

he topic we have chosen is **“Mobile App Usage Patterns among Senior High School and College Students.”** The goal is to gather data on how students use mobile applications, their preferences, habits, and the issues they commonly experience.

The study used a mix of **Stratified and Convenience Sampling**, where respondents were selected based on their easy accessibility and grouped in terms of educational level. The survey link was shared with readily available participants such as classmates, friends, and other students reachable through online platforms. This method was chosen due to time constraints and the practicality of quickly gathering at least 20 responses.

Data was collected using **Google Forms**, which allowed for efficient distribution and automatic recording of responses. After collection, the responses were downloaded and organized using **Google Sheets** for review and analysis.

Several limitations were identified in the data-gathering process:

- **Sampling Bias:** Convenience sampling may not represent all high school and college students, as respondents were mostly from the researchers' social circles.
- **Self-Selection Bias:** Participants volunteered to answer the survey, meaning those more interested in mobile apps were more likely to respond.
- **Non-Response Bias:** Students without regular internet access or interest in surveys may have been unintentionally excluded.
- **Lack of Randomization:** Since no probability-based sampling method was used, results cannot be generalized to the entire student population.

Despite these limitations, the collected data provides useful insights into mobile app usage patterns and serves as a practical demonstration of sampling methods and data-gathering techniques.