# The Analysis Report of Majors and Occupations Preference of 2025 DSE Students

**Tmp**

The following summary report presents the major findings extracted from the survey results collected by Tmp, including students’ major and occupation preferences, the influence of STEM education and Greater Bay Area (GBA) development on their preferences, and students' approaches to stress management. (Total respondents: 78)

* **Majors Preference**

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | **Popular Majors** | **Male Popular Majors** | **Female Popular Majors** |
| 1st | Architecture | Architecture | Social Work |
| 2nd | Social Work | Civil | Creative Media |
| 3rd | Psychology | Artificial Intelligence (AI) | Psychology |
| 4th | Music | Mechanical / Electrical | Music |
| 5th | Civil | Physical Education | Criminology |

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | **Unpopular Majors** | **Male Unpopular Majors** | **Female Unpopular Majors** |
| 1st | English (Literature) | English (Literature) | English (Literature) |
| 2nd | History | Visual Art | Physics |
| 3rd | Physics | History | History |
| 4th | Mathematics | Music | Mechanical / Electrical |
| 5th | Visual Art | Religion | Mathematics |

* **Major Findings**

[LLM OUTPUT PLACEHOLDER]

* **Occupations Preference**

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | **Popular Occupations** | **Male Popular Occupations** | **Female Popular Occupations** |
| 1st | Social Work | Architecture | Social Work |
| 2nd | Architecture | Civil | Entertainment / Music |
| 3rd | Entertainment / Music | Computer Engineering | General Education |
| 4th | Civil Servant (Clerical) | Mechanical Engineering | Veterinary |
| 5th | Computer Engineering | Physical Education | Hospitality / Tourism |

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| --- | --- | --- | --- |
| Rank | **Unpopular** **Occupations** | **Male Unpopular Occupations** | **Female Unpopular Occupations** |
| 1st | Pre-School Education | Pre-School Education | Insurance |
| 2nd | General Education | General Education | Import / Export / Wholesale |
| 3rd | Cartoonist | Legal | Actuary |
| 4th | Legal | Archaeologist | Fireman |
| 5th | Archaeologist | Cartoonist | Architecture |

* **Occupations** **Findings**

[LLM OUTPUT PLACEHOLDER]

* **Influence of STEM Education**

***(Results analyzed from the average of STEM participants and non-STEM participants)***

|  |  |  |
| --- | --- | --- |
| **Effectiveness of STEM Project** | **Strongly Improve** | **Partially Improve** |
| **Leadership** | 31.3% | 50.0% |
| **Teamwork** | 34.4% | 50.0% |
| **Creative Thinking** | 34.4% | 46.9% |
| **Science Knowledge and Understanding** | 40.6% | 46.9% |
| **Problem Solving Skills** | 31.2% | 43.8% |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **STEM Majors Preference** | **Have attended STEM**  **(A=33 )** | **Have not attended STEM**  **(A=45)** | **Difference** |  |
| **Engineering** | 12.1% | 20.0% | -7.9% |  |
| **Science** | 33.3% | 6.7% | 26.6% |  |
| **Total** | 45.4% | 26.7% | 18.7% |  |

