	taking pictures	
not use	Count	44	0	0	44
	% within if other specify	100	0	0	88
level 1	Count	0	1	0	1
	% within if other specify	0	100	0	2
level 4	Count	0	0	2	2
	% within if other specify	0	0	40	4
level 5	Count	0	0	1	1
	% within if other specify	0	0	20	2
level6	Count	0	0	2	2
	% within if other specify	0	0	40	4
Total	Count	44	1	5	50
	% within if other specify	100	100	100	100

II.4. Media use at school

The most used media at school are **Internet, DVD, photos, newspapers** and **e-books**. All of these media are mostly used as tools for teaching and only in a smaller percentage as objects of study. Internet is mainly used for analysis (84%), on interdisciplinary basis (64%) and for individual (80%) and group work (70%) with the students, but also in simulation situations (26%).

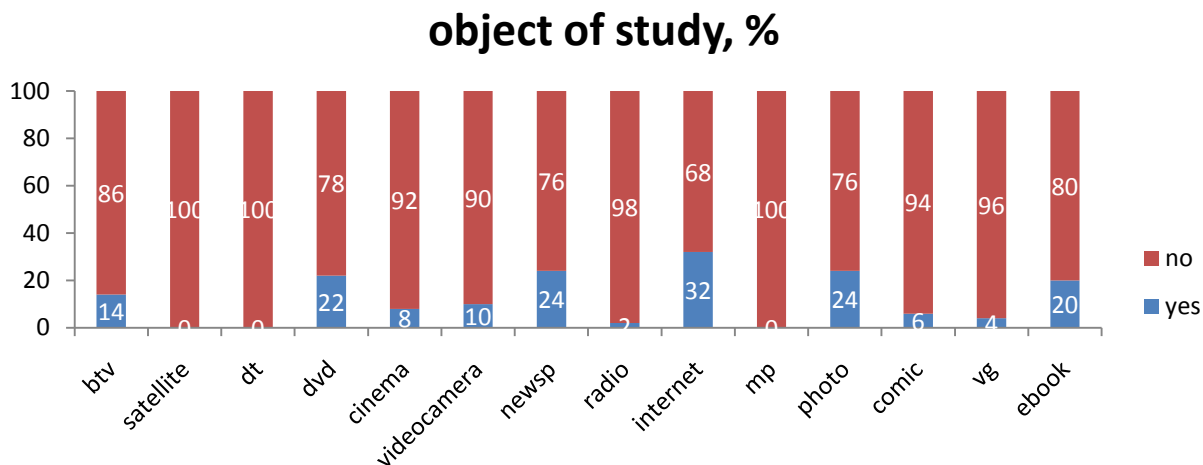
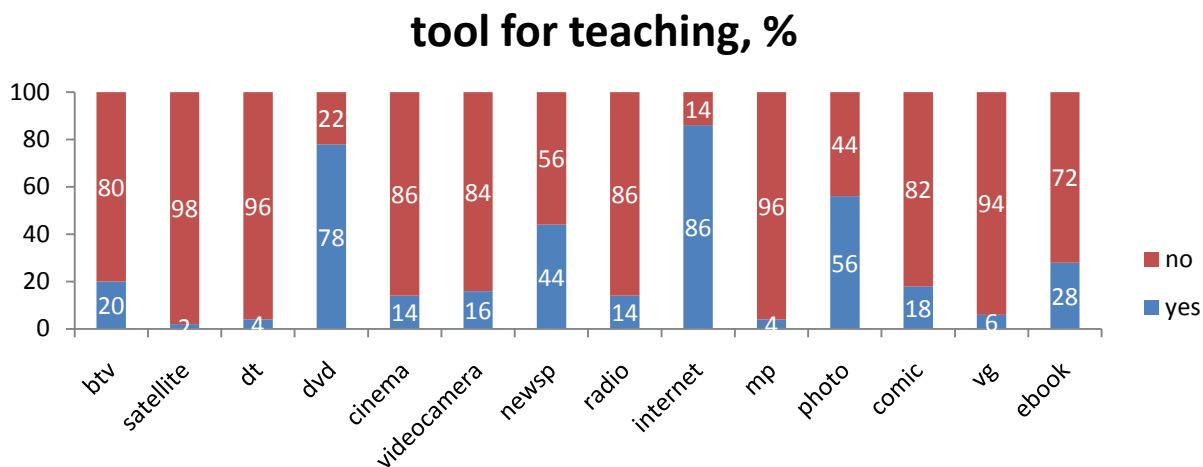
Dvd is used for analysis (74%) and production (30%), within a single discipline (56%) and on interdisciplinary basis (58%), mostly in group work (78%), but also in individual work (50%) and for role-play exercises (22%).

Photographs are used in 56% of the cases as tool for teaching and in 24% as object of study. Half of the teachers say that they use photos in class for analysis and 30% of them for production. In 40% of the cases, this medium is used within a single discipline and also interdisciplinary. Half of the teachers use it in group work with the students and 44% of them for individual work.

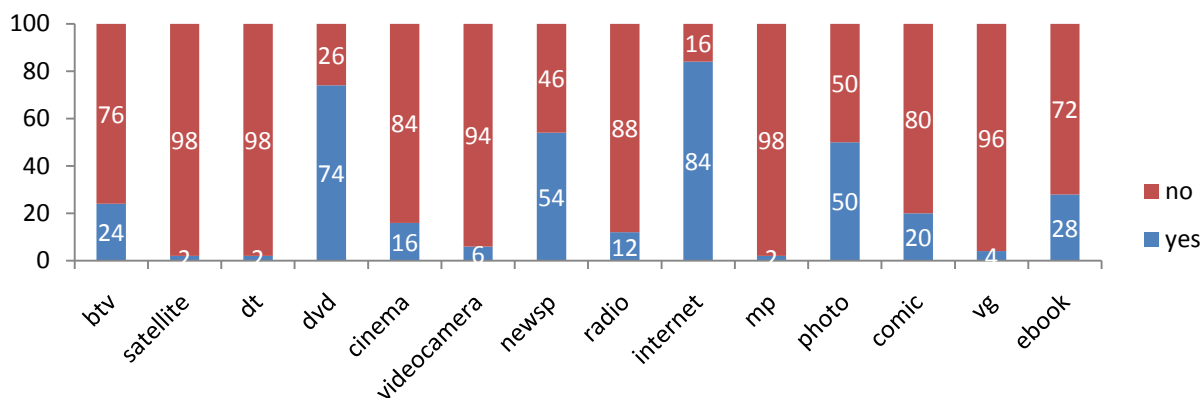
E-books are used for analysis (28%), within autonomous disciplines (24%) and for individual (26%) and group work (22%).

According to the respondents answers, different forms of TV, radio, mp3player or video games are not included in the learning/ teaching process as much as the abovementioned media.

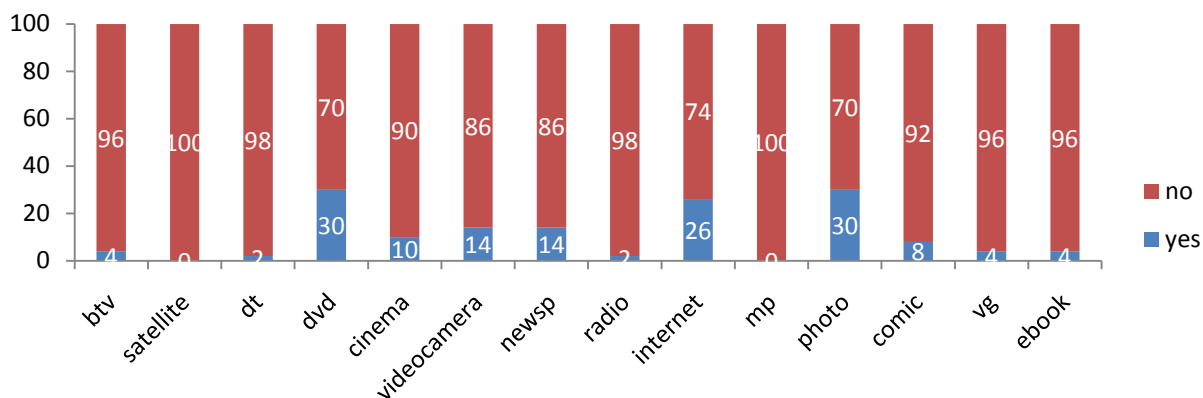
Q8. In your teaching experience, which kind of media do you use in your classroom and how?



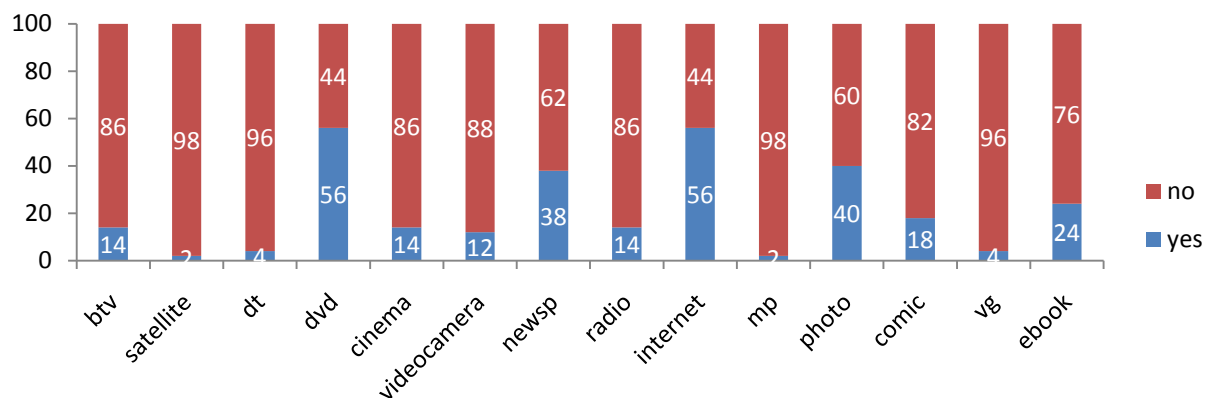
analysis, %



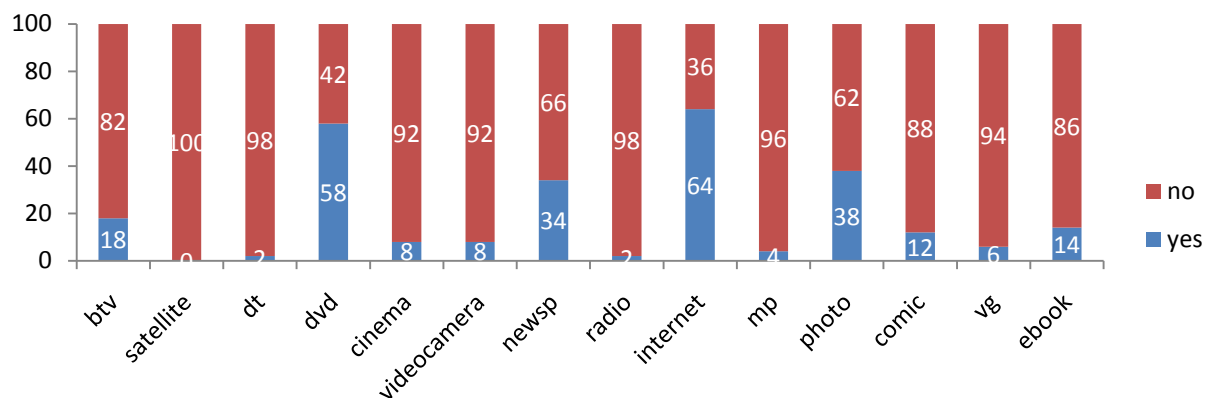
production, %



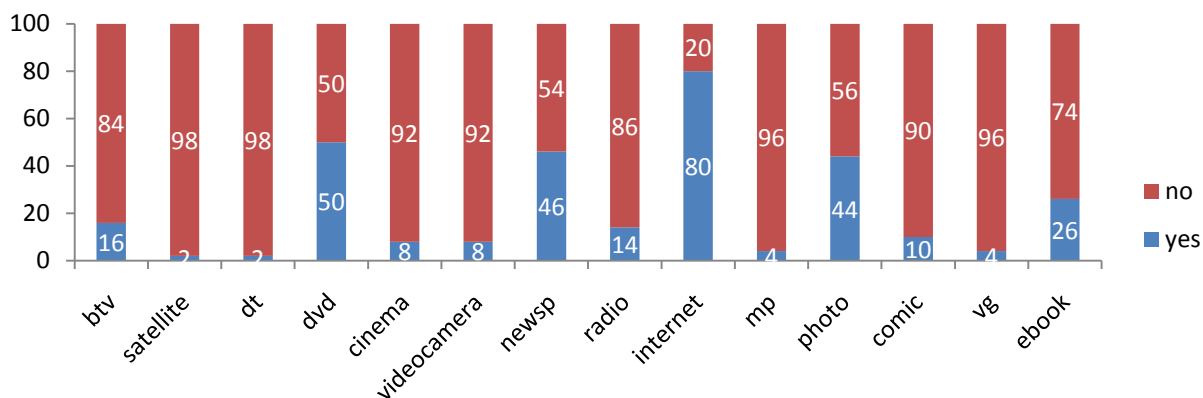
single discipline, %



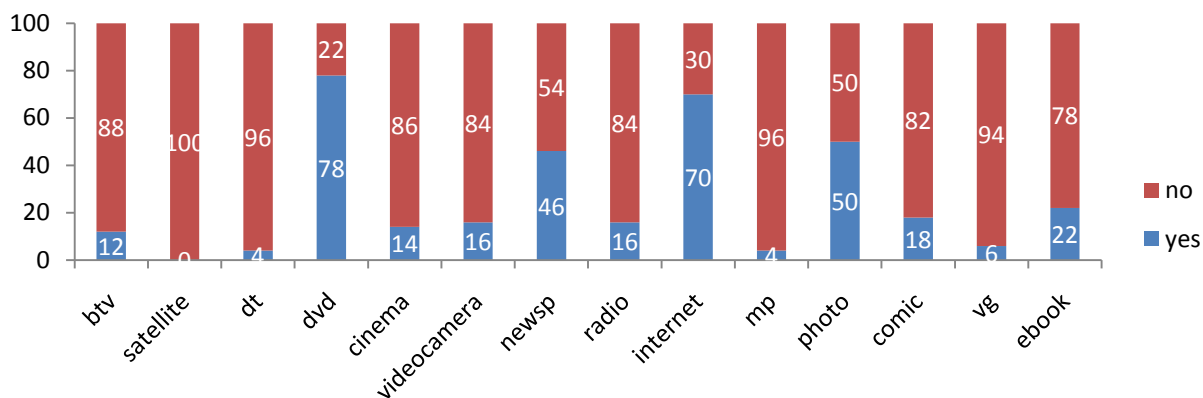
interdisciplinary, %



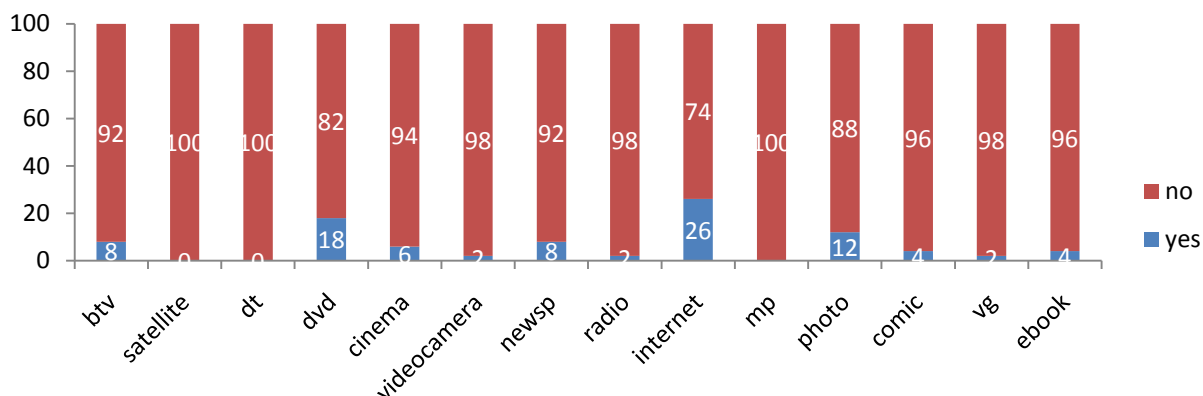
individual work, %



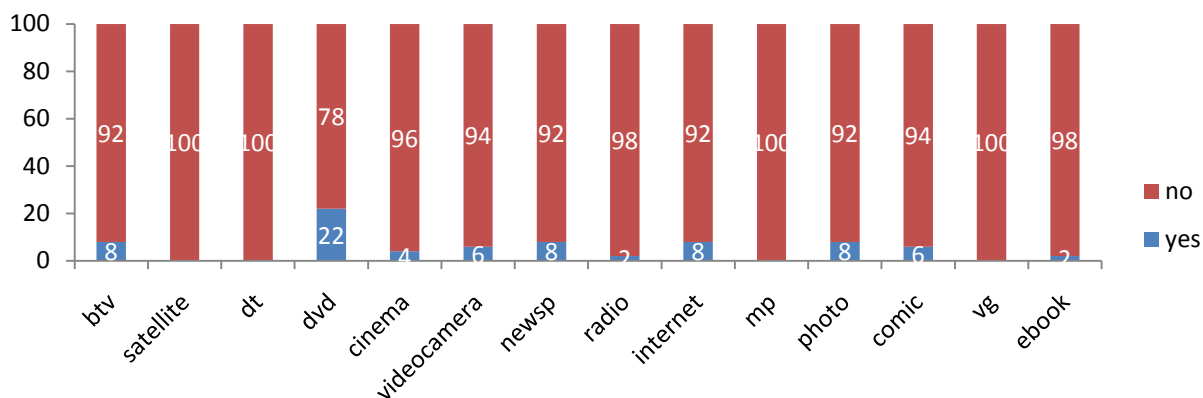
group work, %



simulation, %



role-play, %



II.5. Educational functions of media

The respondents believe that from an educational point of view, **television** is better described by study, exploration, interest, pleasure and fun.

