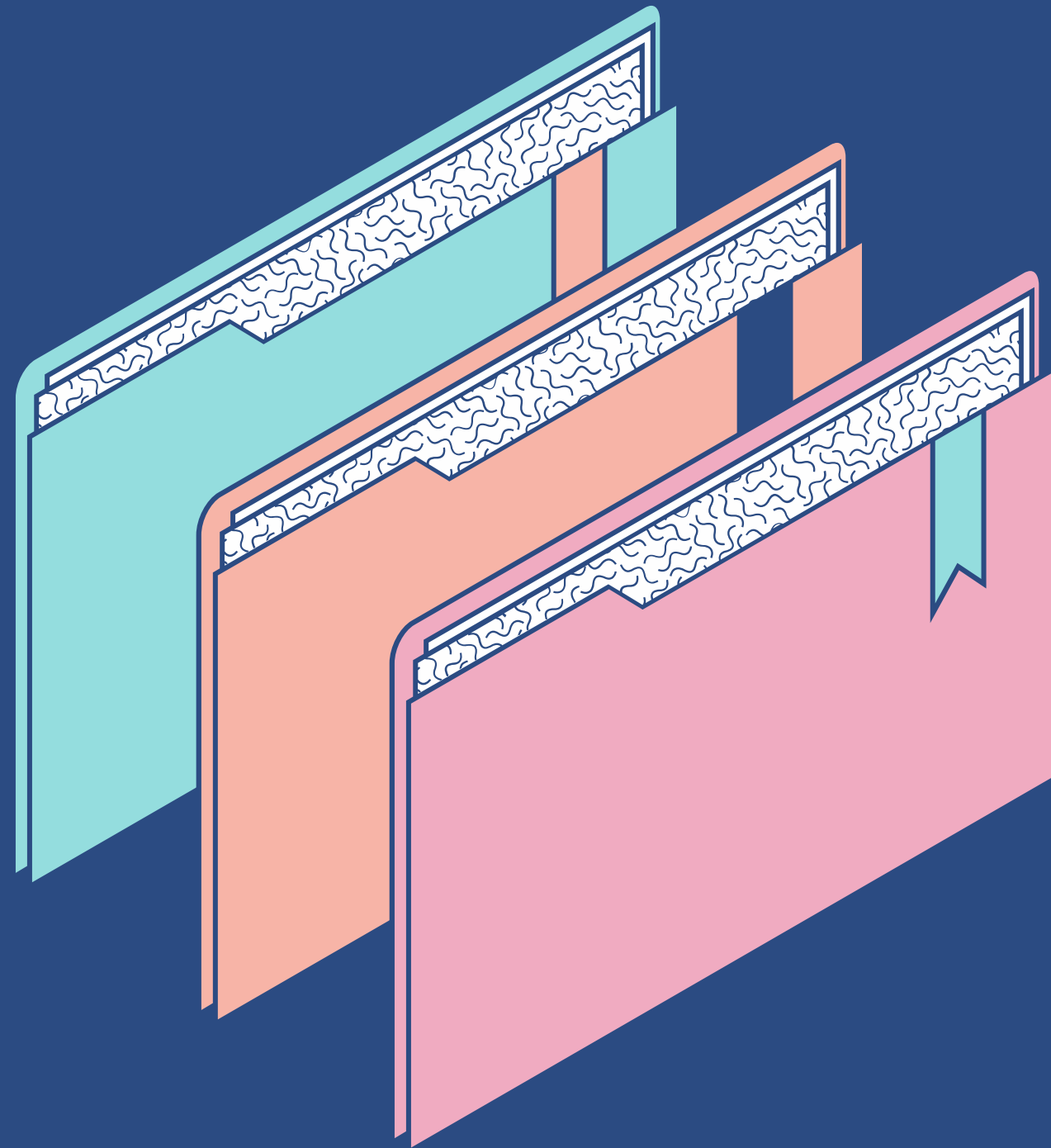


# Exercise 6 : Survey and Data analysis

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## Questionnaire:

1. What kind of online game do you like to play?
2. How long do you play online games in a day?
3. At what times of the day do you play online games?
4. What are the advantages of playing online games?
5. What are the disadvantages of playing online games?
6. How do you feel after playing online games?



## Collected data:

- 30% of students prefer action games, 25% prefer strategy games, 20% prefer role-playing games, and 25% prefer other types of games.
- 40% of students play online games for 1-2 hours per day, 35% play for 2-3 hours per day, and 25% play for more than 3 hours per day.
- 60% of students play online games in the evening, 25% play during the day, and 15% play at night.
- Advantages of playing online games reported by students include: stress relief (40%), entertainment (30%), developing cognitive skills (20%), and socializing (10%).
- Disadvantages of playing online games reported by students include: addiction (40%), less time for study (35%), lack of physical activity (15%), and negative impact on mental health (10%).
- 50% of students feel relaxed after playing online games, 30% feel happy, 15% feel tired, and 5% feel guilty.





