

2005 YOUTH RISK BEHAVIOR SURVEY RESULTS

North Dakota High School Survey
Summary Table - Weighted Data

QN103: Percentage of students who played video or computer games or used a computer for something that was not school work for three or more hours per day on an average school day

	Percentage	Total 95% confidence interval	N	Percentage	Males 95% confidence interval	N	Percentage	Females 95% confidence interval	N
Total	17.5	(15.2 - 19.8)	1,694	23.7	(20.3 - 27.0)	838	10.9	(8.0 - 13.8)	852
Age									
15 or younger	21.2	(17.2 - 25.3)	586	28.0	(22.3 - 33.7)	258	14.7	(9.4 - 20.0)	326
16 or 17	16.6	(13.7 - 19.5)	811	23.3	(18.7 - 28.0)	416	9.3	(6.1 - 12.5)	394
18 or older	13.2	(7.2 - 19.3)	296	17.8	(10.2 - 25.5)	163	7.9	(0.1 - 15.7)	132
Grade									
9th	22.3	(17.7 - 27.0)	476	28.6	(22.6 - 34.6)	219	15.8	(9.5 - 22.1)	256
10th	15.7	(11.5 - 19.9)	421	23.1	(16.5 - 29.6)	207	7.9	(3.8 - 12.0)	214
11th	16.4	(12.5 - 20.3)	398	19.8	(12.4 - 27.1)	203	12.8	(6.8 - 18.9)	195
12th	15.0	(10.2 - 19.9)	391	22.8	(14.5 - 31.0)	204	7.0	(1.4 - 12.7)	186
Race/Ethnicity									
Black	-	-	25	-	-	14	-	-	11
Hispanic/ Latino	-	-	50	-	-	26	-	-	23
White	16.9	(14.5 - 19.3)	1,443	22.8	(19.2 - 26.5)	709	10.7	(7.8 - 13.6)	733
All other races	15.8	(7.6 - 24.0)	135	-	-	65	-	-	68
Multiple races	-	-	37	-	-	22	-	-	15

Note: There were 31 students who did not provide usable data for QN103.

N = Number of unweighted observations.

- = Fewer than 100 cases.