Dvd is used most of the time for **study** (36%).

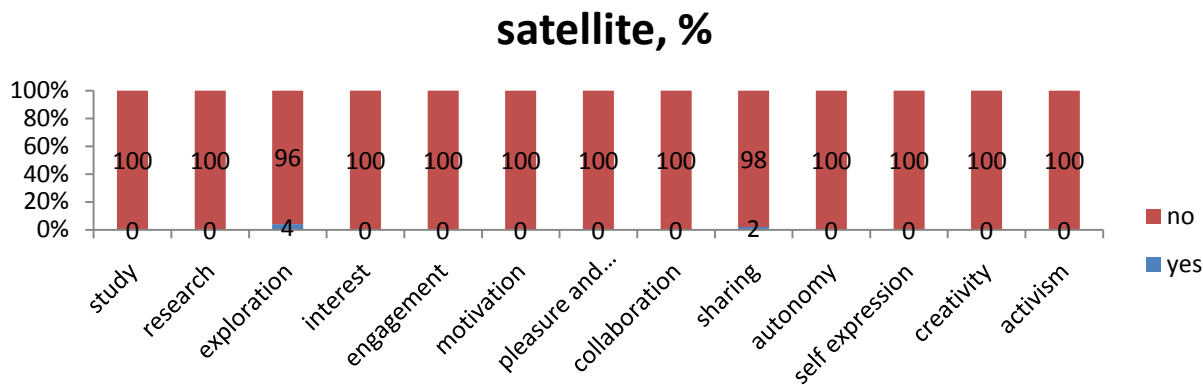
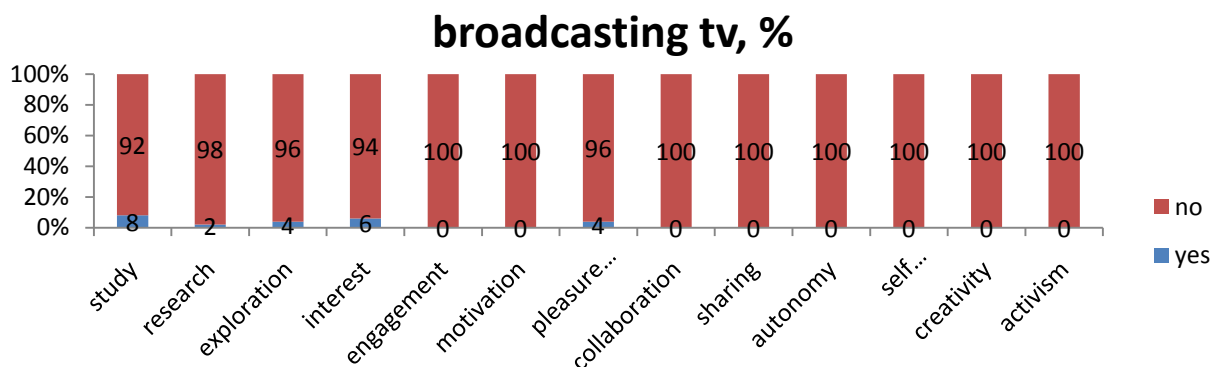
Cinema is mainly associated with pleasure and fun; **video camera** with collaboration and creativity; **newspapers** with study, research, exploration; and **radio** is associated with interest and sharing.

The teachers believe that **Internet** has many educational functions, such as study, research, exploration, interest, motivation, collaboration, sharing, autonomy, creativity, pleasure and fun, but the most important remains **exploration** (54%).

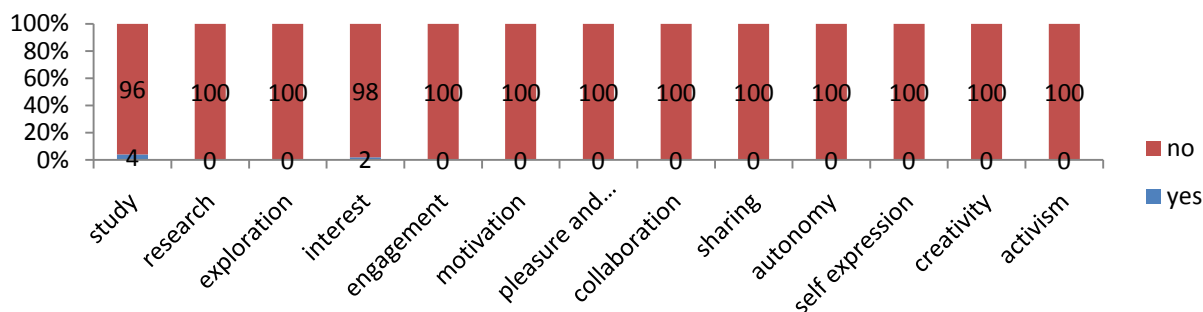
The **mobile phone** represents collaboration and **photographs** are a symbol for creativity (16%) and self expression (10%).

Comic books are mainly used for creativity, pleasure and fun, **video games** are perceived as pleasure and fun and the **books/ e-books** represent study and research for a third of the teachers. Finally, **theatre** is better described from an educational point of view by creativity, pleasure and fun; and **music** by motivation, pleasure and fun.

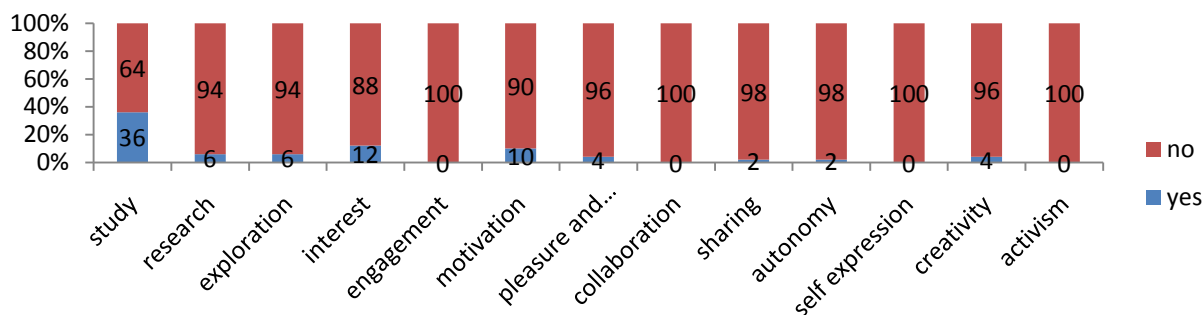
Q9. According to your teaching experience, what are the reasons for using a specific technology?



