

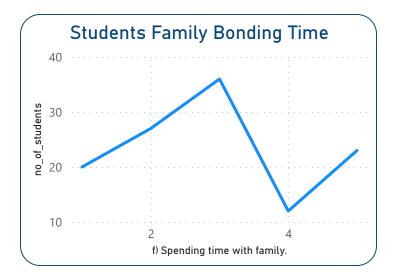
Teenagers Video Game Playing Hours

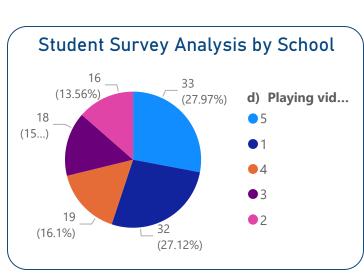
3

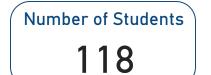
Total Game Playtime (Hours)

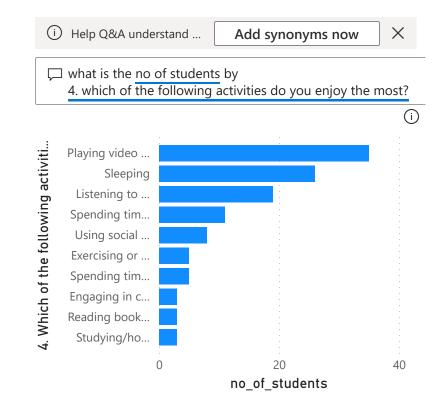
30

no_of_students









At <u>58</u>, <u>SEIT</u> had the highest no_of_students and was <u>1,833.33%</u> higher than <u>SOE</u>, which had the lowest no_of_students at <u>3</u>.

<u>SEIT</u> had the highest no_of_students at <u>58</u>, followed by <u>SBS</u>, <u>SOH</u>, and SOE.

SEIT accounted for 49.15% of no_of_students.