Summary of All Summarized Survey Questions:

Conclusions Drawn from Key Takeaways on Social Connectivity for High Schoolers

1. Digital Tools Are the Backbone of Connectivity, but Engagement Depends on Appeal

- **Conclusion**: High schoolers are deeply embedded in a digital ecosystem, with Instagram (44.8%), texting (41.4%), and Discord (27.1%) as primary tools for discovering events and maintaining connections. However, their reliance on these platforms doesn't guarantee active participation—50% cite "uninterested in going out" as a barrier. This suggests that while digital tools provide access, the content or nature of opportunities must be compelling to convert awareness into action. Schools and organizers should leverage these platforms with targeted, engaging campaigns to overcome apathy.

2. Peer Networks Drive Awareness, but Social Isolation Limits Participation

- **Conclusion**: Peers are the most trusted and effective channel for spreading event awareness (45.7% for school events, 22.9% for volunteering), outpacing even social media or school methods. Yet, 21.4% report "no friends" as a barrier, and 2.9% express isolation ("I'm lonely"). This duality indicates that while peer influence is a powerful motivator, a significant subset lacks the social capital to tap into it. Interventions like peer-led outreach or inclusive group activities could bridge this gap, turning peer networks into a broader engagement tool.

3. Casual, Accessible Activities Trump Structured Events

- **Conclusion**: The preference for getting food (67.1%) and playing video games (47.1%) over school events (22.9%) or volunteering (8.6% do it together) reveals a gravitation toward low-effort, high-reward social experiences. Meanwhile, 81.4% infrequently attend school-organized events, suggesting these may feel too formal or disconnected from teens' interests. Schools like CCA (rated 5.9/10 for connectivity) should integrate casual, peer-friendly elements—e.g., food-centric or gaming-related events—into their offerings to boost turnout.

4. Satisfaction is Lukewarm, Pointing to Untapped Potential

- **Conclusion**: Moderate ratings for local activities (6.5/10) and CCA's social connectivity (5.9/10) reflect a "good enough" but not thriving social landscape. With 28.6% rating CCA below 5 and 15.7% rating local options 1-4, there's clear dissatisfaction among a minority, possibly tied to the 40% who cite poor advertisement. This gap suggests that while some students find enough to do, others feel underserved—likely due to lack of

visibility or relevance. Enhanced marketing and tailored options could elevate satisfaction and engagement.

5. Barriers Highlight a Motivation and Accessibility Crisis

- **Conclusion**: The top barriers—lack of interest (50%), poor advertisement (40%), no friends (21.4%), and expense (20%)—point to a dual challenge: internal disengagement and external obstacles. Coupled with a preference for short travel (68.6% under 30 minutes), high schoolers need events that are emotionally appealing, well-publicized, socially inclusive, affordable, and nearby. The low priority of time constraints (7.1%) implies availability isn't the issue—motivation and access are. Addressing these requires a shift toward low-cost, local, and highly visible opportunities.

6. Volunteering Interests Show Altruism, but Participation Lags

- **Conclusion**: Strong interest in helping those in need (57.1%), child mentoring (47.1%), and environmental causes (44.3%) indicates a desire for meaningful impact, yet only 8.6% volunteer with friends, and school event attendance is low. This disconnect suggests that while the intent is there, barriers like expense, distance, or lack of peer involvement deter action. Schools and organizations could capitalize on this altruism by embedding volunteer opportunities into social contexts teens already enjoy, like group outings.

7. Proximity is a Non-Negotiable for Engagement

- **Conclusion**: With 68.6% willing to travel under 30 minutes (35.7% at 10-20 minutes, 32.9% at 20-30 minutes), and only 11.4% open to longer trips, distance is a critical filter for participation. This reinforces the need for hyper-local events—whether at school or in the community—to maximize attendance. The 10% who say "doesn't matter" may be the most engaged subset (e.g., the 11.4% who often attend school events), but for the majority, convenience is king.

Final Synthesis:

High schoolers are digitally savvy and peer-driven, thriving on casual, accessible social experiences like eating and gaming, yet they exhibit lukewarm satisfaction (6.5/10 locally, 5.9/10 at CCA) and low school event engagement (81.4% infrequent). The problem space reveals a disconnect between potential and participation, fueled by lack of interest, poor visibility, social isolation, and practical barriers like cost and distance. To enhance social connectivity, schools and communities must prioritize **peer-led, well-advertised, low-cost, nearby events** that align

with teens' casual preferences and altruistic interests, turning digital access and peer influence into active, meaningful engagement.