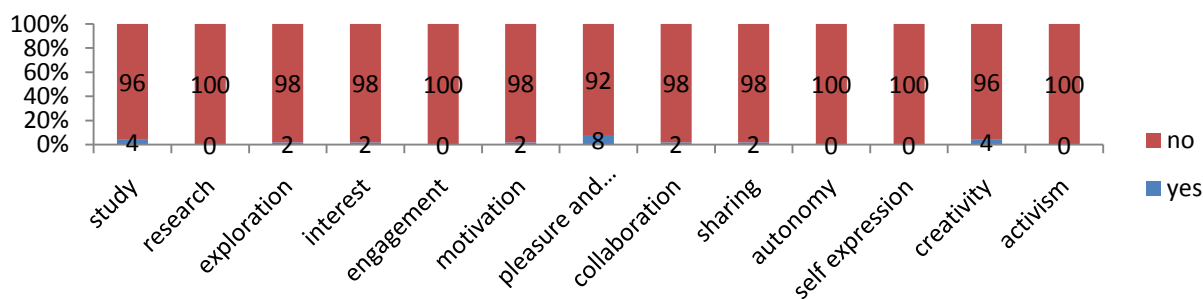
digital terrestrial, %



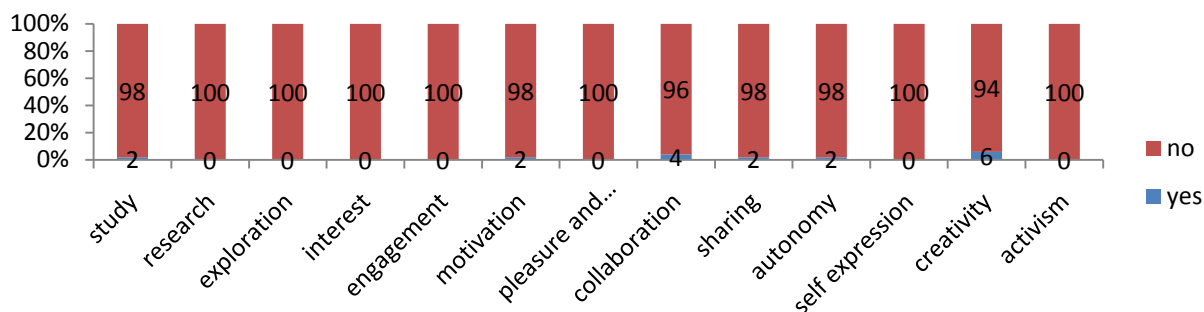
DVD, %



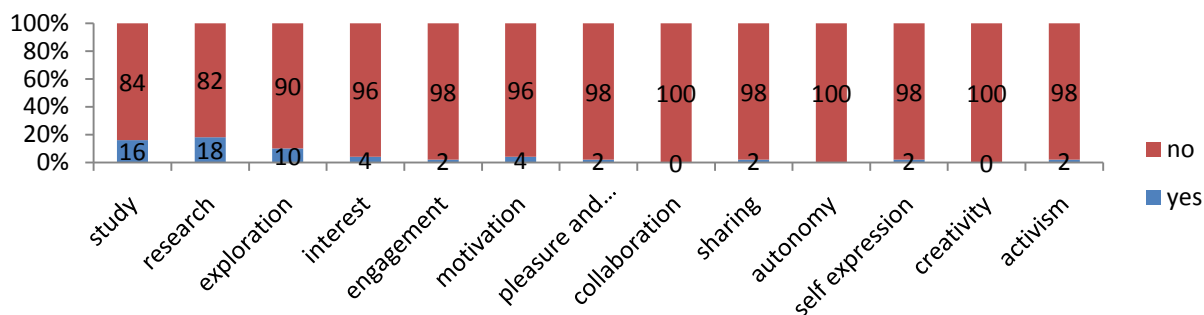
cinema, %



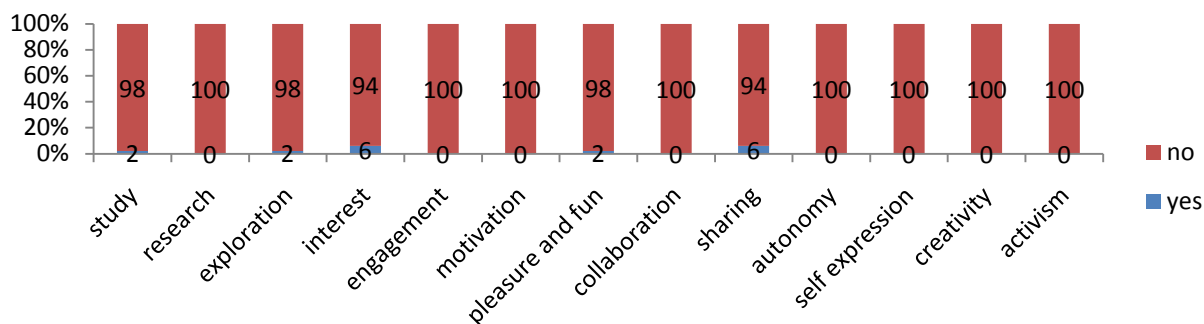
videocamera, %



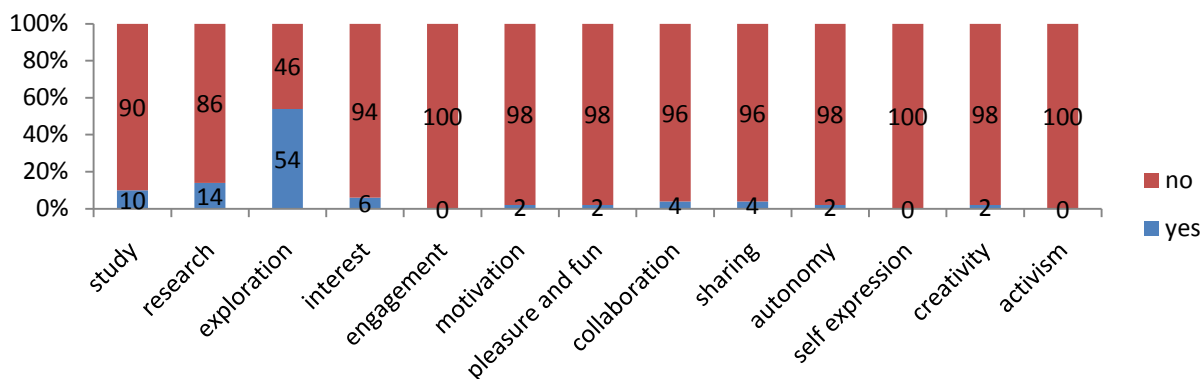
newspapers, %



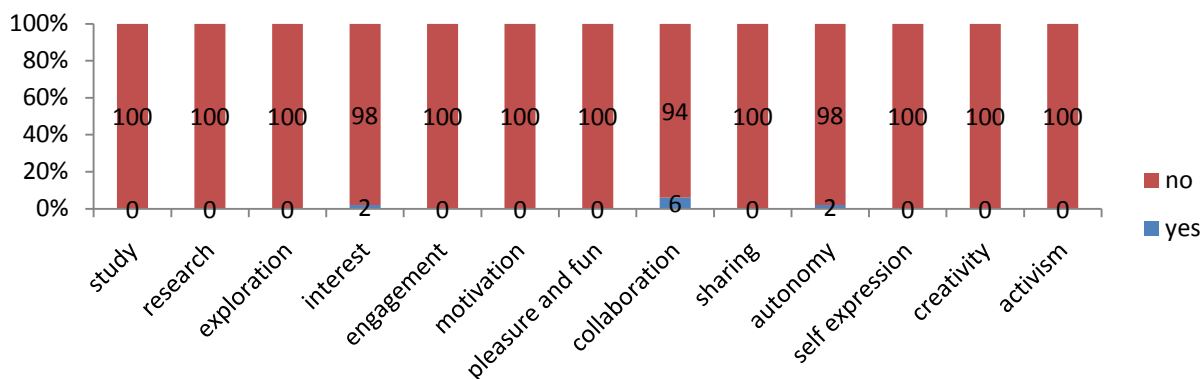
radio, %



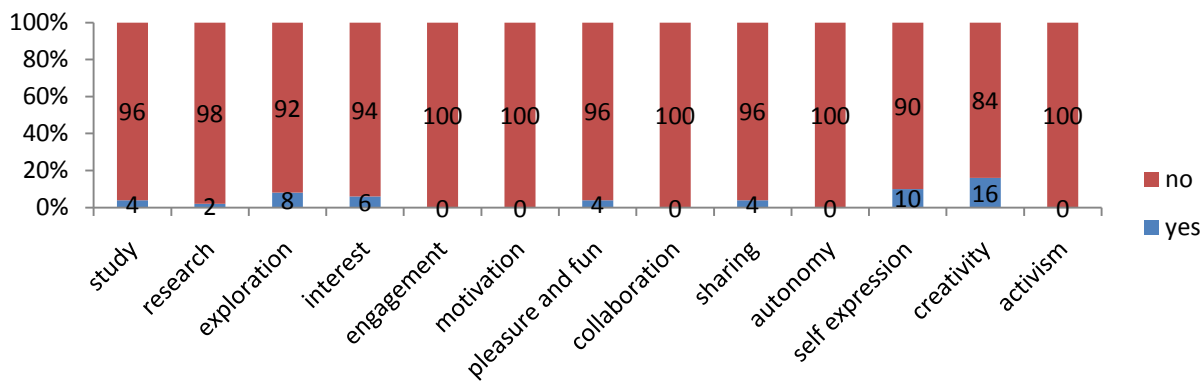
internet, %



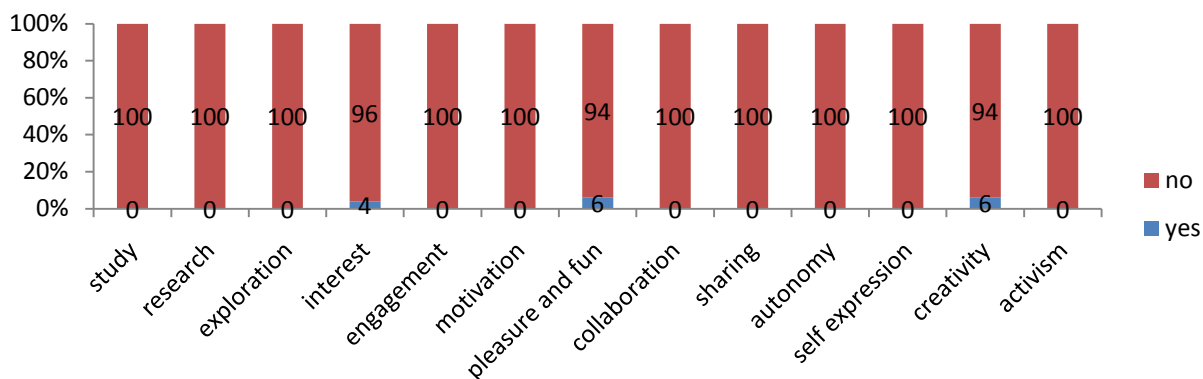
mobile phone, %



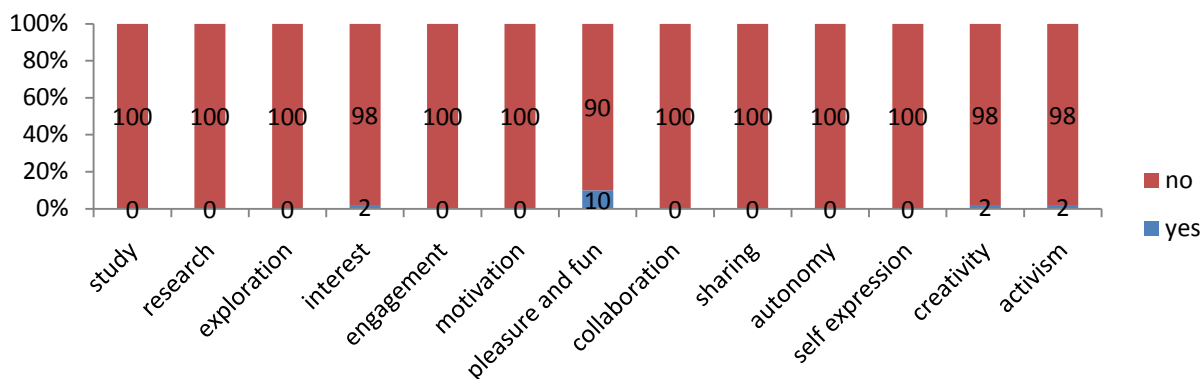
photography, %



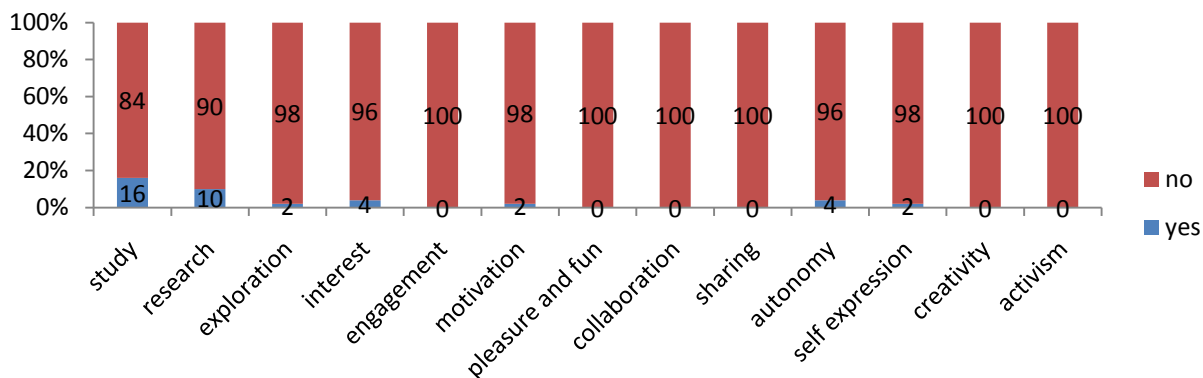
comics, %



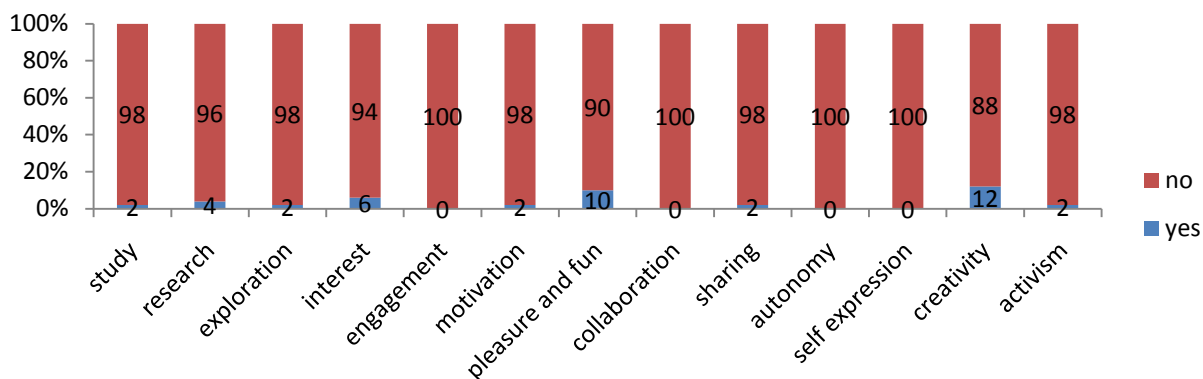
videogames, %



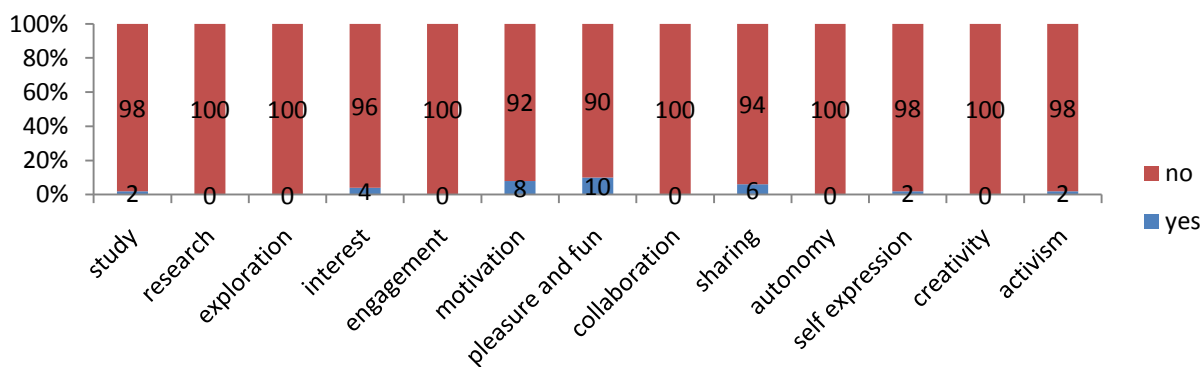
ebooks, %



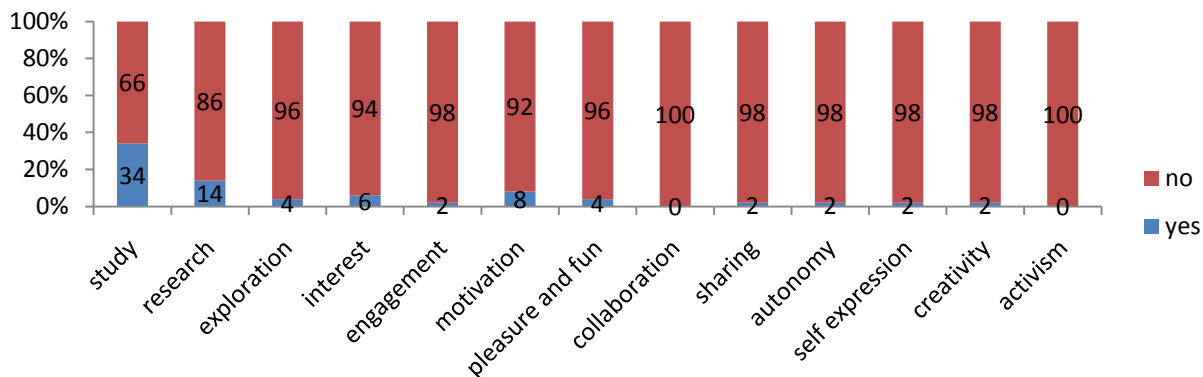
theatre, %



music, %



books, %

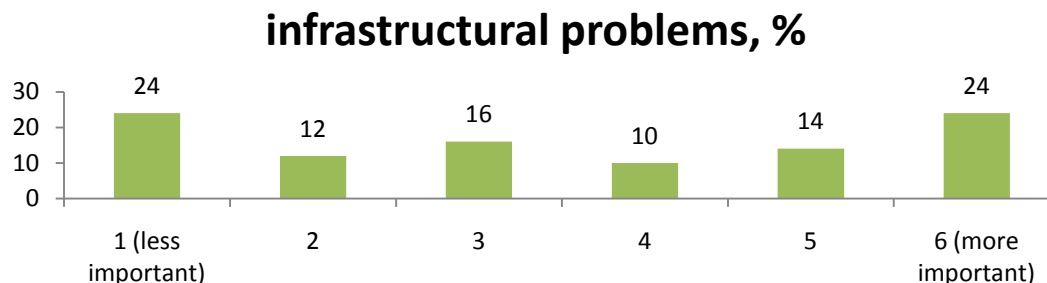
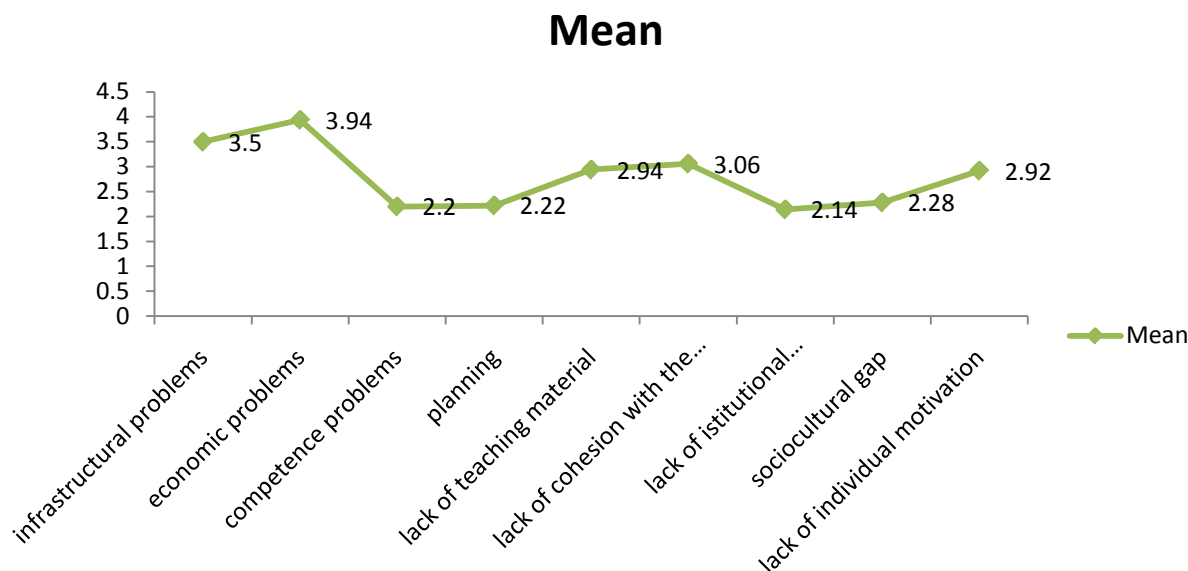


II.6. Main problems in the use of media at school

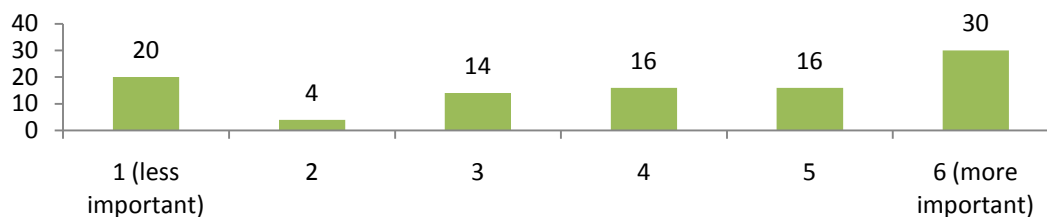
The teachers say that the **main problems** they came across in the use of different media in class are the **economic problems** (3.94 average out of 6), followed by **infrastructural problems** (3.50 average out of 6) and **lack of cohesion with the official syllabus** (3.06 average out of 6).

The problems identified as **less important** by the respondents are the **lack of institutional recognition** (2.14 average out of 6) and **competence problems** (2.20 average out of 6).

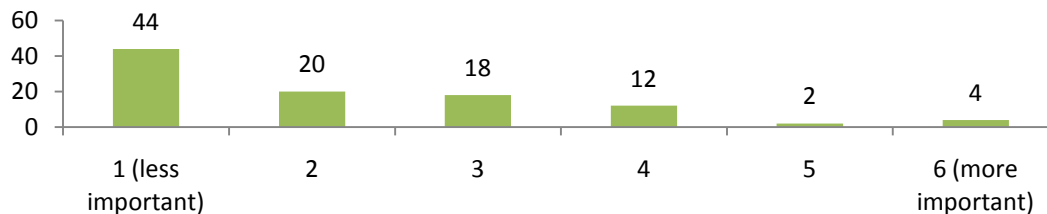
Q9. What are the main problems you came across in the use of the abovementioned media?



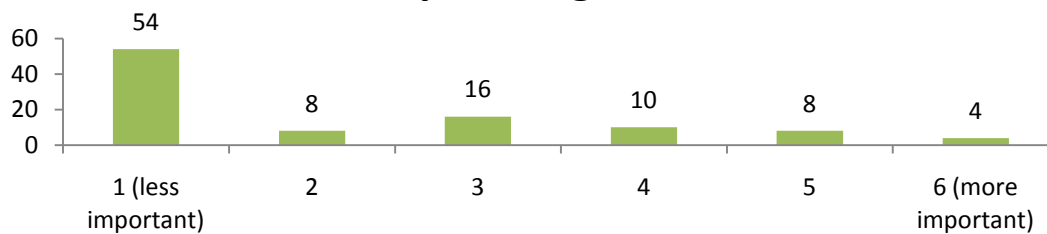
economic problems, %



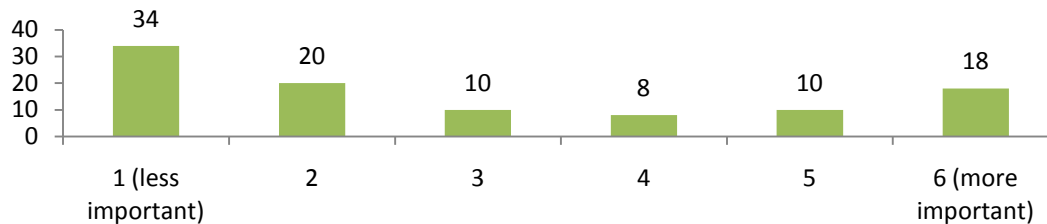
competence problems, %



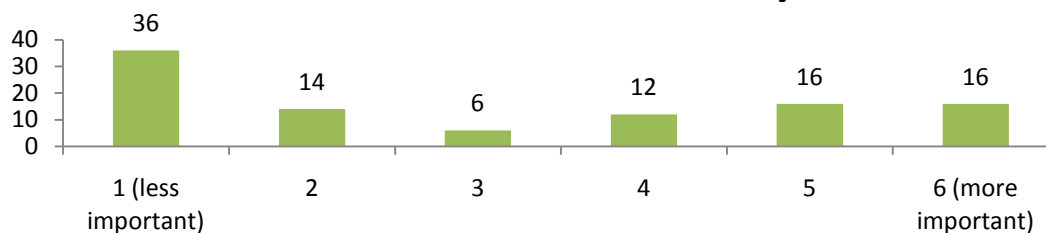
planning, %



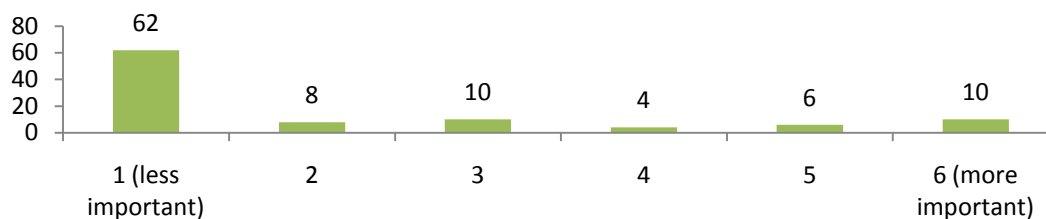
lack of teaching material, %



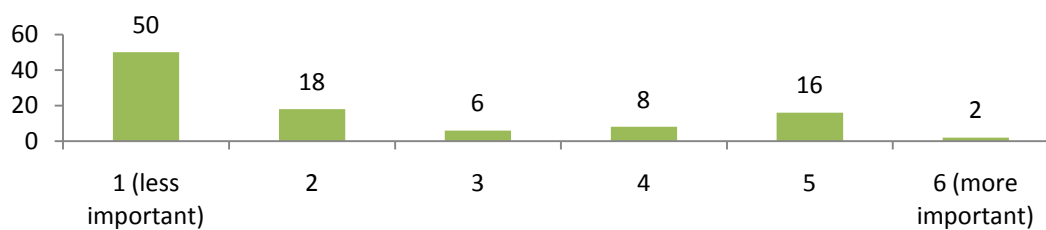
lack of cohesion with the off.syll., %



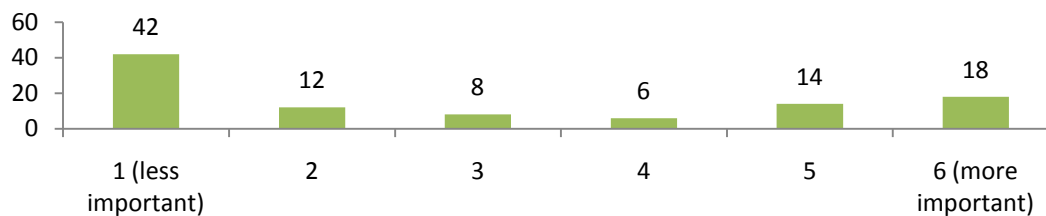
lack of istitutitional recognition, %



sociocultural gap, %



lack of individual motivation, %



II.7. Media laboratories

29 teachers out of 50 say they want to learn more about **multimedia online teaching**, 24 teachers about **multimedia DVD**, 23 teachers about **audiovisual production** and 22 teachers about the production of **news at school**.

