

Chapter 10

Social Environment and Youth Policy



10.1 Degree of Societal Concern on Youth Problem

Table 10.1a: Issues Which Respondents Would Like People Who Show Concern/Attach Importance to Youth Problems to Show More Concern/Attach Greater Importance (2004)

(N=1,000)

Issues	Percentage	%
Relationship with Family Members		10.2
Education/ Training		23.7
Employment/Work		5.0
Health		5.0
Interpersonal Skills (with People Other Than Family)		15.4
Crime/ Drug Abuse		22.8
Gambling/Addiction to On-line Games		3.8
Lack of Goals in Life		3.1
Others		11.0
Total		100.0

Source: Penny Y.Y. Chan, 2004 (b), p.10.

Note: (1) All respondents are youths aged between 13 and 29.

Most respondents would like to see public concern about the problems of young people or they feel that youth problems should be treated seriously, should focus more on the following two issues: education/training and crime/drug abuse. The percentages of respondents choosing these items in respect of the total were 23.7% and 22.8% respectively. (Penny Y.Y. Chan, 2004, p.10)

Table 10.1b: Respondents' Perception of Concern/Importance Accorded by the General Public to Youth Problems (2004)

(N=1,000)

Extent	Percentage	%
More Than Adequate		0.4
Adequate		21.4
Average		28.0
Inadequate		48.1
Seriously Inadequate		2.1
Total		100.0

Source: Penny Y.Y. Chan (b), 2004, p.11.

Note: (1) All respondents are youths aged between 13 and 29.

50.2% of the respondents think that the general public concern towards youth problems is inadequate or seriously inadequate. (Penny Y.Y. Chan, 2004, p.10)

Table 10.1c: Statistics on Activities Relevant to Youth Problems Held in Macao for the Period 1 November 2003 to 30 April 2004 (2004)

(N)

Conferences/Seminars	Research Reports	Publications	Services, Policies and Other Activities
5	4	/	12

Source: Penny Y.Y. Chan, 2004 (b), p.13.

Based on available information from local newspapers in Macao and the Internet, in the six month-period from 1 November 2003 to 30 April 2004, 5 conferences were held and 4 research reports released, which were related to youth problems. During the same period, the number of services, policies and other activities associated with young people totaled 12. However, no publication was released on the subject during the period. (Penny Y.Y. Chan, 2004, p.13)

10.2 Information Technology and Growth of Young People.....

Table 10.2a: First Acquaintance or Exposure to Information Technology by Educational Attainment (2004)

N=1834

First Acquaintance or Exposure to Information Technology	Number	Percentage
Primary	769	41.9%
Lower Secondary	852	46.5%
Upper Secondary	170	9.3%
University	21	1.1%
After Started Working	14	0.8%
Declined to Answer	8	0.4%

Source: Macao New Chinese Youth Association, 2004, p.4.

Note: (1) All respondents are youths aged between 13 and 29.

Results of the above survey show that the majority of respondents became acquainted or began using information technology in lower secondary school (46.5%). The second largest group of respondents became exposed to information technology in primary school (41.9%). Only very few began using IT in university or after started working, the respective figures being 1.1% and 0.8%.

Figure 22: First Acquaintance or Exposure to Information Technology by Educational Attainment (2004)