## Summary of survey results:

This survey aimed to collect data about students' demand for online games, their preferred types of games, the amount of time they spend playing, the advantages and disadvantages of playing, and how they feel after playing. The data showed that a substantial proportion of students prefer action games and play for over two hours a day. The most reported advantages of playing include stress relief and entertainment, while addiction was the most reported disadvantage.



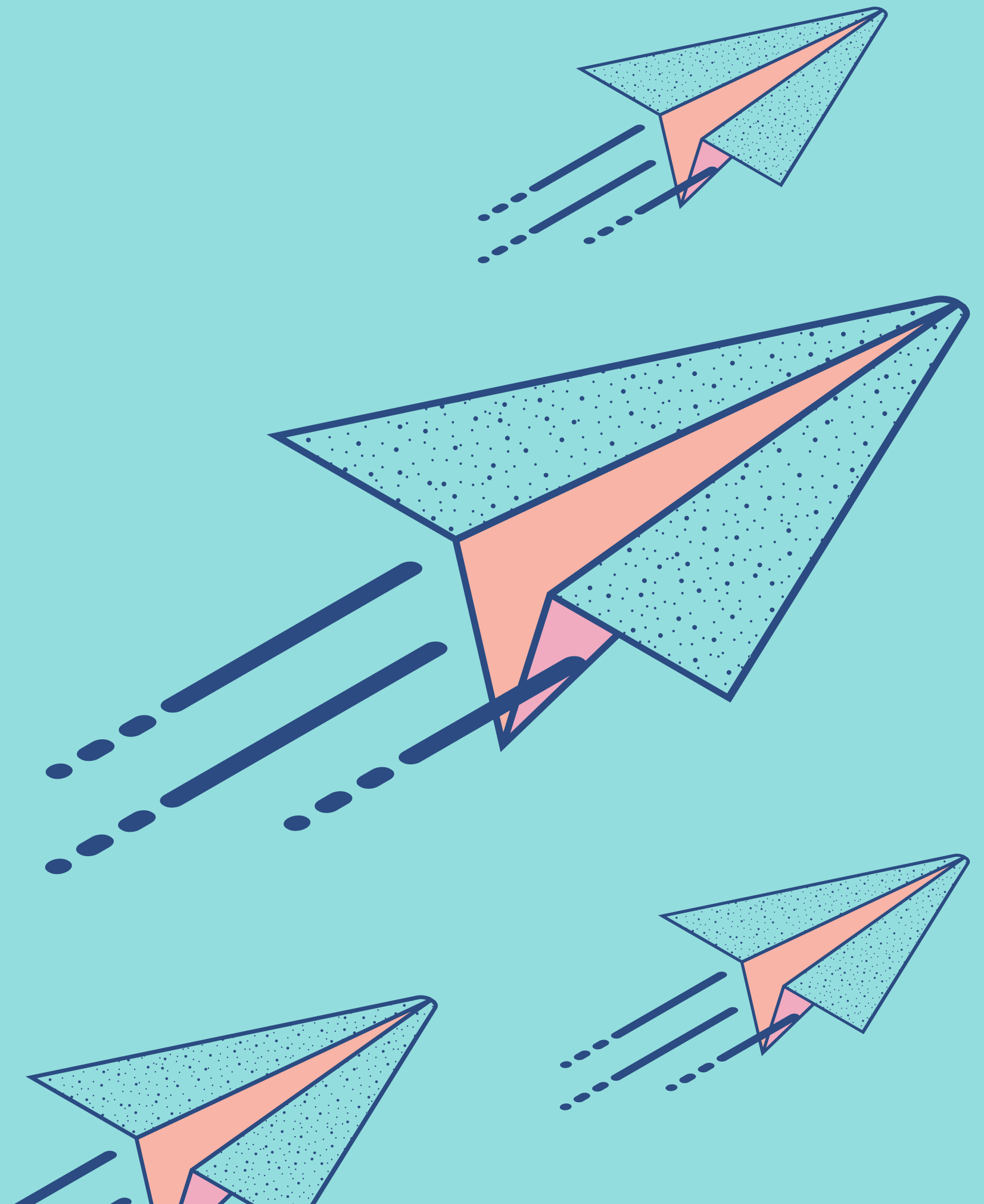


# Visualizing collected data:

A bar graph was created to depict the preferred type of game, and a pie chart was used to show the amount of time spent playing. A stacked bar chart was chosen to display the advantages and disadvantages of playing, while a donut chart was used for the feelings after playing. These visualizations can be helpful to understand the data collected from the survey.

# Bạn có câu hỏi nào không?

Hãy gửi cho chúng tôi! Hy vọng bạn đã học được thêm điều mới mẻ.



Thank for watching