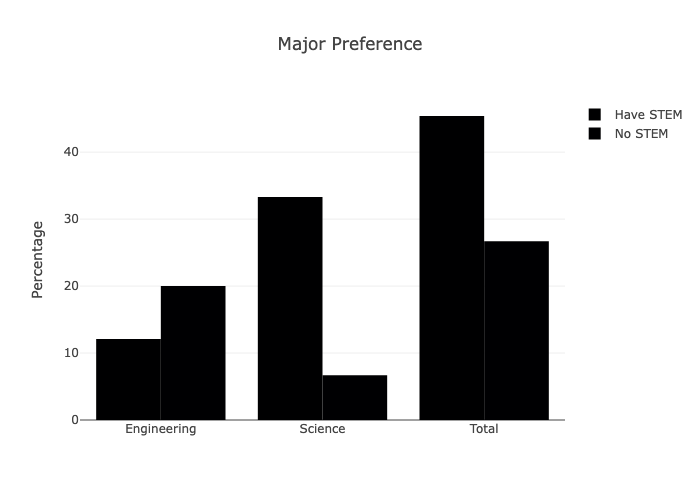
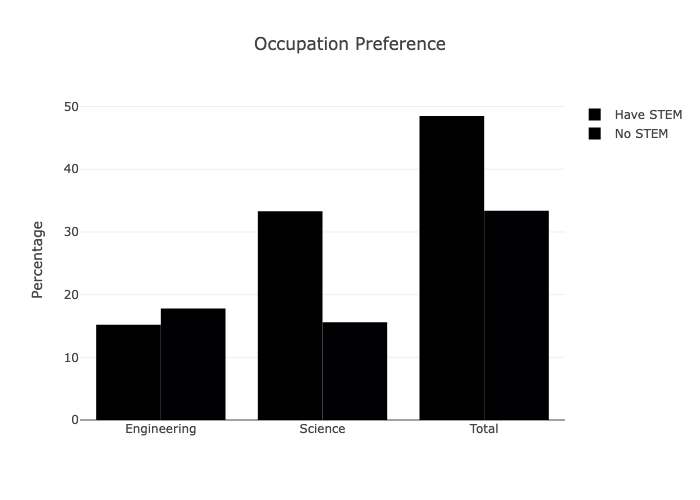
**\**Engineering* majors include Computer Engineering, Mechanical/Electrical, Aviation Engineering and Science Engineering\***

**\**Science* majors include Physics, Chemistry, Biology, Biochemisty, Environmental Science, Mathematics, Statistics, Actuarial, Computer Science and Artificial Intelligence (AI)\***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **STEM Occupations Preference** | **Have attended STEM**  **(A=33)** | **Have not attended STEM**  **(A= 45)** | **Difference** |  |
| **Engineering** | 15.2% | 17.8% | -2.6% |  |
| **Science** | 33.3% | 15.6% | 17.7% |  |
| **Total** | 48.5% | 33.4% | 15.1% |  |

**\**Engineering* occupations include Computer Engineering, Mechanical/Electrical, Aviation Engineering, Science Engineering, Manufacturing\***

**\**Science* occupations include Information Technology, Data Science, Artificial Intelligence, Biochemistry, Laboratory, Environmental Science\***

* **STEM Findings**

[LLM OUTPUT PLACEHOLDER]

* **Influence of Greater Bay Area Development Policy**

***(\*Results analyzed from respondents with high GBA familiarity and respondents with low familiarity)***

|  |  |  |  |
| --- | --- | --- | --- |
| **GBA Majors Preference** | **Familiar with GBA** | **Unfamiliar with GBA** | **Difference** |
| **Business** | 36.2% | 19.4% | 16.8% |
| **Science** | 21.3% | 12.9% | 8.4% |

**\**Business* majors include Accounting, Aviation management, Economics, Finance, Logistics, Hotel & Tourism Management, Human Resources, Investment, Managment, Marketing, Risk Management, Property Management)**

**\**Science* majors include Physics, Chemistry, Biology, Biochemistry, Environmental Science, Mathematics, Statistics, Actuarial, Computer Science, Artificial Intelligence)**

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| --- | --- | --- | --- |
| **GBA Occupations Preference** | **Familiar with GBA** | **Unfamiliar with GBA** | **Difference** |
| **Business** | 31.9% | 16.1% | 15.8% |
| **Engineering** | 17.0% | 16.1% | 0.9% |
| **Science** | 23.4% | 22.6% | 0.8% |

**\**Business* occupations include Advertising, Administrative/Management, Asset Management/Stock, Banking/Finance, Hospitality/Tourism, Human Resources, Insurance, Property/Real Estate, Risk Management, Start-up Business\***