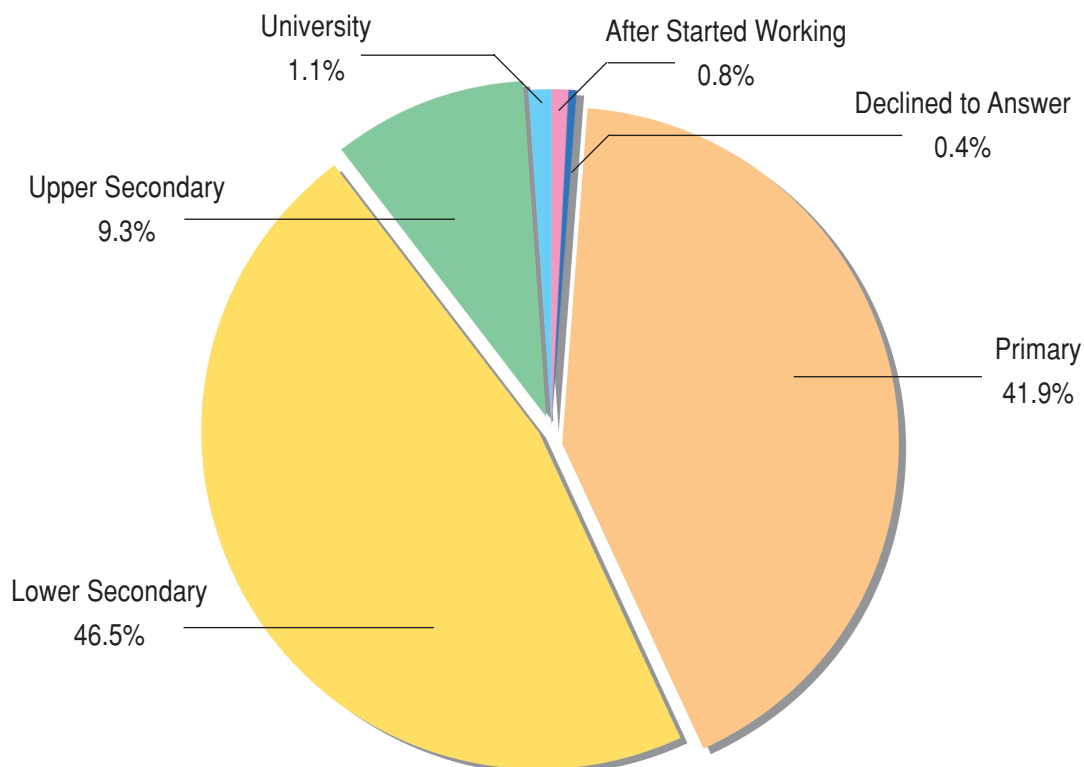


Table 10.2b: Common Information Technology Terminology Known to and Understood by Young Respondents (2004)

N=1833

Common Terminology in Information Technology	Number of Respondents Who Chose to Answer	Percentage of Total Number of Respondents
Internet	1753	95.6%
Email	1692	92.3%
Chat Room	1571	85.7%
Home Page	1395	76.1%
Hardware/Software	1349	73.6%
Browser	1301	70.9%
Multimedia	1263	68.9%
Server	1194	65.1%
CPU	1178	64.2%
Computer Network	1161	63.3%
Search Engine	1015	55.3%
Operating System	944	51.5%
Programming Language	926	50.5%
Database System	754	41.1%
BBS	614	33.5%

Source: Macao New Chinese Youth Association, 2004, p.5.

Note: (1) All respondents are youths aged between 13 and 29.

(2) Respondents may choose more than one answer.

Results of the above survey show the 5 most known information technology terms by respondents, in descending order of familiarity, are: Internet (95.6%), electronic mail (92.3%), chat room (85.7%), webpage/homepage (76.1%) and hardware/software (73.6%). The least known term is bulletin board system or BBS (33.5%).

Table 10.2c: Respondents' Perception of the Importance of Mastering Information Technology (2004)

N=1834

Degree of Importance	Number	Percentage
Very Important	956	52.1%
Important	788	43.0%
Average	77	4.2%
Not Important	4	0.2%
Declined to Answer	9	0.5%

Source: Macao New Chinese Youth Association, 2004, p.9.

Note: (1) All respondents are youths aged between 13 and 29.

Results of the above survey show that 1,744 respondents (95.1%) think that knowledge of information technology is important or very important, with only 4 respondents (0.2%) saying that IT knowledge is not important.