Q10. Which of the following laboratories would you like to learn more about and develop for your teaching?

laboratories	Number of mentions
multimedia online teaching	29
multimedia dvd	24
audiovisual production	23
news at school	22
advertising	12
webtv	6
cartoon/comics	3
radio/web radio	2
videogame	2
online evaluation	1
online school competition	1

CONCLUSIONS

The students think that Internet, books and television are the most relevant means of communication and they attributed the highest scores to this media in relation with different statements. In opposition to these media, radio, newspapers, mobile and videogames are considered the less relevant means of communication.

In their free time, the students use mostly cable and digital TV, car radio, pay press and online videogames. Also, 99 students out of 100 say they use the Internet.

The students believe that people of their own age use the Internet mostly for communicating through instant messaging (64%), downloading (56%) and searching (53%).

The main activities that students associate with mobile phones are sending sms/mms (88%) and listening to music mp3 (83%).

Most of the students say that, in general, young people use the PC for painting and using graphics software (62%), for making musical compilations on CD (61%) and for making photo albums (43%).

All students believe that young people of their age generally use the video camera to film sequences on their life events and almost half of the respondents believe that peers have a maximum level of competence in using the camera with this aim.

Students believe that the best media for sharing are Internet, Yahoo Messenger and mobile phone.

Most of the students believe that in general, the best way to communicate with their friends, parents or schoolmates is through mobile phone or Internet.

Teenagers say that the best media to express their emotions, thoughts and experience are Internet (23% emotions, 28% thoughts and 33% experience); mobile phone (54% emotions, 25% thoughts and 23% experience) and Yahoo Messenger (7% emotions, 9% thoughts and 14% experience).

According to the students' responses, the hottest media are the Internet and the basic mobile phone (100 and 90 degrees) and the coldest media, that they do not feel favorable to, are the pay press and the traditional radio (0 degrees).

Most of the students involved in the research agree that Internet is useful, interesting, fun, informative and cool. Main adjectives with which students identified TV, radio, newspapers and videogames are of opposing nature also (e.g. interesting vs. boring). TV is mostly associated with adjectives like informative, interesting, fun, boring and useful. Radio is at the same time boring and informative, useful, fun, relaxing or interesting. Newspapers are informative, useful, interesting and boring. For the interviewed teenagers, mobile phones are mainly useful; videogames are mostly fun, interesting and boring; books are interesting, boring, useful and educational; and PC is useful, fun and interesting.

The teachers say that they mostly use cable TV, broadcasting radio, car radio and pay press in their free time. All teachers use the Internet.

Teachers believe that the adults use the Internet mostly for searching information (84%) and have a high level of competence in this concern.

31 teachers out of 50 believe that the adults use the mobile phone mainly for making normal phone calls and have the highest level of competence for this activity.

35 teachers believe that the most important activity associated to the use of the PC, for the adults, is creating and editing office documents.

90% of the teachers agreed that adults use the video camera in general for shooting sequences on events of their life.

The most used media at school are Internet, DVD, photos, newspapers and e-books. All of these media are mostly used as tools for teaching and only in a smaller percentage as objects of study.

According to the respondents answers, different forms of TV, radio, mp3player or video games are not included in the learning/ teaching process as much as the abovementioned media.

The teachers say that the main problems they came across in the use of different media in class are the economic problems (3.94 average out of 6),

followed by infrastructural problems (3.50 average out of 6) and lack of cohesion with the official syllabus (3.06 average out of 6).

The problems identified as less important by the respondents are the lack of institutional recognition (2.14 average out of 6) and competence problems (2.20 average out of 6).

29 teachers out of 50 say they want to learn more about multimedia online teaching, 24 teachers about multimedia DVD, 23 teachers about audiovisual production and 22 teachers about the production of news at school.



Education and Culture DG

Lifelong Learning Programme

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This material reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Annexes

Students Frequency

gender			
		Frequency	Valid Percent
Valid	male	50	50
	female	50	50
	Total	100	100

age			
		Frequency	Valid Percent
Valid	age 11-12	17	17
	age 13-14	40	40
	age 15-16	43	43
	Total	100	100

type of secondary school - distribution of questionnaires			
		Frequency	Valid Percent
Valid	technical institute	13	13
	other	87	87
	Total	100	100

other type of school			
		Frequency	Valid Percent
Valid	technical institute	13	13
	lyceum	37	37
	national college	28	28
	theoretical	22	22
	Total	100	100

Q1.

knowing new things	Mean
tv	4,38
radio	3,19
newspaper	3,84

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books	4,78
mobile	2,97
internet	5,48
videogames	2,2

dreaming about a new way of living	Mean
tv	4,02
radio	2,51
newspaper	2,84
books	4,97
mobile	2,31
internet	4,95
videogames	3,22

entertainment	Mean
tv	4,64
radio	2,89
newspaper	2,3
books	3,79
mobile	4,09
internet	5,69
videogames	5,35

thinking about social problems	Mean
tv	4,44
radio	3,49
newspaper	4,29
books	3,17
mobile	2,18
internet	4,14
videogames	1,53

understanding different points of view	Mean
tv	4,7
radio	3,82
newspaper	4,26
books	4,44
mobile	2,81
internet	4,59
videogames	1,86

following your favorite celebrities	Mean
tv	5,74
radio	3,61

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newspaper	4,76
books	2,82
mobile	2,44
internet	5,66
videogames	2,24

bettering your knowledge	Mean
tv	4,23
radio	3,27
newspaper	3,63
books	5,57
mobile	2,3
internet	5,22
videogames	2,02

reflecting on yourself	Mean
tv	3,18
radio	2,53
newspaper	2,96
books	4,8
mobile	2,33
internet	3,8
videogames	2,21

immersing in a fantasy world	Mean
tv	4,23
radio	2,43
newspaper	2,11
books	5,53
mobile	2,14
internet	4,98
videogames	4,84

observing other realities	Mean
tv	5,22
radio	3,64
newspaper	4,09
books	4,99
mobile	2,55
internet	5,13
videogames	3,38

mastering topics of conversation	Mean
tv	4,4

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radio	3,79
newspaper	3,75
books	5,05
mobile	3,32
internet	4,45
videogames	1,93

evading from problems	Mean
tv	4,92
radio	3,42
newspaper	3,24
books	5,17
mobile	4,09
internet	5,58
videogames	4,85

killing time	Mean
tv	5,1
radio	3,16
newspaper	3,15
books	4,9
mobile	4,1
internet	5,69
videogames	4,74

releasing emotions	Mean
tv	2,88
radio	2,51
newspaper	2,21
books	3,79
mobile	4,42
internet	4,69
videogames	3,04

being part of a group	Mean
tv	2,85
radio	2,46
newspaper	2,48
books	3,37
mobile	4,39
internet	5,17
videogames	3,53

stimulating your creativity	Mean
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tv	3,97
radio	2,81
newspaper	3,18
books	5,35
mobile	2,65
internet	4,77
videogames	3,91

sharing your knowledge/interests	Mean
tv	3,07
radio	2,75
newspaper	2,62
books	3,7
mobile	4,45
internet	5,19
videogames	2,64

Q 2

	broadcasting tv	Frequency	Valid Percent
Valid	irregular use	28	28
	regular use	10	10
	not use	62	62
	Total	100	100

	satellite	Frequency	Valid Percent
Valid	irregular use	25	25
	regular use	12	12
	not use	63	63
	Total	100	100

	digital terrestrial	Frequency	Valid Percent
Valid	irregular use	30	30
	regular use	23	23
	not use	47	47
	Total	100	100

	cable tv	Frequency	Valid Percent
Valid	irregular use	26	26
	regular use	54	54
	not use	20	20
	Total	100	100

2. Which type of TV do you watch in your free time?

	iptv	Frequency	Valid Percent
Valid	irregular use	29	29
	regular use	13	13
	not use	58	58
	Total	100	100

	mobile tv	Frequency	Valid Percent
Valid	irregular use	27	27
	regular use	1	1
	not use	72	72
	Total	100	100

Q3.

	broadcasting radio	Frequency	Valid Percent
Valid	irregular use	30	30
	regular use	20	20
	not use	50	50
	Total	100	100

	car radio	Frequency	Valid Percent
Valid	irregular use	33	33
	regular use	45	45
	not use	22	22
	Total	100	100

	web radio	Frequency	Valid Percent
Valid	irregular use	38	38
	regular use	17	17
	not use	45	45
	Total	100	100

	mobile radio	Frequency	Valid Percent
Valid	irregular use	40	40
	regular use	24	24
	not use	36	36
	Total	100	100

Q4.

	pay press	Frequency	Valid Percent	Cumulative Percent
Valid	irregular use	36	36	36
	regular use	34	34	70
	not use	30	30	100
	Total	100	100	

	free press	Frequency	Valid Percent	Cumulative Percent
Valid	irregular use	37	37	37
	regular use	7	7	44
	not use	56	56	100
	Total	100	100	

	online	Frequency	Valid Percent	Cumulative Percent
Valid	irregular use	32	32	32
	regular use	36	36	68
	not use	32	32	100
	Total	100	100	

Q5.

	play station	Frequency	Valid Percent
Valid	irregular use	42	42
	regular use	7	7
	not use	51	51
	Total	100	100

	xbox, wii	Frequency	Valid Percent
Valid	irregular use	29	29

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	regular use	10	10
	not use	61	61
	Total	100	100

	online videogame with other people	Frequency	Valid Percent
Valid	irregular use	31	31
	regular use	36	36
	not use	33	33
	Total	100	100

	online videogame by yourself	Frequency	Valid Percent
Valid	irregular use	44	44
	regular use	31	31
	not use	25	25
	Total	100	100

	psp	Frequency	Valid Percent
Valid	irregular use	35	35
	regular use	10	10
	not use	55	55
	Total	100	100

Q6.

	internet	Frequency	Valid Percent
Valid	yes	99	99
	no	1	1
	Total	100	100

Q8

	surfing	Frequency	Valid Percent
Valid	not use	60	60
	level 2	1	1
	level 3	1	1
	level 4	2	2
	level 5	16	16
	level 6	20	20
	Total	100	100

	searching	Frequency	Valid Percent
Valid	not use	47	47
	level 3	1	1
	level 4	6	6
	level 5	10	10
	level 6	36	36
	Total	100	100

	taking part in interactive games	Frequency	Valid Percent
Valid	not use	93	93
	level 4	2	2
	level 5	2	2
	level 6	3	3
	Total	100	100

	interacting in virtual worlds	Frequency	Valid Percent
Valid	not use	93	93
	level 1	1	1
	level 4	1	1
	level 5	4	4
	level 6	1	1
	Total	100	100

	using social networks	Frequency	Valid Percent
Valid	not use	75	75
	level 4	7	7
	level 5	7	7
	level 6	11	11
	Total	100	100

	taking part in specific forums	Frequency	Valid Percent
Valid	not use	98	98
	level 4	1	1
	level 5	1	1
	Total	100	100

	communicating through instant messaging	Frequency	Valid Percent
Valid	not use	36	36
	level 2	1	1
	level 3	1	1
	level 4	3	3
	level 5	13	13
	level 6	46	46
	Total	100	100

	downloading	Frequency	Valid Percent
Valid	not use	44	44
	level 1	1	1
	level 3	3	3
	level 4	12	12
	level 5	16	16
	level 6	24	24
	Total	100	100

	sharing	Frequency	Valid Percent
Valid	not use	95	95
	level 1	1	1
	level 4	2	2
	level 5	1	1
	level 6	1	1
	Total	100	100

	uploading video/photo/music onto a platform	Frequency	Valid Percent
Valid	not use	84	84
	level 3	2	2
	level 4	3	3
	level 5	2	2
	level 6	9	9
	Total	100	100

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	listening to the radio	Frequency	Valid Percent
Valid	not use	99	99
	level 4	1	1
	Total	100	100

	watching tv	Frequency	Valid Percent
Valid	not use	83	83
	level 4	2	2
	level 5	9	9
	level 6	6	6
	Total	100	100

	creating web pages	Frequency	Valid Percent
Valid	not use	99	99
	level 5	1	1
	Total	100	100

	creating a blog	Frequency	Valid Percent
Valid	not use	91	91
	level 3	1	1
	level 4	2	2
	level 5	4	4
	level 6	2	2
	Total	100	100

	other	Frequency	Valid Percent
Valid	not use	100	100

Q8.

	video calling	Frequency	Valid Percent
Valid	not use	93	93
	level 4	2	2
	level 5	3	3
	level 6	2	2
	Total	100	100

	sending sms/mms	Frequency	Valid Percent
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Valid	not use	12	12
	level 4	7	7
	level 5	16	16
	level 6	65	65
	Total	100	100

	surging on the internet	Frequency	Valid Percent
Valid	not use	89	89
	level 3	1	1
	level 4	4	4
	level 5	3	3
	level 6	3	3
	Total	100	100

	playing games	Frequency	Valid Percent
Valid	not use	77	77
	level 3	3	3
	level 4	8	8
	level 5	5	5
	level 6	7	7
	Total	100	100

	making videos/photos	Frequency	Valid Percent
Valid	not use	67	67
	level 3	1	1
	level 4	11	11
	level 5	12	12
	level 6	9	9
	Total	100	100

	sending and receiving p.,i.,m.throught bluetooth	Frequency	Valid Percent
Valid	not use	60	60
	level 2	2	2
	level 3	3	3
	level 4	6	6
	level 5	14	14

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	level 6	15	15
	Total	100	100

	listening to the radio	Frequency	Valid Percent
Valid	not use	99	99
	level 3	1	1
	Total	100	100

	listening to music (mp3)	Frequency	Valid Percent
Valid	not use	17	17
	level 3	4	4
	level 4	7	7
	level 5	10	10
	level 6	62	62
	Total	100	100

	watching tv	Frequency	Valid Percent
Valid	not use	98	98
	level 2	1	1
	level 6	1	1
	Total	100	100

	chatting (msn etc)	Frequency	Valid Percent
Valid	not use	97	97
	level 4	1	1
	level 5	1	1
	level 6	1	1
	Total	100	100

	other	Frequency	Valid Percent
Valid	not use	93	93
	level 6	7	7
	Total	100	100

	if other specify	Frequency	Valid Percent
Valid	-	93	93
	normal phone call	7	7
	Total	100	100

Q9.

