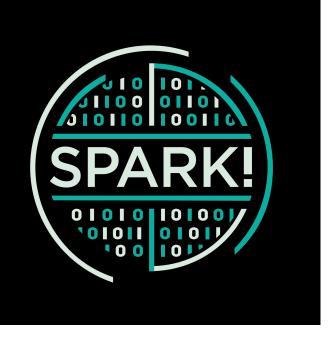
CONNECTED FINAL CLIENT MEETING



PROJECT IDEAL OUTPUT

- Final report with visualizations, insights and potential actions steps for each user story.
- Code and files organized with documentation for future groups



Participation:

 Wide range of the population participated, but greater distribution could improve insights on connections

High & Low Belonging:

- Belonging barometer and network centrality metrics not always correlated with each other
- High variance across clubs with level of interconnectivity.
- Leadership and identity based clubs had the highest average clustering

Networks:

- Involvement in clubs with most connections does not correlate with higher belonging barometer
- Niche clubs like Writing club or Environmental Club helps gain broader connections to other clubs

Mental Health:

 Negative correlation between belonging barometer and days missed due to mental health, but lots of variation.

Obstacles to Belonging:

• Diversity in student answers suggest that students need personalized support system groups to improve belonging.

- Top 3 Obstacles that prevented students from belonging:
 - Uncertainty & Lack of Clarity
 - No issues or Nothing Specific
 - Peer Conflict & Social Interactions

Obstacles to Belonging Based on Gender:

 Most students left gender blank on survey, making it harder to analyze trends amongst obstacles & gender.

Of the students that choose a gender (a smaller subset), we can conclude:

- Female students faced challenges in bullying, mental health, and workload.
- Male Students reported fewer issues than females; struggle most with peer conflicts and interpersonal relationships.
- Non-Binary/Non-Conforming Students: Experience notable challenges in personal identity & discrimination and social exclusion.

Demographics:

- Average Belonging Scores are relatively close to each other (Race, Grade, Gender).
- White students were the dominant part of the dataset.
 - Students with low score tend to miss more days due to mental health impact → Same for Race.
- Explored students time spent online.
 - Used Z-score normalization to scale the distribution.
 - Students with most time online(7-9 hours) had the lowest scores.
- Interests varied between groups.
 - Less time spent: Sports, Animals, Art, and Music.
 - Most time spent: Music, Online Gaming, and Art.

RECOMMENDED NEXT STEPS

- Future work could focus on creating a student facing dashboard to allow survey participants to view their own networks and anonymized trends within their school
- Additionally, teams provide data analysis support to evaluate any interventions ConnectEd implements to evaluate its effectiveness.



FEEDBACK & QUESTIONS

Thank you!