**\**Engineering* occupations include Computer Engineering, Mechanical/Electrical, Aviation Engineering, Science Engineering, Manufacturing**

**\**Science* occupations include Information Technology, Data Science, Artificial Intelligence, Biochemistry, laboratory, Environmental Science\***

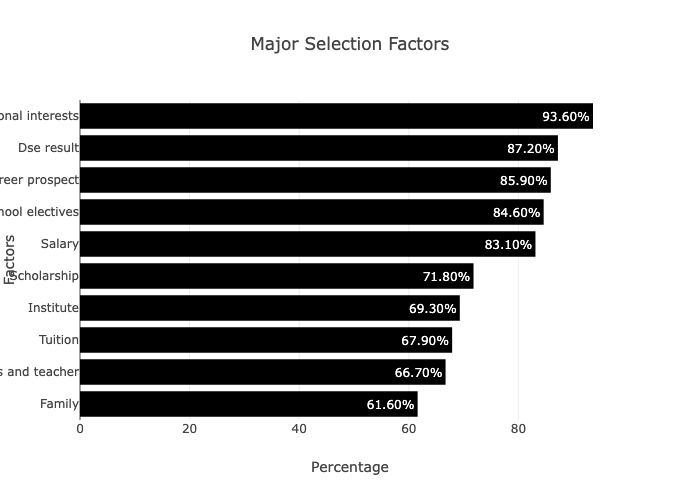
* **GBA Findings**

[LLM OUTPUT PLACEHOLDER]

**Appendix**

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | **Popular Majors** | **Male Popular Majors** | **Female Popular Majors** |
| 1st | Architecture | Architecture | Social Work |
| 2nd | Social Work | Civil | Creative Media |
| 3rd | Psychology | Artificial Intelligence (AI) | Psychology |
| 4th | Music | Mechanical / Electrical | Music |
| 5th | Civil | Physical Education | Criminology |
| 6th | Artificial Intelligence (AI) | Psychology | Hotel Tourism Management |
| 7th | Mechanical / Electrical | Geography | Design |
| 8th | Hotel Tourism Management | Game Design | Sociology |
| 9th | Geography | Computer Engineering | Risk Management |
| 10th | Criminology | Music | Pre-school Education |

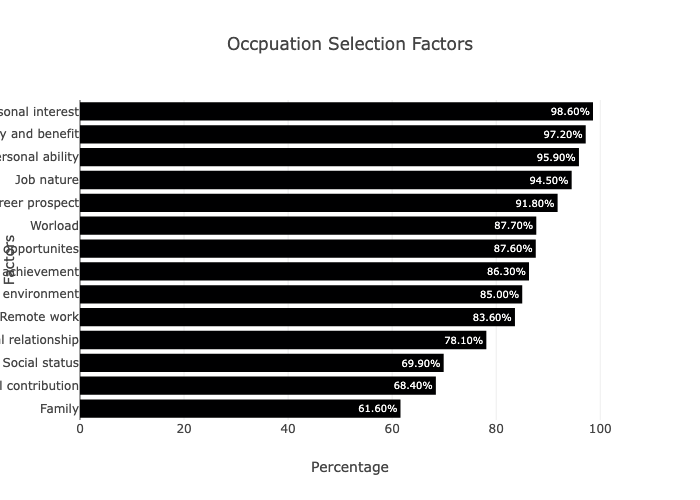
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| --- | --- | --- | --- |
| Rank | **Unpopular Popular Majors** | **Male Unpopular Majors** | **Female Unpopular Majors** |
| 1st | English (Literature) | English (Literature) | English (Literature) |
| 2nd | History | Visual Art | Physics |
| 3rd | Physics | History | History |
| 4th | Mathematics | Music | Mechanical / Electrical |
| 5th | Visual Art | Religion | Mathematics |
| 6th | Music | Public Health | Chemistry |
| 7th | Religion | Fashion Textile | Survey |
| 8th | Medicine / Surgery | Chinese (Literature) | Medicine / Surgery |
| 9th | Chinese (Literature) | Medicine / Surgery | Actuarial |
| 10th | Cultural Studies | Mathematics | Real Estate Construction |



