Technology Survey
Analysis: Stage 2 to Stage 6
Technology Survey Analysis:

Number of students surveyed:

- 151 Primary students (from Stage 2 & 3)
- 194 Secondary students (Stages 4 to 6)

Access to a computer with internet access:

- **Primary**
  - 97% have a computer at home
  - 20% of those can access the internet in their room

- **Secondary**
  - 99% have a computer at home
  - 61% of those can access the internet in their room

Usage of the internet:

- **EMAILS**
  - Primary 52%
  - Secondary 74%

- **SOCIAL NETWORK**
  - Primary 44%
  - Secondary 86%

- **HOMEWORK**
  - Primary 74%
  - Secondary 96%

- **FUN**
  - Primary 77%
  - Secondary 95%

- **WEBCAM CHAT**
  - Primary 22%
  - Secondary 47%

- **MSN (MESSAGING)**
  - Primary 22%
  - Secondary 70%
Play online games:

An online game is a game played over some form of computer network... Online games can range from simple text based games to games incorporating complex graphics and virtual worlds populated by many players simultaneously. Many online games have associated online communities, making online games a form of social activity beyond single player games.

[Link to Wikipedia article on Online Games]

A massively multiplayer online game (MMOG) is a type of computer game that enables hundreds or thousands of players to simultaneously interact in a game world that is connected to via the Internet. Typically this kind of game is played in an online, multiplayer-only persistent world. Some MMOGs are played on a mobile device (usually a phone) and are thus Mobile MMOG or MMMOG or 3MOG.

[Link to definition of MMOG]

Percentage of students who play “online” games:
Student usage of mobile phones:

41% Primary students own a mobile
(*23% only during ski season)

- 54% send SMS
- 22% send MMS
- 69% make calls
- 14% view movies
- 75% play games
- 25% access internet
- 41% photos/videos

93% Secondary students own a mobile

- 93% send SMS
- 48% send MMS
- 93% make calls
- 28% view movies
- 60% play games
- 39% access internet
- 81% photos/videos

MMS: Multimedia Messaging Service is a standard way to send messages that include multimedia content to and from mobile phones.

Social Networking:

Social Networking: Social networking websites allow users to be part of a virtual community. The two most popular sites are currently Facebook and MySpace. These websites provide users with simple tools to create a custom profile with text and pictures. A typical profile includes basic information about the user, at least one photo, and possibly a blog or other comments published by the user. Advanced profiles may include videos, photo albums, online applications (in Facebook), or custom layouts (in MySpace). After creating a profile, users can add friends, send messages to other users, and leave comments directly on friends’ profiles. These features provide the building blocks for creating online communities.

http://glowvirtual.com/faqs/definitions.html 17/05/10

Percentage* of each year level who use social networking:

- Year 3 (20%)
  - 30% of the grade

- Year 4 (29%)
  - 49% of the grade

- Year 5 (27%)
  - 53% of the grade

- Year 6 (24%)
  - 44% of the grade

- Year 7 (19%)
  - 74% of the grade

- Year 8 (21%)
  - 89% of the grade

- Year 9 (24%)
  - 91% of the grade

- Year 10 (10%)
  - 74% of the grade

- Year 11 (18%)
  - 94% of the grade

- Year 12 (8%)
  - 100% of the grade

* Percentage break-down based on the number of students who use social networking sites.
Break down which Year level uses each specific social networking site:

(Details of various social networking sites are located at the end of the document)
Overall Social Networking Site usage per site:

stage 2 & 3 students

Important information of Primary Students:
- Facebook has an age restriction of 13 Years and is used by 34% of social network users
- Privacy settings are NOT used by 67% students
- 70% provided their first name and 52% provided their last name
- 20% have friends that they do not know in real life
- 18% have friends of friends
- Some students have had their account created by someone else and do not know what information has been provided

Important information of Secondary Students:
- Facebook is used by 100% of social network users
- Privacy settings are NOT used by 35% students
- Over 90% have provided their full name
- 89% have provided a personal photo
- 16% have friends that they do not know in real life
- 46% have friends of friends
Information provided on Social Networking sites based on 44% of Primary and 84% Secondary
### Social Networking Site Information:

**Facebook**

*Facebook* is a social networking website that was originally designed for college students, but is now open to anyone 13 years of age or older. Facebook users can create and customize their own profiles with photos, videos, and information about themselves. Friends can browse the profiles of other friends and write messages on their pages.

