**Indian Kids’ Screen Time Analysis**

**Objective:**

The objective of this dashboard is to analyze the screen time patterns among children and teenagers based on demographic and behavioral factors such as **age group, gender, location (urban/rural), and health impact**. The study aims to understand how much time children spend on digital devices and how this affects their physical and mental well-being.

**Key Metrics:**

1. **Total Count of Average Screen Time:** 9712  
   Represents the total number of data records collected or respondents analyzed.
2. **Average Screen Time (Hours):** 4.35  
   Indicates the average number of hours children spend on digital devices per day.
3. **Educational to Recreational Ratio:** 0.43  
   Shows that most screen usage is **recreational** rather than educational, suggesting entertainment dominates learning activities.

**Dashboard Components & Insights:**

**1. Gender Distribution (Pie Chart)**

* Male: 49.1%
* Female: 50.8%  
   The data is almost evenly split between genders, ensuring balanced representation in the analysis.

**2. Urban vs Rural Distribution (Bar Chart)**

* **Urban:** Majority of participants
* **Rural:** Comparatively lower participation  
  Urban children have significantly higher access to digital devices, indicating a strong correlation between **urbanization and digital exposure**.

**3. Average Daily Screen Time by Age Group (Line Chart)**

* **Pre-teens** have the **highest screen time**, followed by **teenagers**, and **late teens** show a decline.  
   Possible reason: Pre-teens engage more in entertainment and online gaming, while late teens might shift focus towards academics or other activities.

**4. Educational to Recreational Ratio by Age Group (Bar Chart)**

* Pre-teens: Highest ratio (more educational balance)
* Teenagers & Late Teens: Lower ratios  
   As children grow older, **recreational screen use increases**, and educational screen use declines, suggesting a shift toward entertainment consumption.

**5. Health Impact Category (Bar Chart)**

* **Mental impact** and **No impact** are the top categories.
* **Both Physical and Mental** impacts are moderately present.  
  Excessive screen exposure primarily contributes to **mental fatigue and reduced attention span**, while a smaller percentage experience **physical discomfort** such as eye strain or posture issues.

**Key Insights Summary:**

* The **average screen time of 4.35 hours/day** indicates **high digital dependency** among kids.
* **Urban students** show higher screen engagement than rural ones.
* **Pre-teens** are the most screen-active group, largely for recreational purposes.
* The **educational screen usage ratio (0.43)** is quite low, highlighting a **need for awareness and balance** in device usage.
* There’s a **noticeable link between increased screen time and mental health concerns**, emphasizing the importance of parental monitoring.