Q1
Key Observations:

• Most Popular App: Instagram is by far the most frequently mentioned app, with 26 responses (44.8% of respondents), indicating it's a dominant platform for discovering local events or activities among this group.
• Social Media Dominance: Social media apps (Instagram, Snapchat, TikTok) collectively account for a significant portion of responses, with 37 total mentions.
• Google as a Tool: Google and its related services (e.g., Google Classroom, Gmail) are also popular, with 9 mentions (15.5%), showing reliance on search engines or school-related platforms.
• Non-Users: 10 respondents (17.2%) indicated they don't use any apps ("none," "n/a," etc.), suggesting some either rely on non-digital methods or don't actively seek events.
• Variety of Sources: Beyond apps, a small number of respondents rely on personal networks (family, friends, word of mouth) rather than digital tools.
• Niche Apps: Apps like CCA App, Saturn, Minga, and Groupon appear but are less common, each with 1-2 mentions.

Summary:

The survey responses show that Instagram is the leading app for discovering local events or activities, followed by Google and Snapchat. Social media platforms play a major role, with nearly two-thirds of respondents citing them. A notable minority (17%) don't use apps for this purpose, and a few rely on personal connections or unique tools like Spotify or Saturn. The data reflects a mix of digital and traditional methods, with a strong preference for social media among those who use apps.

Q2
Key Observations:

• Most Common Method: The most frequent way respondents learn about school events is "From a friend", with 32 mentions, accounting for 45.7% of responses. This highlights the significant role of peer communication in spreading event awareness.
• Social Media's Role: Social Media is the second most popular method, with 16 mentions (22.9%), indicating it's a key digital channel for event discovery among students.
• School-Based Methods: Traditional school methods like School Flyers (10 mentions, 14.3%), From a teacher (9 mentions, 12.9%), and School emails (3 mentions, 4.3%) collectively account for 31.5% of responses, showing that official school communications remain relevant but are less dominant than peer influence.

• Family Influence: Parents were mentioned twice (2.9%), suggesting a minor role in informing students about school events.
• Unique Response: One respondent mentioned a specific combination of "homeroom slides + ASB coming around and telling your class" (1.4%), indicating a blend of in-class announcements and student leadership efforts.
• Non-Participation: Only 1 respondent (1.4%) stated "I do not attend school events", suggesting most respondents are at least somewhat engaged in school activities.

Summary:

The survey data reveals that students most often find out about school events through word of mouth from friends (45.7%), followed by social media (22.9%). Traditional school channels like flyers, teachers, and emails play a supporting role (combined 31.5%), while family and unique in-class methods are less common. Peer influence stands out as the dominant method, underscoring the importance of social networks—both in-person and online—in event awareness among this group.

Q3
Key Observations:

• Most Popular Method: Messages/iMessage/Texting is the most frequently mentioned method, with 29 responses (41.4%), indicating it's the primary way respondents stay connected outside of school.
• Discord's Popularity: Discord is a close second with 19 mentions (27.1%), showing it's a significant platform, especially likely among gamers or online communities.
• Social Media Prevalence: Social Media (general) appears in 18 responses (25.7%), and when combined with specific platforms like Instagram (14 mentions, 20.0%) and Snapchat (9 mentions, 12.9%), social media as a category is widely used.
• Specific Platforms: Instagram and Snapchat stand out as the most cited specific social media platforms, reflecting their popularity among this group.
• Email Use: Gmail/Email is mentioned 4 times (5.7%), suggesting it's a minor but still relevant method.
• Non-Digital Methods: A small number of respondents mentioned in-person communication or hangouts (combined 5 mentions, 7.1%), indicating some preference for face-to-face connection.
• Niche Tools: Tools like LinkedIn, Xbox, and TikTok each appeared once (1.4%), showing limited but specific use cases.
• Non-Engagement: Only 2 respondents (2.9%) indicated they don't stay connected or use no methods, suggesting most are actively communicating.

Summary:

The survey data shows that messaging apps (41.4%), particularly text-based platforms like iMessage and general texting, are the most common way respondents stay connected with

others outside of school. Discord (27.1%) and social media (25.7% general, plus Instagram at 20.0% and Snapchat at 12.9%) are also highly popular, reflecting a strong reliance on digital communication tools. While platforms like Gmail, LinkedIn, and Xbox appear sparingly, a few respondents value in-person hangouts or gaming communities. Overall, the data highlights a preference for instant, app-based communication, with texting and social media dominating the responses.

Q4

Key Takeaways:

- **Top Activity**: **Get food** is the most common activity, selected by 47 respondents (67.1%), showing it's a central social experience.

- **Gaming Popularity**: **Playing video games** ranks second with 33 mentions (47.1%), a frequent choice among friends.