	making musical compilations on CD	Frequency	Valid Percent
Valid	not use	39	39
	level 1	1	1
	level 2	3	3
	level 3	11	11
	level 4	12	12
	level 5	17	17
	level 6	17	17
	Total	100	100

	making photo albums	Frequency	Valid Percent
Valid	not use	57	57
	level 2	1	1
	level 3	6	6
	level 4	11	11
	level 5	18	18
	level 6	7	7
	Total	100	100

	painting and using graphics software	Frequency	Valid Percent
Valid	not use	38	38
	level 1	1	1
	level 2	5	5
	level 3	10	10
	level 4	19	19
	level 5	18	18
	level 6	9	9
	Total	100	100

	assembling videos	Frequency	Valid Percent
Valid	not use	64	64
	level 2	2	2
	level 3	7	7
	level 4	14	14

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	level 5	9	9
	level 6	4	4
	Total	100	100

	composing music	Frequency	Valid Percent
Valid	not use	89	89
	level 1	1	1
	level 3	3	3
	level 4	1	1
	level 5	2	2
	level 6	4	4
	Total	100	100

other		-	creating and editing office doc.	listenin g to music	listenin g to music and playing video games	navigate the internet	photo scap e	playing video games	watchin g movies	watchin g movies/ playing video games	Tota l
not use	Count	58	0	0	0	0	0	0	0	0	58
level 3	Count	0	1	0	0	0	0	0	0	0	1
level 4	Count	0	3	0	0	0	0	3	1	0	7
level 5	Count	0	3	2	1	0	1	6	1	0	14
level 6	Count	0	1	3	1	1	0	11	2	1	20
Total	Count	58	8	5	2	1	1	20	4	1	100

Q10.

	shooting sequences on events of their life	Frequency	Valid Percent
Valid	level 2	1	1
	level 3	4	4
	level 4	20	20
	level 5	27	27
	level 6	48	48
	Total	100	100

	making a video choosing shots	Frequency	Valid Percent
Valid	not use	71	71
	level 2	4	4
	level 3	6	6
	level 4	12	12
	level 5	4	4
	level 6	3	3
	Total	100	100

	making a video paying attention to the natural and artificial light	Frequency	Valid Percent
Valid	not use	88	88
	level 1	1	1
	level 3	3	3
	level 4	2	2
	level 5	4	4
	level 6	2	2
	Total	100	100

	making a video with a good quality of the audio track	Frequency	Valid Percent
Valid	not use	79	79
	level 2	1	1
	level 4	7	7
	level 5	9	9
	level 6	4	4
	Total	100	100

	making an easy video editing	Frequency	Valid Percent
Valid	not use	54	54
	level 1	1	1
	level 2	6	6
	level 3	4	4
	level 4	12	12
	level 5	17	17
	level 6	6	6
	Total	100	100

	making a multitasks video editing	Frequency	Valid Percent
Valid	level 1	91	91
	level 3	1	1
	level 4	3	3
	level 5	3	3
	level 6	2	2
	Total	100	100

other		-	entertainment	making a documentary for school	making videos with friends	music and easy learning	taking pictures	total
not use	Count	92	0	0	0	0	0	92
level 3	Count	0	0	1	0	0	0	1
level 4	Count	0	0	0	1	0	0	1
level 5	Count	0	0	0	0	0	1	1
level 6	Count	0	1	0	0	1	3	5
Total	Count	92	1	1	1	1	4	100

Q11.

	best media to share: emotions	Frequency	Valid Percent
Valid	mobile	49	49
	MSN	18	18
	Internet	14	14
	SMS	14	14
	blog	3	3
	books	2	2
	email	2	2
	photography	2	2
	writing	2	2
	face to face	1	1
	letters	1	1
	mp3 player	1	1
	Face book	1	1
	Skype	1	1
	paintings	1	1

	best media to share: knowledge	Frequency	Valid Percent
Valid	Internet	46	46
	MSN	23	23

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	mobile	15	15
	books	12	12
	blog	4	4
	SMS	4	4
	forum	3	3
	email	2	2
	TV	2	2
	chat	1	1
	face to face	1	1
	newspapers	1	1
	Skype	1	1
	ipod	1	1
	newspapers	1	1
	Twitter	1	1
	video games	1	1

	best media to share: experiences	Frequency	Valid Percent
Valid	mobile	32	32
	internet	31	31
	MSN	16	15
	blog	7	7
	tv	4	4
	chat	3	3
	NS/NR	2	2
	books	2	2
	email	2	2
	face to face	2	2
	SMS	2	2
	games of logic and intelligence	1	1
	newspapers	1	1
	letters	1	1
	hi5	1	1
	newspapers	1	1
	photography	1	1
	movies	1	1
	radio	1	1
	traditional phone	1	1
	writing	1	1
	Total	100	100

	best media to share: school material	Frequency	Valid Percent
Valid	internet	46	46
	MSN	23	23

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	mobile	9	9
	email	8	8
	books	7	7
	SMS	3	3
	TV	3	3
	chat	2	2
	face to face	2	2
	newspapers	2	2
	NS/NR	1	1
	dvd	1	1
	Facebook	1	1
	google	1	1
	HI5	1	1
	memory stick	1	1
	pc	1	1
	phone call	1	1
	radio	1	1
	Skype	1	1
	web sites	1	1
	written papers	1	1

	best media to share: photos, videos, written papers...	Frequency	Valid Percent
Valid	internet	50	50
	MSN	27	27
	mobile	18	18
	email	5	5
	blog	2	2
	chat	2	2
	HI5	2	2
	pc	2	2
	SMS	2	2
	social networking	2	2
	digital camera	1	1
	face to face	1	1
	Facebook	1	1
	myspace	1	1
	photography	1	1
	Skype	1	1
	video games	1	1
	YouTube	1	1

Q12



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	best media to communicate: to friends	Frequency	Valid Percent
Valid	mobile	55	55
	internet	17	17
	sms	14	14
	MSN	11	11
	chat	2	2
	email	1	1
	face to face	1	1
	fax	1	1
	SMS	1	1

	best media to communicate: to parents	Frequency	Valid Percent
Valid	mobile	80	80
	face to face	6	6
	sms	5	5
	NS/NR	2	2
	email	2	2
	phone call	2	2
	internet	2	2
	traditional phone	2	2

	best media to communicate: to schoolmates	Frequency	Valid Percent
Valid	internet	33	33
	mobile	29	29
	MSN	22	22
	SMS	8	8
	chat	4	4
	email	2	2
	face to face	2	2
	NS/NR	1	1
	letters	1	1
	phone call	1	1
	traditional phone	1	1

	a personal situation: to friends	Frequency	Valid Percent
Valid	mobile	53	53
	internet	21	21
	sms	11	11
	MSN	10	10
	chat	2	2
	face to face	2	2
	NS/NR	1	1
	email	1	1

	a personal situation: to parents	Frequency	Valid Percent
Valid	mobile	76	76
	face to face	8	8
	NS/NR	3	3
	internet	3	3
	traditional phone	3	3
	phone call	2	2
	sms	2	2
	email	1	1
	MSN	1	1
	writting	1	1

	a personal situation: to schoolmates	Frequency	Valid Percent
Valid	mobile	40	40
	internet	29	29
	MSN	16	16
	sms	10	10
	chat	4	4
	face to face	2	2
	NS/NR	1	1
	books	1	1

	a pleasant emotion: to friends	Frequency	Valid Percent
Valid	mobile	56	56
	internet	16	16
	MSN	14	14
	sms	10	10
	face to face	4	4
	chat	1	1
	letters	1	1
	phone call	1	1
	traditional phone	1	1

	a pleasant emotion: to parents	Frequency	Valid Percent
Valid	mobile	77	77
	face to face	7	7
	sms	7	7
	NS/NR	2	2
	MSN	2	2
	mail	1	1

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	phone call	1	1
	postcard	1	1
	traditional phone	1	1
	videophone	1	1

	a pleasant emotion: to schoolmates	Frequency	Valid Percent
Valid	mobile	41	41
	internet	20	20
	MSN	20	20
	sms	12	12
	chat	4	4
	face to face	3	3
	NS/NR	1	1
	blog	1	1
	books	1	1
	hi5	1	1
	phone call	1	1

	an unpleasant emotion: to friends	Frequency	Valid Percent
Valid	mobile	43	43
	internet	21	21
	MSN	17	17
	sms	14	14
	email	3	3
	face to face	3	3
	chat	2	2
	IP	1	1
	skype	1	1

	an unpleasant emotion: to parents	Percent	Valid Percent
	mobile	77	77
	face to face	6	6
Valid	NS/NR	4	4
	sms	4	4
	internet	3	3
	MSN	2	2
	digital camera	1	1
	email	1	1
	fax	1	1
	phone call	1	1

	an unpleasant emotion: to schoolmates	Percent	Valid Percent
	internet	34	34

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	mobile	25	25
	MSN	22	22
	sms	12	12
	email	3	3
	chat	2	2
Valid	NS/NR	1	1
	digital camera	1	1
	face to face	1	1
	fax	1	1
	email	1	1

	events, interests and hobbies: to friends	Frequency	Valid Percent
	mobile	47	47
	internet	29	29
	MSN	12	12
	sms	9	9
	email	2	2
	face to face	2	2
Valid	blog	1	1
	chat	1	1
	MMS	1	1
	newspapers	1	1
	tv	1	1

	events, interests and hobbies: to parents	Frequency	Valid Percent
	mobile	69	69
	MSN	6	6
	sms	6	6
	face to face	5	5
	internet	5	5
Valid	NR/NS	4	4
	traditional phone	3	3
	email	1	1
	phone call	1	1

	events, interests and hobbies: to schoolmates	Frequency	Valid Percent
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	mobile	35	35
	internet	31	31
	MSN	19	19
	sms	7	7
	chat	4	4
	email	4	4
Valid	blog	2	2
	radio	2	2
	face to face	1	1
	videocamera	1	1

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	best media to express: your emotions	Frequency
Valid	mobile	54
	internet	23
	MSN	7
	photography	4
	face to face	3
	letters	3
	books	3
	blog	2
	chat	2
	pc	2
	cartoons	1
	diary	1
	radio	1
	letters	1
	videos	1
	mp3 player	1
	sms	1
	online music	1
	online newspapers	1
	poetry	1
	skype	1
	traditional phone	1
	NS/NR	1

	best media to express: your thoughts	Frequency
Valid	internet	28
	mobile	25
	MSN	9
	blog	8
	sms	6
	diary	5
	face to face	4
	books	4
	mobile	4
	NS/NR	2
	letters	2
	radio	2
	tv	2
	blog	1
	newspapers	1
	pc	1
	photography	1
	poetry	1
	twitter	1
	writing	1

	best media to express: your experience	Frequency
Valid	internet	33
	mobile	23
	MSN	14
	blog	7
	photography	6
	face to face	4
	sms	4
	NS/NR	3
	chat	2
	email	2
	pc	2
	radio	2
	games	1
	hi5	1
	myspace	1
	music	1
	traditional phone	1
	tv	1
	videocamera	1

YouTube	1
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Q14

	grade - 100	Frequency	Valid Percent
Valid	internet	43	43
	basic mobile	22	22
	books	14	14
	cable tv	3	3
	online video games	3	3
	Smartphone	3	3
	NS/NR	2	2
	MSN	2	2
	ebooks	1	1
	mp3 player	1	1
	play station	1	1
	satellite tv	1	1
	twitter	1	1
	video games with pc	1	1
	wii	1	1
	xbox	1	1
	Total	100	100

	grade - 90	Frequency	Valid Percent
Valid	Total	100	100
	internet	23	23
	basic mobile	17	17
	cable tv	6	6
	NS/NR	6	6
	books	5	5
	PSP	5	5

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	broadcasting tv	4	4
	digital tv	4	4
	mp3 player	4	4
	smartphone	4	4
	online video games	3	3
	satellite tv	3	3
	video games with pc	3	3
	PS	2	2
	wii	2	2
	YouTube	2	2
	car radio	1	1
	fax	1	1
	free press	1	1
	ipod	1	1
	magazines	1	1
	MSN	1	1
	pay press	1	1

	grade - 80	Frequency	Valid Percent
Valid	books	16	16
	cable tv	13	13
	basic mobile	10	10
	mp3 player	8	8
	NS/NR	7	7
	internet	6	6
	pay press	6	6
	digital tv	4	4
	satellite tv	4	4
	car radio	3	3
	online video games	3	3
	PS	3	3
	PSP	3	3
	broadcasting tv	2	2
	mobile phone radio	2	2
	MSN	2	2
	smartphone	2	2
	online press	1	1
	photography	1	1
	video games with pc	1	1
	videophone	1	1
	webcam	1	1
	YouTube	1	1
	Total	100	100

	grade - 70	Frequency	Valid Percent
Valid	mp3 player	15	15
	cable tv	11	11
	books	10	10
	NS/NR	9	9
	internet	9	9
	basic mobile phone	7	7
	pay press	6	6
	online press	5	5
	car radio	3	3
	digital tv	3	3
	PC	3	3
	broadcasting tv	2	2
	online video games	2	2
	PSP	2	2
	smartphone	2	2
	traditional radio	2	2
	video games with pc	2	2
	web radio	2	2
	ebooks	1	1
	mobile phone radio	1	1
	satellite tv	1	1
	video camera	1	1
	videophone	1	1
	Total	100	100

	grade - 60	Frequency	Valid Percent
Valid	NS/NR	14	14
	pay press	11	11
	car radio	9	9
	books	8	8
	video games with pc	8	8
	cable tv	6	6
	online press	6	6
	online video games	6	6
	basic mobile	5	5
	internet	5	5
	videophone	4	4
	mobile phone radio	3	3
	wii	3	3
	PSP	2	2

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	broadcasting tv	1	1
	free press	1	1
	HI5	1	1
	internet on mobile phone	1	1
	IPTV	1	1
	mp3 player	1	1
	pc	1	1
	PS	1	1
	traditional radio	1	1
	youtube	1	1
	Total	100	100

	grade - 50	Frequency	Valid Percent
Valid	NS/NR	14	14
	books	10	10
	cable tv	9	9
	online press	8	8
	pay press	7	7
	smartphone	7	7
	basic mobile	6	6
	video games with pc	5	5
	car radio	4	4
	traditional radio	4	4
	mobile phone radio	3	3
	mp3 player	3	3
	online video games	3	3
	wii	3	3
	free press	2	2
	internet	2	2
	mobile tv	2	2
	PS	2	2
	PSP	2	2
	internet forums	1	1
	pc	1	1
	pictures	1	1
	videophone	1	1
	Total	100	100

	grade - 40	Frequency	Valid Percent
Valid	NS/NR	17	17
	pay press	9	9
	traditional radio	9	9



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	online video games	8	8
	books	7	7
	mp3 player	7	7
	video games with pc	6	6
	car radio	5	5
	videophone	4	4
	free press	3	3
	internet	3	3
	online press	3	3
	PSP	3	3
	wii	3	3
	basic mobile	2	2
	online radio	2	2
	PS	2	2
	web radio	2	2
	cable tv	1	1
	IPTV	1	1
	mobile phone radio	1	1
	mobile tv	1	1
	web tv	1	1
	Total	100	100

	grade - 30	Frequency	Valid Percent
Valid	NS/NR	22	22
	video games with pc	9	9
	cable tv	8	8
	pay press	7	7
	online press	6	6
	PSP	6	6
	car radio	5	5
	mp3 player	5	5
	basic mobile	4	4
	online video games	4	4
	web radio	4	4
	books	3	3
	smartphone	3	3
	web tv	3	3
	free press	1	1
	internet	1	1
	mobile radio	1	1
	mobile tv	1	1
	new tv	1	1
	PS	1	1

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	satellite tv	1	1
	traditional radio	1	1
	videophone	1	1
	wii	1	1
	Total	100	100

	grade - 20	Frequency	Valid Percent
Valid	NS/NR	19	19
	traditional radio	9	9
	PS	8	8
	car radio	7	7
	pay press	7	7
	video games with pc	5	5
	PSP	4	4
	books	3	3
	free press	3	3
	internet	3	3
	mobile tv	3	3
	mp3 player	3	3
	online press	3	3
	cable tv	2	2
	mobile phone radio	2	2
	online video games	2	2
	smartphone	2	2
	videophone	2	2
	basic mobile	1	1
	digital tv	1	1
	IPTV	1	1
	mms	1	1
	mobile phone games	1	1
	new tv	1	1
	Total	100	100

	grade - 10	Frequency	Valid Percent
Valid	NS/NR	18	18
	basic mobile	2	2
	books	3	3
	cable tv	1	1
	car radio	3	3
	digital tv	2	2
	dvd player	1	1
	free press	4	4

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	internet	1	1
	IPTV	1	1
	mobile phone radio	1	1
	mobile tv	6	6
	mp3 player	3	3
	online press	3	3
	online video games	2	2
	pay press	10	10
	PS	5	5
	PSP	12	12
	satellit tv	1	1
	smartphone	1	1
	traditional radio	8	8
	video games with pc	7	7
	videophone	1	1
	web radio	1	1
	Total	100	100

	grade - 0	Frequency	Valid Percent
Valid	pay press	15	15
	traditional radio	13	13
	NS/NR	11	11
	PSP	8	8
	video games with pc	8	8
	mobile tv	7	7
	cable tv	4	4
	free press	4	4
	PS	4	4
	web radio	3	3
	Wii	3	3
	books	2	2
	mobile phone radio	2	2
	online press	2	2
	online video games	2	2
	smartphone	2	2
	videophone	2	2
	web tv	2	2
	car radio	1	1
	IPTV	1	1
	mobile TV	1	1
	satellite tv	1	1
	telegramme	1	1
	xbox	1	1