Each Facebook profile has a "wall," where friends can post comments. Since the wall is viewable by all the user’s friends, wall postings are basically a public conversation. Therefore, it is usually best not to write personal messages on your friends’ walls. Instead, you can send a person a private message, which will show up in his or her private Inbox, similar to an e-mail message.

http://www.techterms.com/definition/facebook 17/05/10

**MySpace**

*MySpace* is an online community that allows friends to keep in touch and meet new people as well. It started out as a website that bands could use to promote their music, but has since grown into a more general community of friends. Anyone who is at least 14 years old can sign up for a MySpace account at no cost. Once you sign up, you can customize your profile by adding information about yourself, listing your interests, hobbies, and educational background, and uploading photos of yourself and your friends. You can also create your own blog for others to read.

Once you have created a profile on MySpace, you can search or browse other users' profiles. If you want to add someone as a friend, just click the "Add to Friends" link on that person's profile page. If the person approves your friend request, he or she will be added to your list of friends. Some users have only a few friends, while others have several thousand. You can send a private message to a user by clicking the "Send Message" link or post a comment on his or her page by clicking "Add Comment." Comments can be seen by all visitors to that person’s profile, so be careful what you post!

http://www.techterms.com/definition/myspace 17/05/10

**Bebo**

*Bebo* is a social networking website launched in July 2005. It is owned by Criterion Capital Partners. From March 2008 to June 2010 it was owned by AOL Inc. The website’s name is an acronym for *Blog Early, Blog Often*. Users receive a personal profile page where they can post blogs, photographs, music, videos and questionnaires to which other users may answer. Additionally, users may add others as friends and send them messages, and update their personal profiles to notify friends about themselves. (Age restriction is set at 13)

Bebo offers three privacy levels: public, private and fully private. Public profiles can be seen by any user, except that profiles of users younger than sixteen years old are seen only by logged in users. Private profiles are seen only by their friends and members of any school or college they have joined. Fully private profiles are ones that have not joined any school and so only their direct friends can view their profile. If a user chooses the ‘Public’ option, they can also set age restrictions on who can contact them. Age restrictions do not apply to direct friends. Bebo also allows a user to set their photos to private, so only friends can see them and can stop others from copying them too.

http://en.wikipedia.org/wiki/Bebo 26/07/10
Club Penguin

Club Penguin is a snow-covered, virtual world where children play games and interact with friends in the guise of colourful penguin avatars.

Players create a penguin and explore the snow-covered island of Club Penguin, engaging in a variety of fun and imaginative activities. Players can chat, send greeting cards, use emotes (emotion icons), or choose from a set of pre-defined actions such as waving or dancing. Users can also attend parties and special events, take on a role in the latest stage play, adopt and care for a cute and cuddly puffle pet, and play games to earn virtual coins which can be used to design the perfect igloo and create hundreds of outfits for their penguin. New content is added every week. Club Penguin is designed for 6-14-year-olds but is open to all ages.

As part of its commitment to creating a safe online environment for children and their families, Club Penguin offers two chat options:

Ultimate Safe Chat limits what users can say to a predefined menu of greetings, questions and statements, as well as emotes, actions and greeting cards. These users can only see other Ultimate Safe Chat messages.

Standard Safe Chat allows players to type their own messages to other users. Every message is filtered to allow only pre-approved words and phrases, and block attempts to communicate a phone number or other personally identifiable information.

Although the filter is continuously updated, comments that could be offensive to some players may occasionally get through. In order to limit that and further protect participants, Club Penguin employs highly trained, on-site staff to monitor activity and chat, receive reports of misconduct and provide personalized player support. An "M" icon on the upper, right-hand portion of the screen reminds participants a moderator is available to help. Players who engage in inappropriate behavior can be silenced or banned.

It's free to play, explore and chat with friends on Club Penguin, but special features such as priority access, exclusive parties and opportunities to create, discover and play in new and exciting ways require a membership. By financing Club Penguin's operations through paid memberships we're able to maintain our commitment to creating a fun and safe online entertainment experience with no third party advertising.

http://www.clubpenguin.com/parents/club_penguin_guide.htm 17/05/10

Formspring.me

Formspring is a questions and answers website, launched in November 2009. The site allows its users to set up a profile page, from which anyone can ask them questions and also post comments. The questions and their given answers are then published on the user's profile page. The questions can be asked anonymously, or they can be visibly sent from another Formspring account, according to the asker's preference. Users can however choose to disallow anonymous questions, and have the ability to block selected people from asking further questions, even if the asker has remained anonymous.