**Occupations Preference (Top 7 Ranking)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Rank** | **Popular Occupations** | **Male Popular Occupations** | **Female Popular Occupations** |
| 1st | Social Work | Architecture | Social Work |
| 2nd | Architecture | Civil | Entertainment / Music |
| 3rd | Entertainment / Music | Computer Engineering | General Education |
| 4th | Civil Servant (Clerical) | Mechanical Engineering | Veterinary |
| 5th | Computer Engineering | Physical Education | Hospitality / Tourism |
| 6th | Civil | Artificial Intelligence (AI) | Psychologist |
| 7th | Mechanical Engineering | Civil Servant (Clerical) | Design |
| 8th | Hospitality / Tourism | Paramedic | Civil Servant (Clerical) |
| 9th | Artificial Intelligence (AI) | Customs Officer | Film / Television Production |
| 10th | General Education | Information Technology (IT) | Digital Marketing |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rank** | **Unpopular Popular Occupations** | **Male Unpopular Occupations** | **Female Unpopular Occupations** |
| 1st | Pre-School Education | Pre-School Education | Insurance |
| 2nd | General Education | General Education | Import / Export / Wholesale |
| 3rd | Cartoonist | Legal | Actuary |
| 4th | Legal | Archaeologist | Fireman |
| 5th | Archaeologist | Cartoonist | Architecture |
| 6th | Design | Accounting / Audit | Design |
| 7th | Insurance | Beautician | Mechanical Engineering |
| 8th | Actuary | Pet Groomer | Medical Service |
| 9th | Advertising | Fashion Design | Hospitality / Tourism |
| 10th | Banking / Finance | Entertainment / Music | Laboratory |

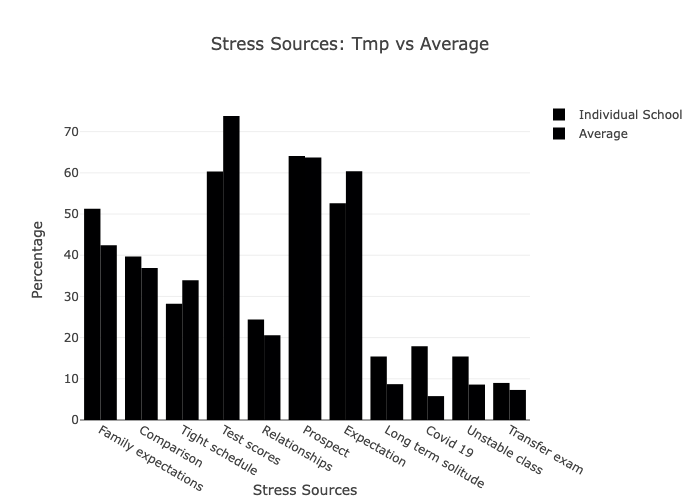


* **Stress Factor**

|  |  |  |
| --- | --- | --- |
| **Factor** | **Individual School** | **General** |
| Personal | 62.0% | 64.8% |
| External | 38.0% | 35.2% |

* **Sources**

|  |  |  |
| --- | --- | --- |
| **Sources** | **Individual School** | **General** |
| Parent’s Expectation | 51.3% | 42.4% |
| Peer Comparison | 39.7% | 36.9% |
| Tight Study Schedule | 28.2% | 33.9% |
| Examination Results | 60.3% | 73.8% |
| Relationships | 24.4% | 20.6% |
| Own Prospect | 64.1% | 63.7% |
| Own Expectation | 52.6% | 60.4% |
| Covid-19 | 17.9% | 5.8% |
| Long Time Alone | 15.4% | 8.7% |
| Changing Exam Time | 9.0% | 7.3% |
| Unstable School Time | 15.4% | 8.6% |