	Total	100	100
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100	NS/NR	basic mobile	books	cable tv	ebooks	internet	mp3 player	MSN	online video games	play station	satellite tv	smartphone	twitter	video games with pc	wii	xbox	Total
NS/NR	2	3															5
accessible						1											1
athand		3				6		1			1	1		1			13
communication		6				6		1				1					14
communication/ information						1											1
creativity			1														1
educative			2	1													3
emotion						1											1
entertainment						1				1							2
fast		1															1
friend		1															1
fun						2			1							1	4
global resource						1											1
habit/ relaxation/ information						1											1
I like			1			3			1				1				6
I use very often						2											2
information		1	2	2		9											14
information/ sentimental resource			1														1
interaction						1											1
music							1										1
music/ communication		1															1
online games						1			1								2
practical		1				1											2
practical/ helpful		1															1
reading			5														5
relaxation															1		1
relaxation/ information			1														1
simpathetic			1														1
useful		3			1	2						1					7

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useful/ communication						1											1
useful/ indispensable		1															1
wide						3											3
Total	2	22	14	3	1	43	1	2	3	1	1	3	1	1	1	1	100

90	basic mobile	books	broadcasting tv	cable tv	car radio	digital tv	fax	free press	internet	ipod	magazines	mp3 player	MSN	online video games	pay press	PS	PSP	satellite tv	smartphone	video games with pc	wii	YouTube	Total
-	6	1							1				1				1						9
at hand	1								5								1						7
communication	7								4					2									13
communication/ at hand	1																						1
communication/ photo	1																						1
efficient		1																					1
entertainment			1																	1			2
fascinating																				1			1
fast							1																1

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fun										1					1		2	3										7
fun/ information							1																					1
games/ sms		1																										1
gossip											1																	1
helpful										1									1									2
I like it			1							1		1													1			4
I use very often					1		1			2										1			1					6
information		1		2	2				1	5						1			2						1			1 5
inspiration			1																									1
intelligent																				1								1
interesting																					1							1
it is like me		1																										1
movies							1																					1
movies/ music					1																							1
multifunctio nal																				2								2
music						1							3												1			5
nice					1																							1
portable																		1										1
relaxation			1	1																								2
relaxation/ information					1																							1
relaxation/ music													1															1
sharing		1																										1
sms		1																										1
upload										1																		1
useful		1																										1
various							1			1																		2
vital		1																										1
wide										1																		1
		1								2																		1 0 0
	6	7	5	4	6	1	4	1	1	3	1	1	4	1	3	1	2	5	3	4	3	2	2					0

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80	-	basic mobile	books	broadcasting tv	cable tv	car radio	digital tv	internet	mobile phone radio	mp3 player	MSN	online press	online video games	pay press	photography	PS	PSP	satellite tv	smartphone	video games with pc	videophone	webcam	youtube	Total
-	7				1		1									1								10
affordable														1										1
at hand		1																						1
beautiful					1																			1
communication/ research		5						1			1													7
educative/ relaxation			1																					1
enlightenment			1																					1
entertainment										1														1
expensive																			1					1
fantasy			1																					1
fast												1												1
fun										1			2			1								4
fun/ addiction											1													1
fun/ relaxation						1																		1
helpful			1																					1
hobby			1																					1
I don't use very often				1										1		1								3
I like			2		1												1							4
I use very often		1				1			1															3
imagination																				1				1
information			4		6									4				2						16
information/ communication								1																1
information/ educative			1				1																	2
live				1																				1
inspiration					1																			1

[illegible]

	Project Number 142239-LLP-14-2000-1-14-COMENIUS-CM																								
on/important																									
communication/information									1																1
educative			2																						2
entertainment					2																				2
fast/efficient		1																							1
fun		1	1		1		1														1				5
games															1										1
helpful						1							1	2	1										5
I don't use very often																	1								1
I use very often											1														1
information					4		1					2		3					1						1
information/interesting					1																				1
information/movies				1																					1
interesting			1			1						1			1		1			1					6
movies					1																				1
multifunctional																			2						2
music				1		1						9												1	1
nice								1										1							2
opinion			1																						1
photo														1											1
portable												2													2
relaxation			2		1				1	1	3										1				9
sharing			1																						1
various							1		2																3
vital/communication			1																						1
	9	7	0	2	1	3	3	1	9	1	1	5	5	2	6	2	1	2	1	2	2	1	2	1	0

60	basic mobile	books	broadcasting tv	cable tv	car radio	free press	HI5	internet	internet on mobile phone	IPTV	mobile phone radio	mp3 player	online press	online video games	pay press	pc	PS	PSP	traditional radio	video games with pc	videophone	wii	youtube
-	14			1	1						1			1	1								19
accessible													1										1
at hand		1								1		1	2								1		6
communication		2					1	1									1			1	1		7
companionship			1																				1
cool																					1		1
educative		1																					1
fantasy		1																			1		2
fashionable		1																					1
fun		1			2									1		1				5			10
gossip															1								1
I don't buy															1								1
I don't use very often																				1			1
I like					1																1		2
I use very often															2								2
information		5		1		1		1					2		6							1	17
information/communication								1															1
information/fun								1															1
information/music											1												1
interesting				1																	1		2
music					1																		1
necessary													1										1
nice								1					1										2
photo																					1		1
portable					1						1							1					3
relaxation					2			1						3				1	1	1			9



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40	-	basic mobile	books	cable tv	car radio	free press	internet	IPTV	mobile phone radio	mobile tv	mp3 player	online press	online radio	online video games	pay press	PS	PSP	traditional radio	video games with pc	videophone	web radio	web tv	wii	
-	17		2					1			1			1			1	2			1		1	27
athand						1													1					2
boring															1				1					2
communication		1					1							1						1				4

30	.	basic mobile	books	cable tv	car radio	free press	internet	mobile radio	mobile tv	mp3 player	new tv	online press	online video games	pay press	PS	PSP	satellite tv	smartphone	traditional radio	video games with pc	videophone	web radio	web tv	wii	xbox	Total
-	2 2				3	0		0		2		1	1	1				1		1		1	1			3 4
addiction								0												1						1
athand								1																		1
boring														1												1
boring		1		0										1												2
cartoons				1																						1
communi cation							1											1								2
democra cy														1				0								1
entertain ment																		0	1							1
fun																1				4				1		6
I don't like			3	2							1		1			1				0					1	9
I don't use very often				1						2		2					1	1		1			1			9
I like					1					1																2
I use very often																							1			1
informati on				1									3	3												7
interactio n									1				2													3
low entertain ment				1																						1
music																						1				1
not accessibl e						1																				1
not interestin g																				1						1
not used																					1					1

20	-	basic mobile	books	cable tv	car radio	digital tv	free press	internet	IPTV	mms	games	mobile phone radio	mobile tv	mp3 player	new tv	online press	online video games	pay press	PS	PSP	smartphone	traditional radio	pc	videophone	web radio	web tv	Wii	xbox	
-	19	0	0	0	1	0	0	1	0	0	0	0	2	1	0	1	1	0	1	1	1	1	0	0	0	0	0	1	31
addiction	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
at hand	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1
boring	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	2	0	0	0	0	0	1
cultural	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4
expensive	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1
fun	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	2
fun/information	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
fun/multicultural	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1
hard to use	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	3
I don't have	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1
I don't like	0	0	0	0	2	0	1	0	0	0	0	0	1	0	0	1	0	0	2	0	0	3	0	0	0	0	1	0	1
I don't use very	0	0	0	0	0	0	1	0	0	0	0	1	0	0	0	0	0	1	3	0	0	1	1	2	0	2	0	0	12

-	10	
8	-	mobile
		books
		cable tv
		car radio
1		digital tv
		player
2		free press
		internet
		IPTV
1		radio
1		mobile tv
1		player
		press
1		games
2		pay press
		PS
2		PSP
		satellit tv
		ne
2		radio
		with pc
		ne
		web radio
2		web tv
3		

boring																1				1	2					4
communication		1																	1							2
companionship																				1						1
entertainment																					1					1
fun																1				1						2
I don't have																2										2
I don't like		1	1					1				1	1	1	1	2	3			2						14
I don't use very often					1	2						1	1		3	1	2			1	2	1	1			
I like			1																							1
imagination			1																							1
incomplete													1													1
information															1											1
monotone																1										1
not cool																	1									1
not interesting								1									0									1
not used												1														1
novelty						1						0														1
out of place												1														1
quality																	1									1
relaxation					1		1						1													3
useful									1	1																2
useless												2				1	1	1		1	1			1		8
various															1				0							1
	18	23	13	21	41	11	11	63	33	20	15	12	11	18	71	18	71	11	30							100

0	.	books	cable tv	car radio	free press	IPTV	radio	mobile tv	mobile TV	press	games	pay press	PS	PSP	satellite tv	ne	me	radio	with pc	ne	web radio	web tv	Wii	xbox
-	1 1			1										2				1	1		1	2		
bad					1						1													
boring		1										2		1										
entertainment														1										
for spoiled rich kids																1								
fun																			1					
I don't have													1	1		1								1
I don't know what that is						1																		
I don't like			1		1					1	1	4	1	1	1			3	2		1			
I don't use very often							1	2				2		1			1	3	2	2	1			
inefficient								1																
information			1																					
interesting																		1						
isolation																			1					
laim												1												
not accesible					1																			
not helpful													1											
not interresting			2				1	1	0	1		1						1	1					
not useful												1												
old																		1						
out of style		1																1						
relaxation																							1	
useful					1																			
useless								3	1			4	1	1				2					2	
	1 1	2	4	1	4	1	2	7	1	2	2	1 5	4	8	1	2	1	1 3	8	2	3	2	3	1

Q15

	internet	Frequency
Valid	useful	62
	NS/NR	30



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	interesting	29
	fun	24
	informative	20
	cool	11
	communicative	8
	entertaining	8
	nice	8
	accessible	6
	addictive	6
	wide	5
	amusing	4
	awesome	4
	boring	4
	good	4
	great	4
	harmful	4
	indispensable	4
	interactive	3
	neccessary	3
	tiring	3
	beautiful	2
	dangerous	2
	educational	2
	fashionable	2
	fast	2
	helpful	2
	intelligent	2
	killing time	2
	obsessive	2
	relaxing	2
	waste of time	2
	absorbing	1
	adorable	1
	attractive	1
	big	1
	clever	1
	creative	1
	divine	1
	documentation	1
	easy	1
	efficient	1
	expensive	1
	hard to use	1
	important	1

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	not interesting	1
	ok	1
	performing	1
	popular	1
	present	1
	sociable	1
	time consuming	1
	very good	1
	very used	1
	vulgar	1
	wonderful	1

	tv	Frequency
Valid	NS/NR	40
	informative	28
	interesting	26
	fun	23
	boring	22
	useful	22
	educational	10
	relaxing	10
	amusing	9
	entertaining	8
	cool	5
	accessible	4
	killing time	4
	pleasant	4
	useless	4
	cultural	3
	harmful	3
	necessary	3
	not important	3
	scientific	3
	waste of time	3
	addictive	2
	appealing	2
	cheap	2
	communicative	2
	dangerous	2
	helpful	2
	horrible	2
	important	2
	indispensable	2

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	lame	2
	manipulative	2
	nice	2
	recreational	2
	stressful	2
	absorbing	1
	annoying	1
	captivating	1
	colorful	1
	commercial	1
	common	1
	comprehensive	1
	creative	1
	degrading	1
	destructive	1
	easy	1
	exciting	1
	fascinating	1
	good	1
	gossip	1
	great	1
	gross	1
	indoctrination	1
	influential	1
	interactive	1
	irreplaceable	1
	knowledge	1
	neutral	1
	non educational	1
	popular	1
	present	1
	scandal	1
	scary	1
	shocking	1
	stupid	1
	subjective	1
	too much	1
	traumatizing	1
	usual	1
	violent	1

	radio	Frequency
Valid	NS/NR	68



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boring	33
informative	24
useful	16
fun	15
relaxing	14
interesting	12
entertaining	9
useless	8
amusing	7
educational	7
nice	6
not interesting	5
old	5
accessible	4
good	4
not important	4
pleasant	3
captivating	2
communicative	2
monotone	2
necessary	2
neutral	2
new	2
not accessible	2
not popular	2
out of fashion	2
annoying	1
bad	1
calming	1
comfortable	1
commercial	1
common	1
cool	1
crazy	1
cultural	1
easily amusing	1
exciting	1
fascinating	1
fashionable	1
free	1
harmful	1
horrible	1
indifferent	1
interactive	1

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	killing time	1
	lame	1
	loud	1
	not educational	1
	not inspired	1
	ok	1
	popular	1
	present	1
	recreational	1
	sentimental	1
	stressful	1
	stupid	1
	suitable	1
	ugly	1
	uncomfortable	1
	unpleasant	1
	unreliable	1
	very good	1
	very interesting	1
	very used	1

	newspaper	Frequency
Valid	NS/NR	60
	informative	40
	useful	26
	interesting	24
	boring	22
	educational	8
	necessary	6
	not interesting	6
	useless	6
	accessible	5
	entertaining	5
	gossip	5
	amusing	4
	fun	4
	scandal	4
	communicative	3
	cultural	3
	helpful	3
	liar	3
	old	3
	political	3

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	subjective	3
	ugly	3
	annoying	2
	lame	2
	not educational	2
	not important	2
	objective	2
	popular	2
	vulgar	2
	amazing	1
	attractive	1
	cheap	1
	commercial	1
	cool	1
	creative	1
	cute	1
	documentation	1
	easy	1
	good	1
	hard to read	1
	horrible	1
	indifferent	1
	interactive	1
	killing time	1
	manipulative	1
	misleading	1
	new	1
	nice	1
	not cool	1
	not helpful	1
	not popular	1
	not used	1
	novelty	1
	pleasant	1
	rude	1
	sex	1
	shocking	1
	tabloid	1
	tiring	1
	unpleasant	1
	unreadable	1
	very boring	1
	very good	1
	very used	1

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	violent	1
	waste of time	1

	mobiles	Frequency
Valid	NS/NR	49
	accessible	11
	addiction	1
	addictive	1
	adorable	1
	amusing	2
	awesome	2
	bad	1
	beautiful	1
	boring	5
	clever	1
	communicative	17
	connecting people	1
	convenient	1
	cool	9
	dangerous	1
	dependency	1
	different	1
	easy to use	2
	educational	1
	enduring	1
	entertaining	7
	expensive	8
	fascinating	2
	fast	1
	favorable	1
	fun	12
	good	1
	great	3
	hard to use	1
	harmful	8
	helpful	6
	important	3
	impressive	1
	indispensable	11
	informative	5
	insignificant	1
	interactive	4
	interesting	12

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	irreplaceable	1
	killing time	2
	little	1
	necessary	11
	nice	4
	not appealing	1
	not creative	1
	not functional	1
	not helpful	1
	pleasant	1
	popular	2
	practical	2
	relaxing	2
	show off	1
	small	1
	super	1
	unfavorable	1
	useful	58
	useless	3
	very good	1
	very necessary	1
	very used	2
	vital	1
	waste of money	1
	wide	1
	wonderful	1

	videogames	Frequency
Valid	NS/NR	56
	fun	36
	interesting	19
	boring	15
	entertaining	11
	useless	11
	cool	10
	interactive	9
	nice	9
	relaxing	9
	amusing	8
	educational	8
	addictive	7
	useful	6
	waste of time	6

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	harmful	5
	violent	5
	dangerous	4
	killing time	4
	awesome	3
	beautiful	3
	communicative	3
	creative	3
	not interesting	3
	addictive	2
	exciting	2
	fascinating	2
	necessary	2
	non educational	2
	obsessive	2
	really cool	2
	tiring	2
	very fun	2
	absorbing	1
	active	1
	annoying	1
	appealing	1
	breathhtaking	1
	captivating	1
	changing mentalities	1
	childish	1
	comprehensive	1
	dependency	1
	dizzy	1
	fashionable	1
	great	1
	helpful	1
	horrible	1
	lame	1
	monotonous	1
	negative influence	1
	not cool	1
	not inspired	1
	pleasant	1
	popular	1
	profitable	1
	recreational	1
	shocking	1
	stupid	1