The site also allows users to link their accounts to many popular social networking and blogging websites, including Facebook, Twitter, and Blogger. (Age restrictions set at 13)

Formspring has garnered some controversy, especially among teenagers, for opening the door for harassment and bullying, due to the anonymity of the entries. The support section of the site instructs users facing harassment to deny anonymous questions, block unwanted users, or, in the case of a threat or crime, asks users to contact the police.

http://en.wikipedia.org/wiki/Formspring.me 26/07/10
Moshi Monsters

*Moshi Monsters* is a free online game for kids, where they may adopt a monster and look after it. Kids whose parents give us their approval can become 'users' on our site, and can adopt a Moshi Monster. Kids care for their monster by solving puzzle games, which earn their monster virtual rewards called Rox. Kids can spend Rox on virtual items like food, furniture and other treats and toys for their monster. Over time their monster will increase in level, be able to visit new locations in Monstro City, and earn all kinds of in-game rewards for playing. Monster owners will also be able to make friends with other owners and leave messages on their pages....

Children can find new friends on moshimonsters.com in different ways. They may know a friend's screen name before coming to moshimonsters.com, or they may see a screen name in another friend's Friends Tree. It is also possible they may guess another person's screen name or see one featured in our Community section.

Your child's profile - viewable by their friends and those who have obtained their screen name - will include information about your child's Moshi Monster (a picture of the Moshi Monster, its current status and the Moshi Monster’s room). Your child’s profile will also include your child's screen name, country of residence, gender and age.

http://www.moshimonsters.com/parents 17/05/10

Shaiya

*Shaiya* is a stunning free-to-play fantasy MMORPG that immerses players in a massive war between the forces of Light and Darkness. Shaiya allows players to quest for glory in solo or collaborative gaming, with many choosing to form powerful guilds capable of tackling some of the biggest and toughest monsters in the game. As players conquer challenges, they are rewarded with new weapons and armor that sanction their abilities to become dominant powers of *Shaiya*.

http://shaiya.aeriagames.com/overview/features 17/05/10

**Age requirements:**

You may be required to create an account (an “Account”) to access our Website and our games. Accounts are available only to individuals 13 years of age or older. If you are over 13 years of age but are still considered a minor, we ask that you review these terms with your parents or guardian to ensure they understand them and agree to them. By accepting the terms of use in the Agreement, you represent that you are 13 years of age or older. Only one person may use an Account. You are liable for all activities conducted through your Account.

Notwithstanding the above, certain portions of our Website and some of our games may contain mature contents not suitable for anyone younger than 18 years of age. We will require that you confirm that you are 18 years of age or older to access such content. If you enter any portion of the Website which is intended for or is marked for mature audiences only, you are certifying that you are at least 18 years old or the applicable age of majority in the jurisdiction in which you reside and have the legal right to access such content. We shall not be responsible in any way for your failure to accurately confirm your age per the terms hereunder.

http://www.aeriagames.com/policy/terms 17/05/10
Runescape

**Runescape** is a Java-based massively-multiplayer online role playing game (MMORPG) created by Jagex Ltd. Players make an account, and are free to do whatever they wish, such as training skills, completing quests, fighting monsters, or just chatting with friends.

The game is free to play, however you upgrade your account to a member to unlock many more items to buy, skills to train, monsters to kill, quests to complete and much more.

Since it is programmed in Java, you can play it directly in your internet browser and there are no downloads required.

[http://wiki.answers.com/Q/What_is_RuneScape](http://wiki.answers.com/Q/What_is_RuneScape) 17/05/10

While our games are created with adult gamers in mind, we do appreciate that some younger players also enjoy them. We take the safety and security of these players very seriously, and we work hard to ensure that playing RuneScape is an enjoyable experience for everyone...

We have developed an additional security feature for our younger players that ensures that they cannot give out personal information. All players that admit to being under the age of 13 during account creation are restricted to using Quick Chat until their 13th birthday. Quick chat offers players a pre-defined selection of words and phrases, chosen by us, that allow them to converse with others, without being able to give out any personal details. Players that are restricted to Quick Chat are unable to type their own messages to other players.

If you would like your child to have access to our full chat features before their 13th birthday, we require you to send us a completed parental consent form. To find out more about obtaining a copy of the parental consent form, click here.

[http://www.runescape.com/parents.ws](http://www.runescape.com/parents.ws) 17/05/10

Gaia

**Gaia Online** is an English-language, anime-themed social networking and forums-based website. It was founded in 2003 as Go-Gaia.com, but the name was changed to GaiaOnline.com in 2004 by its owner, Gaia Interactive. Gaia originally began as an anime linklist and eventually developed a small community, but, following a statement by founder Derek Liu (username "Lanzer"), the website moved towards social gaming, and eventually became a forum-based website. Today, over a million posts are made daily and it is visited by 7 million unique users each month. Gaia also won the 2007 Webware 100 award in the Community category.

Users of the site, known as Gaians, create a customizable avatar and a customizable virtual home for which they can purchase items using the virtual currency called gold, sometimes called gaia gold.