

						Usage in a day (in hrs)						Purpose of usage in a day (in hrs)					health problems		
	variables	Age	Average Light en	How student	Academic perform	Mobile Phones	Laptops	Desktop Pc's	Tablets or iPads	Television	OTHER DEVICE	EDUCATION	PROFESSIONAL	TIME PASS	GAMING	OTHER PURPOSE	Eye sight problem	wearing power glass	headaches?
		age	rating(0-10)	what student	rating(1-5)	rating(0-10)	rating(0-10)	rating(0-10)	rating(0-10)	rating(0-10)	text	rating(0-10)	rating(0-10)	rating(0-10)	rating(0-10)	text	yes or no	yes or no	yes or no