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	unpopular	1
	unreal	1
	very amusing	1
	very interesting	1
	vulgar	1

	books	Frequency
Valid	interesting	47
	NS/NR	43
	boring	28
	useful	28
	educational	24
	informative	17
	relaxing	9
	fun	8
	beautiful	7
	nice	7
	amusing	5
	creative	5
	cultural	4
	good	4
	helpful	4
	necessary	4
	not interesting	4
	accessible	3
	entertaining	3
	fantasy	3
	wonderful	3
	fascinating	2
	knowledge	2
	old	2
	ugly	2
	useless	2
	big	1
	breathtaking	1
	brilliant	1
	captivating	1
	cool	1
	developing imagination	1
	endless	1
	exciting	1
	explorative	1
	expressive	1

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	fictitious	1
	guiding	1
	horrible	1
	important	1
	intellectual	1
	interactive	1
	inventive	1
	irreplaceable	1
	mysterious	1
	not appealing	1
	not attractive	1
	not useful	1
	philosophical	1
	pleasant	1
	scientific	1
	source of inspiration	1
	stimulant	1
	tiring	1
	vital	1

	pc	Frequency
Valid	NS/NR	43
	accessible	3
	addictive	3
	adorable	1
	amazing	1
	amusing	5
	appealing	1
	attractive	1
	awesome	2
	bad	1
	boring	6
	clever	1
	communicative	4
	comprehensive	1
	cool	5
	creative	2
	daily	1
	dangerous	4
	depressing	1
	easy to use	2
	educational	10
	emotional support	1

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	entertaining	11
	fascinating	2
	fashionable	1
	frequent	1
	fun	30
	good	2
	great	4
	harmful	9
	helpful	4
	horrible	1
	important	1
	indispensable	4
	influential	1
	informative	10
	intellectual	1
	intelligent	1
	interactive	2
	interesting	23
	inventive	1
	killing time	2
	necessary	8
	nice	4
	not accessible	1
	not educational	1
	not interesting	1
	pleasant	1
	popular	1
	really cool	1
	rejoicing	1
	relaxing	4
	stressful	1
	stupid	1
	super	1
	tiring	5
	unhealthy	1
	used	2
	useful	49
	useless	4
	very cool	1
	vulnerable	1
	wide	1

CROSSTABS

Q2

gender * btv Crosstabulation			irregular use	regular use	not use	total
gender	male	Count	16	4	30	50
		% within gender	32	8	60	100
	female	Count	12	6	32	50
		% within gender	24	12	64	100
Total		Count	28	10	62	100
		% within gender	28	10	62	100

age * btv Crosstabulation			irregular use	regular use	not use	total
age	11-12	Count	6	2	9	17
		% within age	35	12	53	100
	13-14	Count	11	5	24	40
		% within age	28	13	60	100
	15-16	Count	11	3	29	43
		% within age	26	7	67	100
Total		Count	28	10	62	100
		% within age	28	10	62	100

gender * satellite Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	12	9	29	50
		% within gender	24	18	58	100
	female	Count	13	3	34	50
		% within gender	26	6	68	100

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Total		Count	25	12	63	100
		% within gender	25	12	63	100

age * satellite Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	3	1	13	17
		% within age	18	6	76	100
	13-14	Count	13	3	24	40
		% within age	33	8	60	100
	15-16	Count	9	8	26	43
		% within age	21	19	60	100
Total		Count	25	12	63	100
		% within age	25	12	63	100

gender * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	15	14	21	50
		% within gender	30	28	42	100
	female	Count	15	9	26	50
		% within gender	30	18	52	100
Total		Count	30	23	47	100
		% within gender	30	23	47	100

age * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	4	3	10	17
		% within age	24	18	59	100
	13-14	Count	12	15	13	40
		% within age	30	38	33	100
	15-16	Count	14	5	24	43
		% within age	33	12	56	100
Total		Count	30	23	47	100

		% within age	30	23	47	100
--	--	--------------	----	----	----	-----

gender * cable tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	11	29	10	50
		% within gender	22	58	20	100
	female	Count	15	25	10	50
		% within gender	30	50	20	100
Total		Count	26	54	20	100
		% within gender	26	54	20	100

age * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	4	3	10	17
		% within age	24	18	59	100
	13-14	Count	12	15	13	40
		% within age	30	38	33	100
	15-16	Count	14	5	24	43
		% within age	33	12	56	100
Total		Count	30	23	47	100
		% within age	30	23	47	100

gender * cable tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	11	29	10	50
		% within gender	22	58	20	100
	female	Count	15	25	10	50
		% within gender	30	50	20	100
Total		Count	26	54	20	100
		% within	26	54	20	100

		gender				
--	--	--------	--	--	--	--

age * cable tv Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	6	9	2	17
		% within age	35	53	12	100
	13-14	Count	5	26	9	40
		% within age	13	65	23	100
	15-16	Count	15	19	9	43
		% within age	35	44	21	100
Total		Count	26	54	20	100
		% within age	26	54	20	100

gender * iptv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	16	8	26	50
		% within gender	32	16	52	100
	female	Count	13	5	32	50
		% within gender	26	10	64	100
Total		Count	29	13	58	100
		% within gender	29	13	58	100

age * iptv Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	2	10	17
		% within age	29	12	59	100
	13-14	Count	11	4	25	40
		% within age	28	10	63	100
	15-16	Count	13	7	23	43
		% within age	30	16	53	100
Total		Count	29	13	58	100
		% within age	29	13	58	100

gender * mobile tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	17	1	32	50
		% within gender	34	2	64	100
	female	Count	10	0	40	50
		% within gender	20	0	80	100
Total		Count	27	1	72	100
		% within gender	27	1	72	100

age * mobile tv Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	0	12	17
		% within age	29	0	71	100
	13-14	Count	11	0	29	40
		% within age	28	0	73	100
	15-16	Count	11	1	31	43
		% within age	26	2	72	100
Total		Count	27	1	72	100
		% within age	27	1	72	100

Q3

gender * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	12	16	22	50
		% within gender	24	32	44	100
	female	Count	18	4	28	50
		% within	36	8	56	100

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		gender				
Total		Count	30	20	50	100
		% within gender	30	20	50	100

age * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	10	1	6	17
		% within age	59	6	35	100
	13-14	Count	10	9	21	40
		% within age	25	23	53	100
	15-16	Count	10	10	23	43
		% within age	23	23	53	100
Total		Count	30	20	50	100
		% within age	30	20	50	100

gender * car radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	19	24	7	50
		% within gender	38	48	14	100
	female	Count	14	21	15	50
		% within gender	28	42	30	100
Total		Count	33	45	22	100
		% within gender	33	45	22	100

age * car radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	8	4	17
		% within age	29	47	24	100
	13-14	Count	17	21	2	40
		% within age	43	53	5	100
	15-16	Count	11	16	16	43

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		% within age	26	37	37	100
Total		Count	33	45	22	100
		% within age	33	45	22	100

gender * web radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	22	7	21	50
		% within gender	44	14	42	100
	female	Count	16	10	24	50
		% within gender	32	20	48	100
Total		Count	38	17	45	100
		% within gender	38	17	45	100

age * web radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	2	10	17
		% within age	29	12	59	100
	13-14	Count	15	6	19	40
		% within age	38	15	48	100
	15-16	Count	18	9	16	43
		% within age	42	21	37	100
Total		Count	38	17	45	100
		% within age	38	17	45	100

gender * mobile radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	17	11	22	50
		% within gender	34	22	44	100
	female	Count	23	13	14	50
		% within	46	26	28	100

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		gender				
Total		Count	40	24	36	100
		% within gender	40	24	36	100

age * mobile radio Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	5	7	17
		% within age	29	29	41	100
	13-14	Count	17	7	16	40
		% within age	43	18	40	100
	15-16	Count	18	12	13	43
		% within age	42	28	30	100
Total		Count	40	24	36	100
		% within age	40	24	36	100

Q4

gender * pay press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	16	20	14	50
		% within gender	32	40	28	100
	female	Count	20	14	16	50
		% within gender	40	28	32	100
Total		Count	36	34	30	100
		% within gender	36	34	30	100

age * pay press Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	5	5	7	17

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		% within age	29	29	41	100
	13-14	Count	12	17	11	40
		% within age	30	43	28	100
	15-16	Count	19	12	12	43
		% within age	44	28	28	100
Total		Count	36	34	30	100
		% within age	36	34	30	100

gender * free press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	21	4	25	50
		% within gender	42	8	50	100
	female	Count	16	3	31	50
		% within gender	32	6	62	100
Total		Count	37	7	56	100
		% within gender	37	7	56	100

age * free press Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	9	0	8	17
		% within age	53	0	47	100
	13-14	Count	12	4	24	40
		% within age	30	10	60	100
	15-16	Count	16	3	24	43
		% within age	37	7	56	100
Total		Count	37	7	56	100
		% within age	37	7	56	100

gender * online Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	15	22	13	50
		% within gender	30	44	26	100
	female	Count	17	14	19	50
		% within gender	34	28	38	100
Total		Count	32	36	32	100
		% within gender	32	36	32	100

age * online Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	3	5	9	17
		% within age	18	29	53	100
	13-14	Count	16	14	10	40
		% within age	40	35	25	100
	15-16	Count	13	17	13	43
		% within age	30	40	30	100
Total		Count	32	36	32	100
		% within age	32	36	32	100

Q5.

gender * play station Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	24	7	19	50
		% within gender	48	14	38	100
	female	Count	18	0	32	50
		% within gender	36	0	64	100
Total		Count	42	7	51	100
		% within gender	42	7	51	100

age * play station Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	10	0	7	17
		% within age	59	0	41	100
	13-14	Count	16	5	19	40
		% within age	40	13	48	100

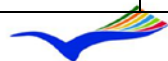
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	15-16	Count	16	2	25	43
		% within age	37	5	58	100
Total		Count	42	7	51	100
		% within age	42	7	51	100

gender * xbox, wii Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	18	6	26	50
		% within gender	36	12	52	100
	female	Count	11	4	35	50
		% within gender	22	8	70	100
Total		Count	29	10	61	100
		% within gender	29	10	61	100

age * xbox, wii Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	7	2	8	17
		% within age	41	12	47	100
	13-14	Count	11	5	24	40
		% within age	28	13	60	100
	15-16	Count	11	3	29	43
		% within age	26	7	67	100
Total		Count	29	10	61	100
		% within age	29	10	61	100

gender * online videogame with other people Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	12	26	12	50
		% within gender	24	52	24	100
	female	Count	19	10	21	50
		% within gender	38	20	42	100
Total		Count	31	36	33	100



Education and Culture DG

Lifelong Learning Programme

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Education and Training

		% within gender	31	36	33	100
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age * online videogame with other people Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	3	10	4	17
		% within age	18	59	24	100
	13-14	Count	15	14	11	40
		% within age	38	35	28	100
	15-16	Count	13	12	18	43
		% within age	30	28	42	100
Total		Count	31	36	33	100
		% within age	31	36	33	100

gender * online videogame by yourself Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	19	23	8	50
		% within gender	38	46	16	100
	female	Count	25	8	17	50
		% within gender	50	16	34	100
Total		Count	44	31	25	100
		% within gender	44	31	25	100

age * online videogame by yourself Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	7	7	3	17
		% within age	41	41	18	100
	13-14	Count	16	14	10	40
		% within age	40	35	25	100
	15-16	Count	21	10	12	43
		% within age	49	23	28	100
Total		Count	44	31	25	100

		% within age	44	31	25	100
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gender * psp Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	20	7	23	50
		% within gender	40	14	46	100
	female	Count	15	3	32	50
		% within gender	30	6	64	100
Total		Count	35	10	55	100
		% within gender	35	10	55	100

age * psp Crosstabulation			irregular use	regular use	not use	Total
age	11-12	Count	7	3	7	17
		% within age	41	18	41	100
	13-14	Count	14	6	20	40
		% within age	35	15	50	100
	15-16	Count	14	1	28	43
		% within age	33	2	65	100
Total		Count	35	10	55	100
		% within age	35	10	55	100

Q6

gender * internet Crosstabulation			yes	no	Total
gender	male	Count	50	0	50
		% within gender	100	0	100
	female	Count	49	1	50
		% within gender	98	2	100
Total		Count	99	1	100

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		% within gender	99	1	100
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age * internet Crosstabulation			yes	no	Total
age	11-12	Count	17	0	17
		% within age	100	0	100
	13-14	Count	40	0	40
		% within age	100	0	100
	15-16	Count	42	1	43
		% within age	98	2	100
Total		Count	99	1	100
		% within age	99	1	100

Teachers Frequency

	gender	Frequency	Valid Percent
Valid	male	7	14
	female	43	86
	Total	50	100

	age	Frequency	Valid Percent
Valid	20-35	15	30
	36-50	25	50
	51-65	10	20
	Total	50	100

	subject taught	Frequency	Valid Percent
Valid	Chemistry	3	6
	Cinema and Television Techniques	1	2
	Constructions	2	4
	English	7	14
	French	3	6
	Geography	4	8
	IT	4	8
	Mathematics	4	8
	Mecatronics and Polygraph	1	2
	Music	1	2
	Physics	4	8
	Religion	2	4
	Romanian	3	6
	Social Sciences	11	22
	Total	50	100

	distribution of questionnaires - type of school	Frequency	Valid Percent
Valid	upper secondary school	50	100

	distribution of questionnaires - type of secondary school	Frequency	Valid Percent
Valid	technical institute	17	34
	national college	8	16
	theoretical	25	50
	Total	50	100

Q1

broadcasting tv			
		Frequency	Valid Percent
Valid	irregular use	1	2
	regular use	2	4
	not use	47	94
	Total	50	100

satellite			
		Frequency	Valid Percent
Valid	irregular use	4	8
	regular use	5	10
	not use	41	82
	Total	50	100

digital terrestrial			
		Frequency	Valid Percent
Valid	irregular use	5	10
	regular use	10	20
	not use	35	70
	Total	50	100

cable tv			
		Frequency	Valid Percent
Valid	irregular use	7	14
	regular use	26	52
	not use	17	34
	Total	50	100

Iptv			
		Frequency	Valid Percent
Valid	irregular use	6	12
	regular use	2	4
	not use	42	84
	Total	50	100

mobile tv			
		Frequency	Valid Percent
Valid	irregular use	1	2
	not use	49	98
	Total	50	100

Q2.

	broadcasting radio	Frequency	Valid Percent
Valid	irregular use	12	24
	regular use	11	22
	not use	27	54
	Total	50	100

	car radio	Frequency	Valid Percent
Valid	irregular use	11	22
	regular use	14	28
	not use	25	50
	Total	50	100

	web radio	Frequency	Valid Percent
Valid	irregular use	10	20
	regular use	3	6
	not use	37	74
	Total	50	100

	mobile radio	Frequency	Valid Percent
Valid	irregular use	5	10
	regular use	3	6
	not use	42	84
	Total	50	100

Q3

	pay press	Frequency	Valid Percent
Valid	irregular use	11	22
	regular use	17	34
	not use	22	44
	Total	50	100

	free press	Frequency	Valid Percent
Valid	irregular use	15	30
	regular use	4	8
	not use	31	62
	Total	50	100

	on-line press	Frequency	Valid Percent
Valid	irregular use	17	34
	regular use	18	36
	not use	15	30
	Total	50	100

	do you use internet?	Frequency	Valid Percent
Valid	yes	50	100

Q5.

	web surfing	Frequency	Valid Percent
Valid	not use	29	58
	level 2	1	2
	level 3	2	4
	level 4	6	12
	level 5	5	10
	level 6	7	14
	Total	50	100

	searching	Frequency	Valid Percent
Valid	not use	8	16
	level 2	1	2
	level 3	4	8
	level 4	6	12
	level 5	17	34
	level 6	14	28
	Total	50	100

	taking part in interactive games	Frequency	Valid Percent
Valid	not use	46	92
	level 4	1	2
	level 5	1	2
	level 6	2	4
	Total	50	100

	getting into virtual environment	Frequency	Valid Percent
Valid	not use	48	96
	level 3	1	2
	level 5	1	2
	Total	50	100

	using social network	Frequency	Valid Percent
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Valid	not use	44	88
	level 3	3	6
	level 4	1	2
	level 5	2	4
	Total	50	100

	taking part in specific forum	Frequency	Valid Percent
Valid	not use	44	88
	level 3	1	2
	level 5	4	8
	level 6	1	2
	Total	50	100

	communicating with instant messaging	Frequency	Valid Percent
Valid	not use	31	62
	level 2	1	2
	level 3	1	2
	level 4	1	2
	level 5	4	8
	level 6	12	24
	Total	50	100

