Samrith Loeung

My Github using the Rust coding language to read from the dataset found here: https://catalog.data.gov/dataset/data-from-the-influence-of-active-video-game-play-upon-physical-activity-and-screen-based--33694

This code uses multiple modules to read the dataset and output graphs depicting the time spent from each participant doing physical activities compared to screen-based activities. The "participant" module allows the code to output the total amount of screen time, taken from the "screen_time" module, and amount of time spent on physical activity, taken from the "physical_activity" module. Using the results, we can make conclusions and inferences as to how screen time affects adolescent youth as well as their development compared to previous generations when it comes to time spent doing physical activities.

Theoretically, since people have a finite amount of time per day to do activities, there should be an inverse reaction of time spent doing physical activity versus time spent doing screen-based activities: the more time a participant spends on physical activity, the less screen-based activities are taking up their time, and the more time a participant spends on screen-based activities, the less physical activity they are doing. This can be seen in the "activity_comparison" module that shows a side-by-side comparison of a participant's physical activities and screen-based activities. Based on the results, the viewer is able to determine if the inference given about the data before the experiment is correct or not. These results can help enlighten the general populace and contribute to the health science in the evolving technological world for adolescent youth who grow up with screen-based entertainments rather than physical activities, such as sports.