- **Shopping and Hiking**: **Go shopping** (28 mentions, 40.0%) and **Being active (hiking)** (25 mentions, 35.7%) are also popular, reflecting diverse interests.

- **School and Sports Events**: **School events (dances, class activities)** (16 mentions, 22.9%) and **Go to a sports event** (14 mentions, 20.0%) are notable but less dominant.

- **Less Common**: **Volunteer together** (6 mentions, 8.6%) and unique responses like "talk about class," "cards," or "functions at my house" (1-2 mentions each) are less frequent.

- **Non-Social**: 2 respondents (2.9%) indicated isolation ("I can't hang out often," "I'm lonely").

Summary:

Respondents most often **get food** (67.1%) and **play video games** (47.1%) with friends, followed by **shopping** (40.0%) and **hiking** (35.7%). **School events** (22.9%) and **sports events** (20.0%) are moderately popular, while **volunteering** (8.6%) is less common. The data reflects a mix of casual, social, and active pursuits, with eating and gaming as the standout activities.

Q5

Key Takeaways:

- **Top Source**: **From a teacher or adult** is the most common method, with 22 mentions (31.4%), showing strong reliance on authority figures.

- **Online Research**: Second most popular with 21 mentions (30.0%), indicating proactive digital searching is widespread.

- **Friends' Influence**: **From a friend** appears in 16 responses (22.9%), highlighting peer networks as a key channel.

- **Organizations**: **TVIA** and similar volunteering organizations (e.g., Boy Scouts, League of Amazing Programmers) are cited 6 times (8.6%), suggesting involvement in structured groups.

- **Less Common**: **School flyers** (1 mention, 1.4%) and **parent** (1 mention, 1.4%) are rare sources.

- **Non-Participation**: 1 respondent (1.4%) said **"I don't"**, implying minimal disengagement.

Summary:

Respondents most often find volunteer/community service opportunities through **teachers or adults** (31.4%), closely followed by **online research** (30.0%), and **friends** (22.9%). Structured **organizations** like TVIA (8.6%) play a smaller role, while other sources like flyers or parents are minimal. The data reflects a blend of guidance from adults, personal initiative online, and peer influence.

Q6

Key Takeaways:

- **Average Rating**: The average score is **6.5**, suggesting a moderate level of satisfaction with the number of local activities available.

- **Most Frequent Scores**: **7** (14 mentions, 20.0%) and **5** (13 mentions, 18.6%) are the most common ratings, indicating a middle-ground sentiment dominates.

- **Range of Opinions**: Scores span from **1** (1 mention, 1.4%) to **10** (7 mentions, 10.0%), showing diverse feelings, with a slight lean toward positive (7-10: 41 mentions, 58.6%) over negative (1-4: 11 mentions, 15.7%).

- **Neutral Sentiment**: **5-6** scores total 23 mentions (32.9%), reflecting a significant portion of respondents feel neutral.

- **High Satisfaction**: **10** (7 mentions) and **9** (6 mentions) combined show 13 respondents (18.6%) are very satisfied.

Summary:

Respondents rate the number of local activities available at an average of **6.5 out of 10**, indicating moderate satisfaction. The most common scores are **7** and **5**, with a majority leaning positive (58.6% rate 7-10) but a notable neutral group (32.9% rate 5-6) and a smaller dissatisfied minority (15.7% rate 1-4). Feelings vary widely, but overall, the sentiment is slightly above neutral.

Q7

Key Takeaways:

- **Average Rating**: The average score is **5.9**, indicating a slightly below moderate level of satisfaction with CCA's overall social connectivity.

- **Most Frequent Score**: **6** (11 mentions, 15.7%) and **4** (11 mentions, 15.7%) tie as the most common ratings, reflecting a split between neutral and lower satisfaction.

- **Range of Opinions**: Scores range from **1** (1 mention, 1.4%) to **10** (4 mentions, 5.7%), showing a broad spectrum of views, with a slight tilt toward neutral-to-positive (5-10: 50 mentions, 71.4%) over negative (1-4: 20 mentions, 28.6%).

- **Neutral Sentiment**: Scores of **5-6** total 27 mentions (38.6%), the largest group, suggesting many feel lukewarm about social connectivity.

- **High Satisfaction**: **8-10** scores (17 mentions, 24.3%) indicate a notable subset is very satisfied, while **1-3** (4 mentions, 5.7%) show minimal strong dissatisfaction.

Summary:

Respondents rate CCA's overall social connectivity at an average of **5.9 out of 10**, suggesting mild satisfaction just below neutral. The most frequent scores, **6** and **4**, and a strong neutral bloc (38.6% rate 5-6) reflect mixed feelings. While 71.4% rate it 5 or higher, indicating a lean toward acceptability, the spread from 1 to 10 and a significant 28.6% below 5 highlight varied experiences, with some highly satisfied (24.3% rate 8-10) and others less so.

