Impact of Screen Time on Student Performance

1. Cleaned and Transformed Excel File

- The raw dataset was cleaned by removing missing/duplicate values and ensuring all numeric fields (Study_Hours, Screen_Time, Test_Scores, Extra_Curricular_Hours) were in correct number format.
- Categories such as **Screen_Time_Category** and **Age_Group** were standardized.
- Derived metrics like **Study_Efficiency** were verified.

2. Dashboard with Visualizations & Pivot Tables

- The dashboard includes three pivot table analyses with charts for easy interpretation:
- Pivot 1: Average Test Scores by Screen Time Category
- Pivot 2: Screen Time vs. Extracurricular Activity Trends
- Pivot 3: Age Group-wise Performance (Average Test Scores)

3. Short Write-Up (Insights)

- Students with >4 hours of screen time scored on average 10–12% lower compared to those with 2–4 hours of screen time.
- Extracurricular activity hours rise with screen time, showing that students more active digitally are also engaged in outside activities.
- The 15–16 age group outperformed others, showing the highest average test scores.
- Very low or very high screen time correlates with lower study efficiency, while moderate screen time aligns with better results.
- A balanced routine (moderate screen time, consistent study, and some extracurricular activity) produces the strongest academic performance.