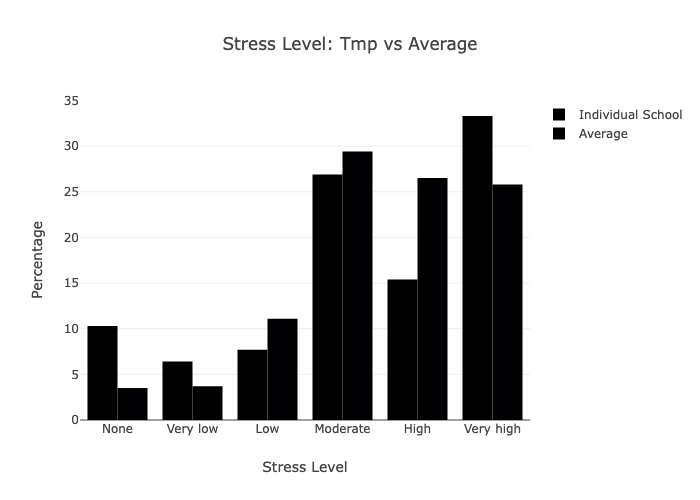


* **Stress Scources Findings**

[LLM OUTPUT PLACEHOLDER]

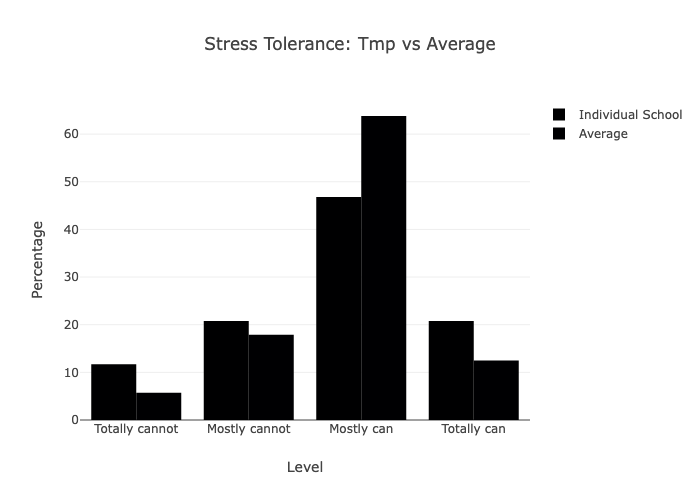
* **Stress Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Individual School** | **General** |
| None | 10.3% | 3.5% |
| Very Low | 6.4% | 3.7% |
| Low | 7.7% | 11.1% |
| Moderate | 26.9% | 29.4% |
| High | 15.4% | 26.5% |
| Very High | 33.3% | 25.8% |



* **Endure Stress**

|  |  |  |
| --- | --- | --- |
| **Endure Level** | **Individual School** | **General** |
| Totally cannot | 11.7% | 5.7% |
| Mostly cannot | 20.8% | 17.9% |
| Mostly can | 46.8% | 63.8% |
| Totally can | 20.8% | 12.5% |



* **Stress Endure and Level Findings**

[LLM OUTPUT PLACEHOLDER]

* **Stress Management**

|  |  |  |
| --- | --- | --- |
| **Method** | **Individual School** | **General** |
| Do Exercise | 39.7% | 32.1% |
| Communicate with Family | 14.1% | 16.3% |
| Communicate with Friends | 29.5% | 34.2% |
| School Counsellor | 9.0% | 6.1% |
| Reschedule Timetable | 11.5% | 9.9% |
| Sleep | 47.4% | 44.5% |
| Computer Games | 55.1% | 63.1% |
| Listen to Music | 64.1% | 63.7% |
| No Idea | 12.8% | 12.5% |