Q6

	video calling	Frequency	Valid Percent
Valid	not use	47	94
	level 3	1	2
	level 6	2	4
	Total	50	100

	sending sms/mms	Frequency	Valid Percent
Valid	not use	9	18
	level 2	2	4
	level 3	4	8
	level 4	5	10
	level 5	12	24
	level 6	18	36
	Total	50	100

	surfing on the internet	Frequency	Valid Percent
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Valid	not use	37	74
	level 3	2	4
	level 4	1	2
	level 5	2	4
	level 6	8	16
	Total	50	100

	playing games	Frequency	Valid Percent
Valid	not use	40	80
	level 2	1	2
	level 3	2	4
	level 4	1	2
	level 5	2	4
	level 6	4	8
	Total	50	100

	making videos/photos	Frequency	Valid Percent
Valid	not use	32	64
	level 3	3	6
	level 4	4	8
	level 5	5	10
	level 6	6	12
	Total	50	100

	sending and receiving p.,i.,m. through Bluetooth	Frequency	Valid Percent
Valid	not use	38	76
	level 3	1	2
	level 4	8	16
	level 5	2	4
	level 6	1	2
	Total	50	100

	listening to the radio	Frequency	Valid Percent
Valid	not use	46	92
	level 4	2	4
	level 5	1	2
	level 6	1	2
	Total	50	100

	listening to music (mp3)	Frequency	Valid Percent
Valid	not use	42	84
	level 3	1	2
	level 4	1	2
	level 5	3	6
	level 6	3	6
	Total	50	100

	watching tv	Frequency	Valid Percent
Valid	not use	48	96
	level 4	1	2
	level 6	1	2
	Total	50	100

	chatting	Frequency	Valid Percent
Valid	not use	49	98
	level 4	1	2
	Total	50	100

	other	Frequency	Valid Percent
Valid	normal phone call	31	31
	level 3	1	3
	level 4	3	10
	level 5	7	23
	level 6	20	65
	Total	31	100

Q7.

	making musical compilations on cd	Frequency	Valid Percent
Valid	not use	31	62
	level 2	1	2
	level 3	4	8
	level 4	4	8
	level 5	6	12
	level 6	4	8
	Total	50	100

	making photo albums	Frequency	Valid Percent
Valid	not use	21	42
	level 2	2	4
	level 3	6	12
	level 4	4	8
	level 5	12	24
	level 6	5	10
	Total	50	100

	painting and using graphics software	Frequency	Valid Percent
Valid	not use	40	80
	level 3	2	4
	level 4	3	6
	level 5	3	6
	level 6	2	4
	Total	50	100

	assembling videos	Frequency	Valid Percent
Valid	not use	39	78
	level 2	1	2
	level 3	2	4
	level 4	2	4
	level 5	2	4
	level 6	4	8
	Total	50	100

	composing music	Frequency	Valid Percent
Valid	not use	48	96
	level 2	1	2
	level 4	1	2
	Total	50	100

other * if other specify Crosstabulation		if other specify				Total
other		-	creating and editing office documents	downloading pictures from digital camera	playing video games	
not use	Count	13	0	0	0	13
	% within if other specify	100	0	0	0	26
level 2	Count	0	2	0	0	2
	% within if other specify	0	6	0	0	4
level 3	Count	0	3	0	0	3
	% within if other specify	0	9	0	0	6
level 4	Count	0	7	0	0	7
	% within if other specify	0	20	0	0	14
level 5	Count	0	13	1	1	15
	% within if other specify	0	37	100	100	30
level 6	Count	0	10	0	0	10
	% within if other specify	0	29	0	0	20
	Count	13	35	1	1	50
	% within if other specify	100	100	100	100	100

Q8

	shooting sequences events of their life	Frequency	Valid Percent
Valid	not use	5	10
	level 2	1	2
	level 3	6	12
	level 4	9	18
	level 5	14	28
	level 6	15	30
	Total	50	100

	making a video choosing shots	Frequency	Valid Percent
Valid	not use	36	72
	level 3	3	6
	level 4	3	6
	level 5	6	12
	level 6	2	4
	Total	50	100

	making a video paying attention to the natural and artificial light	Frequency	Valid Percent
Valid	not use	43	86
	level 2	1	2
	level 3	2	4
	level 4	2	4
	level 5	1	2
	level 6	1	2
	Total	50	100

	making a video with a good quality of the audio track	Frequency	Valid Percent
Valid	not use	47	94
	level 3	1	2
	level 4	1	2
	level 5	1	2
	Total	50	100

	making an easy video editing	Frequency	Valid Percent
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Valid	not use	33	66
	level 2	4	8
	level 3	2	4
	level 4	5	10
	level 5	5	10
	level 6	1	2
	Total	50	100

	making a multitasks video editing	Frequency	Valid Percent
Valid	not use	47	94
	level 2	1	2
	level 6	2	4
	Total	50	100

other * if other specify Crosstabulation		if other specify			Total
other		-	shooting other people like paparazzi	taking pictures	
not use	Count	44	0	0	44
	% within if other specify	100	0	0	88
level 1	Count	0	1	0	1
	% within if other specify	0	100	0	2
level 4	Count	0	0	2	2
	% within if other specify	0	0	40	4
level 5	Count	0	0	1	1
	% within if other specify	0	0	20	2
level6	Count	0	0	2	2
	% within if other specify	0	0	40	4
Total	Count	44	1	5	50
	% within if other specify	100	100	100	100

Q9

tool for teaching	yes	no
btv	20	80
satellite	2	98



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dt	4	96
dvd	78	22
cinema	14	86
videocamera	16	84
newsp	44	56
radio	14	86
internet	86	14
mp	4	96
photo	56	44
comic	18	82
vg	6	94
ebook	28	72

object of study	yes	no
btv	14	86
satellite	0	100
dt	0	100
dvd	22	78
cinema	8	92
videocamera	10	90
newsp	24	76
radio	2	98
internet	32	68
mp	0	100
photo	24	76
comic	6	94
vg	4	96
ebook	20	80

analysis	yes	no
btv	24	76
satellite	2	98
dt	2	98
dvd	74	26
cinema	16	84
videocamera	6	94
newsp	54	46
radio	12	88
internet	84	16
mp	2	98
photo	50	50
comic	20	80

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vg	4	96
ebook	28	72

production	yes	no
btv	4	96
satellite	0	100
dt	2	98
dvd	30	70
cinema	10	90
videocamera	14	86
newsp	14	86
radio	2	98
internet	26	74
mp	0	100
photo	30	70
comic	8	92
vg	4	96
ebook	4	96

single discipline	yes	no
btv	14	86
satellite	2	98
dt	4	96
dvd	56	44
cinema	14	86
videocamera	12	88
newsp	38	62
radio	14	86
internet	56	44
mp	2	98
photo	40	60
comic	18	82
vg	4	96
ebook	24	76

interdisciplinary	yes	no
btv	18	82
satellite	0	100
dt	2	98
dvd	58	42
cinema	8	92

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videocamera	8	92
newsp	34	66
radio	2	98
internet	64	36
mp	4	96
photo	38	62
comic	12	88
vg	6	94
ebook	14	86

individual work	yes	no
btv	16	84
satellite	2	98
dt	2	98
dvd	50	50
cinema	8	92
videocamera	8	92
newsp	46	54
radio	14	86
internet	80	20
mp	4	96
photo	44	56
comic	10	90
vg	4	96
ebook	26	74

group work	yes	no
btv	12	88
satellite	0	100
dt	4	96
dvd	78	22
cinema	14	86
videocamera	16	84
newsp	46	54
radio	16	84
internet	70	30
mp	4	96
photo	50	50
comic	18	82
vg	6	94
ebook	22	78

simulation	yes	no
btv	8	92
satellite	0	100
dt	0	100
dvd	18	82
cinema	6	94
videocamera	2	98
newsp	8	92
radio	2	98
internet	26	74
mp		100
photo	12	88
comic	4	96
vg	2	98
ebook	4	96

role-play	yes	no
btv	8	92
satellite		100
dt		100
dvd	22	78
cinema	4	96
videocamera	6	94
newsp	8	92
radio	2	98
internet	8	92
mp		100
photo	8	92
comic	6	94
vg		100
ebook	2	98

Q10

	N		
Statistics	Valid	Missing	Mean
infrastructural problems	50	0	3,5
economic problems	50	0	3,94
competence problems	50	0	2,2
planning	50	0	2,22
lack of teaching material	50	0	2,94
lack of cohesion with the off.syll.	50	0	3,06

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lack of institutional recognition	50	0	2,14
sociocultural gap	50	0	2,28
lack of individual motivation	50	0	2,92

Q11

	infrastructural problems	Frequency	Valid Percent
Valid	1 (less important)	12	24
	2	6	12
	3	8	16
	4	5	10
	5	7	14
	6 (more important)	12	24
	Total	50	100

	economic problems	Frequency	Valid Percent
Valid	1 (less important)	10	20
	2	2	4
	3	7	14
	4	8	16
	5	8	16
	6 (more important)	15	30
	Total	50	100

	competence problems	Frequency	Valid Percent
Valid	1 (less important)	22	44
	2	10	20
	3	9	18
	4	6	12
	5	1	2
	6 (more important)	2	4
	Total	50	100

	planning	Frequency	Valid Percent
Valid	1 (less important)	27	54
	2	4	8
	3	8	16
	4	5	10
	5	4	8

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	6 (more important)	2	4
	Total	50	100

	lack of teaching material	Frequency	Valid Percent
Valid	1 (less important)	17	34
	2	10	20
	3	5	10
	4	4	8
	5	5	10
	6 (more important)	9	18
	Total	50	100

	lack of cohesion with the off.syll.	Frequency	Valid Percent
Valid	1 (less important)	18	36
	2	7	14
	3	3	6
	4	6	12
	5	8	16
	6 (more important)	8	16
	Total	50	100

	lack of istitutional recognition	Frequency	Valid Percent
Valid	1 (less important)	31	62
	2	4	8
	3	5	10
	4	2	4
	5	3	6
	6 (more important)	5	10
	Total	50	100

	sociocultural gap	Frequency	Valid Percent
Valid	1 (less important)	25	50
	2	9	18
	3	3	6
	4	4	8
	5	8	16
	6 (more important)	1	2

	Total	50	100
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	lack of individual motivation	Frequency	Valid Percent
Valid	1 (less important)	21	42
	2	6	12
	3	4	8
	4	3	6
	5	7	14
	6 (more important)	9	18
	Total	50	100

Q12

laboratories	Number of mentions
multimedia online teaching	29
multimedia dvd	24
audiovisual production	23
news at school	22
advertising	12
webtv	6
cartoon/comics	3
radio/web radio	2
videogame	2
online evaluation	1
online school competition	1

CROSSTABS

Q1

gender * broadcasting tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	0	7	7
		% within gender	0	0	100	100
	female	Count	1	2	40	43
		% within	2	5	93	100

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		gender				
Total		Count	1	2	47	50
		% within gender	2	4	94	100

age * broadcasting tv Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	0	0	15	15
		% within age	0	0	100	100
	36-50	Count	1	1	23	25
		% within age	4	4	92	100
	51-65	Count	0	1	9	10
		% within age	0	10	90	100
Total		Count	1	2	47	50
		% within age	2	4	94	100

gender * satellite Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	1	5	7
		% within gender	14	14	71	100
	female	Count	3	4	36	43
		% within gender	7	9	84	100
Total		Count	4	5	41	50
		% within gender	8	10	82	100

age * satellite Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	0	1	14	15
		% within age	0	7	93	100
	36-50	Count	4	1	20	25
		% within age	16	4	80	100
	51-65	Count	0	3	7	10
		% within age	0	30	70	100
Total		Count	4	5	41	50
		% within age	8	10	82	100

gender * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	1	6	7
		% within gender	0	14	86	100
	female	Count	5	9	29	43
		% within gender	12	21	67	100
Total		Count	5	10	35	50
		% within gender	10	20	70	100

age * digital terrestrial Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	1	3	11	15
		% within age	7	20	73	100
	36-50	Count	3	7	15	25
		% within age	12	28	60	100
	51-65	Count	1	0	9	10
		% within age	10	0	90	100
Total		Count	5	10	35	50
		% within age	10	20	70	100

gender * cable tv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	5	2	7
		% within gender	0	71	29	100
	female	Count	7	21	15	43
		% within gender	16	49	35	100
Total		Count	7	26	17	50
		% within gender	14	52	34	100

age * cable tv Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	7	4	15
		% within age	27	47	27	100
	36-50	Count	2	13	10	25
		% within age	8	52	40	100
	51-65	Count	1	6	3	10
		% within age	10	60	30	100
Total		Count	7	26	17	50
		% within age	14	52	34	100

gender * lptv Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	0	6	7
		% within gender	14	0	86	100
	female	Count	5	2	36	43
		% within gender	12	5	84	100
Total		Count	6	2	42	50
		% within gender	12	4	84	100

age * lptv Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	1	1	13	15
		% within age	7	7	87	100
	36-50	Count	5	0	20	25
		% within age	20	0	80	100
	51-65	Count	0	1	9	10
		% within age	0	10	90	100
Total		Count	6	2	42	50
		% within age	12	4	84	100

gender * mobile tv Crosstabulation			irregular use	not use	Total
gender	male	Count	0	7	7
		% within gender	0	100	100
	female	Count	1	42	43
		% within gender	2,325581	98	100
Total		Count	1	49	50
		% within gender	2	98	100

age * mobile tv Crosstabulation			irregular use	not use	Total
age	20-35	Count	1	14	15
		% within age	7	93	100
	36-50	Count	0	25	25
		% within age	0	100	100
	51-65	Count	0	10	10
		% within age	0	100	100
Total		Count	1	49	50
		% within age	2	98	100

Q2

gender * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	3	4	7
		% within gender	0	43	57	100
	female	Count	12	8	23	43
		% within gender	28	19	53	100
Total		Count	12	11	27	50

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		% within gender	24	22	54	100
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age * broadcasting radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	2	4	9	15
		% within age	13	27	60	100
	36-50	Count	8	4	13	25
		% within age	32	16	52	100
	51-65	Count	2	3	5	10
		% within age	20	30	50	100
Total		Count	12	11	27	50
		% within age	24	22	54	100

gender * car radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	2	4	7
		% within gender	14	29	57	100
	female	Count	10	12	21	43
		% within gender	23	28	49	100
Total		Count	11	14	25	50
		% within gender	22	28	50	100

age * car radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	3	8	15
		% within age	27	20	53	100
	36-50	Count	3	9	13	25
		% within age	12	36	52	100
	51-65	Count	4	2	4	10
		% within age	40	20	40	100
Total		Count	11	14	25	50
		% within age	22	28	50	100

gender * web radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	0	6	7
		% within gender	14	0	86	100
	female	Count	9	3	31	43
		% within gender	21	7	72	100
Total		Count	10	3	37	50
		% within gender	20	6	74	100

age * web radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	2	0	13	15
		% within age	13	0	87	100
	36-50	Count	7	1	17	25
		% within age	28	4	68	100
	51-65	Count	1	2	7	10
		% within age	10	20	70	100
Total		Count	10	3	37	50
		% within age	20	6	74	100

age * mobile radio Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	1	10	15
		% within age	27	7	67	100
	36-50	Count	1	2	22	25
		% within age	4	8	88	100
	51-65	Count	0	0	10	10
		% within age	0	0	100	100
Total		Count	5	3	42	50
		% within age	10	6	84	100

gender * mobile radio Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	0	0	7	7
		% within gender	0	0	100	100
	female	Count	5	3	35	43
		% within gender	12	7	81	100
Total		Count	5	3	42	50
		% within gender	10	6	84	100

Q3

gender * pay press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	3	3	7
		% within gender	14	43	43	100
	female	Count	10	14	19	43
		% within gender	23	33	44	100
Total		Count	11	17	22	50
		% within gender	22	34	44	100

age * pay press Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	2	6	7	15
		% within age	13	40	47	100
	36-50	Count	6	7	12	25
		% within age	24	28	48	100
	51-65	Count	3	4	3	10
		% within age	30	40	30	100
Total		Count	11	17	22	50

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		% within age	22	34	44	100
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age * free press Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	4	2	9	15
		% within age	27	13	60	100
	36-50	Count	7	2	16	25
		% within age	28	8	64	100
	51-65	Count	4	0	6	10
		% within age	40	0	60	100
Total		Count	15	4	31	50
		% within age	30	8	62	100

gender * free press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	1	1	5	7
		% within gender	14	14	71	100
	female	Count	14	3	26	43
		% within gender	33	7	60	100
Total		Count	15	4	31	50
		% within gender	30	8	62	100

gender * on-line press Crosstabulation			irregular use	regular use	not use	Total
gender	male	Count	2	4	1	7
		% within gender	29	57	14	100
	female	Count	15	14	14	43
		% within gender	35	33	33	100
Total		Count	17	18	15	50
		% within gender	34	36	30	100

age * on-line press Crosstabulation			irregular use	regular use	not use	Total
age	20-35	Count	6	5	4	15
		% within age	40	33	27	100
	36-50	Count	7	11	7	25
		% within age	28	44	28	100
	51-65	Count	4	2	4	10
		% within age	40	20	40	100
Total		Count	17	18	15	50
		% within age	34	36	30	100

Q4

gender * do you use internet? Crosstabulation			yes	Total
gender	male	Count	7	7
		% within gender	100	100
	female	Count	43	43
		% within gender	100	100
Total		Count	50	50
		% within gender	100	100

age * do you use internet? Crosstabulation			yes	Total
age	20-35	Count	15	15
		% within age	100	100
	36-50	Count	25	25
		% within age	100	100
	51-65	Count	10	10
		% within age	100	100
Total		Count	50	50
		% within age	100	100