Q8

Key Takeaways:

- **Most Frequent Response**: **Sometimes (a couple times per school year)** leads with 25 mentions (35.7%), indicating moderate attendance is most common.

- **Low Engagement**: **Rarely (once or twice per school year)** follows with 22 mentions (31.4%), and **Never** has 13 mentions (18.6%), showing significant disengagement (50% rarely or never attend).

- **High Attendance**: **Often (try to attend most school social events)** is less common with 8 mentions (11.4%), suggesting only a minority are highly active.

- **Overall Trend**: A combined 81.4% (57 respondents) attend infrequently (Never, Rarely, Sometimes), reflecting limited participation in school-organized social events.

Summary:

Respondents most often attend school-organized social events **sometimes** (35.7%), followed by **rarely** (31.4%) and **never** (18.6%), with only 11.4% attending **often**. The data suggests a general trend of low to moderate engagement, with 50% attending rarely or not at all, and over 80% not prioritizing frequent attendance.

Q9

Key Takeaways:

- **Top Interest**: **Helping those in need** is the most popular, with 40 mentions (57.1%), showing a strong preference for direct human impact.

- **Close Second**: **Child mentoring** follows with 33 mentions (47.1%), indicating significant interest in youth support.

- **Environmental Appeal**: **Environmental** volunteering ranks third with 31 mentions (44.3%), reflecting eco-conscious priorities.

- **Animal Welfare**: **Animal Welfare** garners 17 mentions (24.3%), a notable but less dominant choice.

- **Unique Response**: One mention of **spelling reform** (1.4%) alongside child mentoring, and one **"Never been"** (1.4%), suggesting minimal non-interest.

- **Overlap**: Many respondents selected multiple types, with combinations like Environmental, Child Mentoring, and Helping Those in Need being common.

Summary:

The most appealing volunteer opportunities are **helping those in need** (57.1%), **child mentoring** (47.1%), and **environmental** efforts (44.3%), with **animal welfare** (24.3%) also notable. Respondents often express interest in multiple areas, favoring activities with tangible social or ecological benefits, while unique preferences are rare.

Q10

Key Takeaways:

- **Top Barrier**: **Uninterested in going out** is the most cited barrier, with 35 mentions (50.0%), indicating a lack of motivation or interest is the biggest hurdle.

- **Lack of Advertisement**: Second most common with 28 mentions (40.0%), suggesting many feel unaware of local options.

- **Social Isolation**: **No friends** appears in 15 responses (21.4%), highlighting a significant social barrier.

- **Expense**: **Expense** is noted 14 times (20.0%), showing cost as a notable deterrent.

- **Time Constraints**: **Time** or related issues (e.g., "no time," "busy," "lack of time/energy") appear 5 times (7.1%), less dominant but still relevant.

- **Unique Responses**: Rare mentions include **travel distance**, **depression**, and **travelling** (1-2 each), with one ambiguous **"Not sure, there aren't really any"**.

Summary:

The biggest barriers to finding local things to do are **lack of interest** (50.0%), **poor advertisement** (40.0%), **lack of friends** (21.4%), and **expense** (20.0%). Time constraints (7.1%) and other factors like distance or mental health play smaller roles. The data points to a mix of personal disengagement, inadequate promotion, and social/financial challenges as key obstacles. (Note: The "We Didn't Start the Fire" lyrics appear unrelated and were excluded from the analysis.)

Q11

Key Takeaways:

- **Most Common Distance**: **10-20 minute drive** is the top choice with 25 mentions (35.7%), indicating a preference for short, convenient travel.

- **Second Preference**: **20-30 minute drive** follows closely with 23 mentions (32.9%), showing moderate willingness to travel slightly farther.

- **Minimal Travel**: **Walking distance** has 9 mentions (12.9%), reflecting a notable group favoring very close events.

- **Flexible Attitude**: **Doesn't matter** appears 7 times (10.0%), suggesting some are unbothered by distance.

- **Longer Travel**: **30-45 minute drive** (7 mentions, 10.0%) and **45+ minute drive** (1 mention, 1.4%) are less popular, indicating reluctance for longer trips.

Summary:

Respondents are most willing to travel **10-20 minutes** (35.7%) or **20-30 minutes** (32.9%) to attend a social event, with 68.6% favoring drives under 30 minutes. **Walking distance** (12.9%) appeals to some, while 10.0% are distance-agnostic (**Doesn't matter**). Few opt for **30-45 minutes** (10.0%) or beyond (1.4%), highlighting a strong preference for proximity and convenience.