Figure 23: Respondents' Perception of the Importance of Mastering Information Technology (2004)

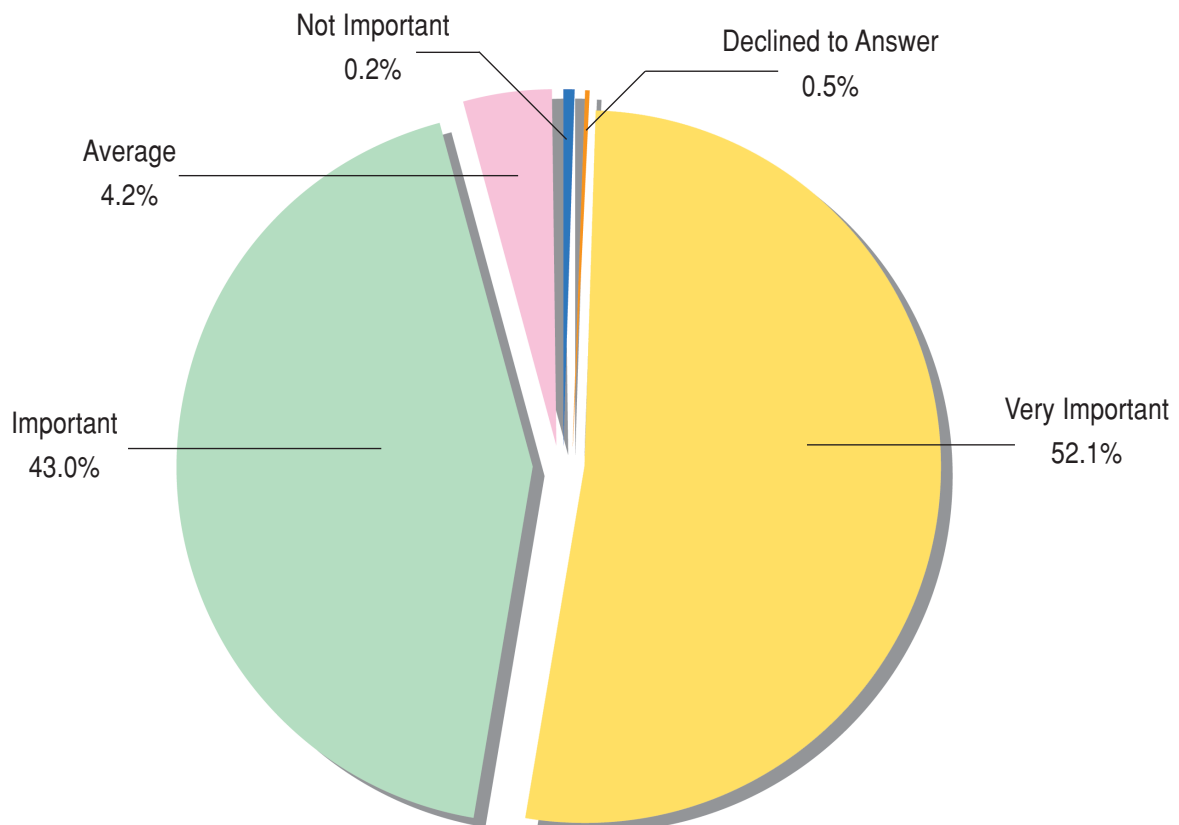


Table 10.2d: Respondents' Interest in Learning Information Technology (2004)

N=1834

Degree of Interest	Number	Percentage
Very Interested	329	17.9%
Interested	868	47.3%
Average	582	31.7%
Not Interested	41	2.2%
Declined to Answer	14	0.8%

Source: Macao New Chinese Youth Association, 2004, p.15.

Note: (1) All respondents are youths aged between 13 and 29.

1,197 respondents (65.2%) say they are interested or very interested in learning information technology, with only 14 respondents (0.8%) expressing no interest at all.

Figure 24: Respondents' Interest in Learning Information Technology (2004)

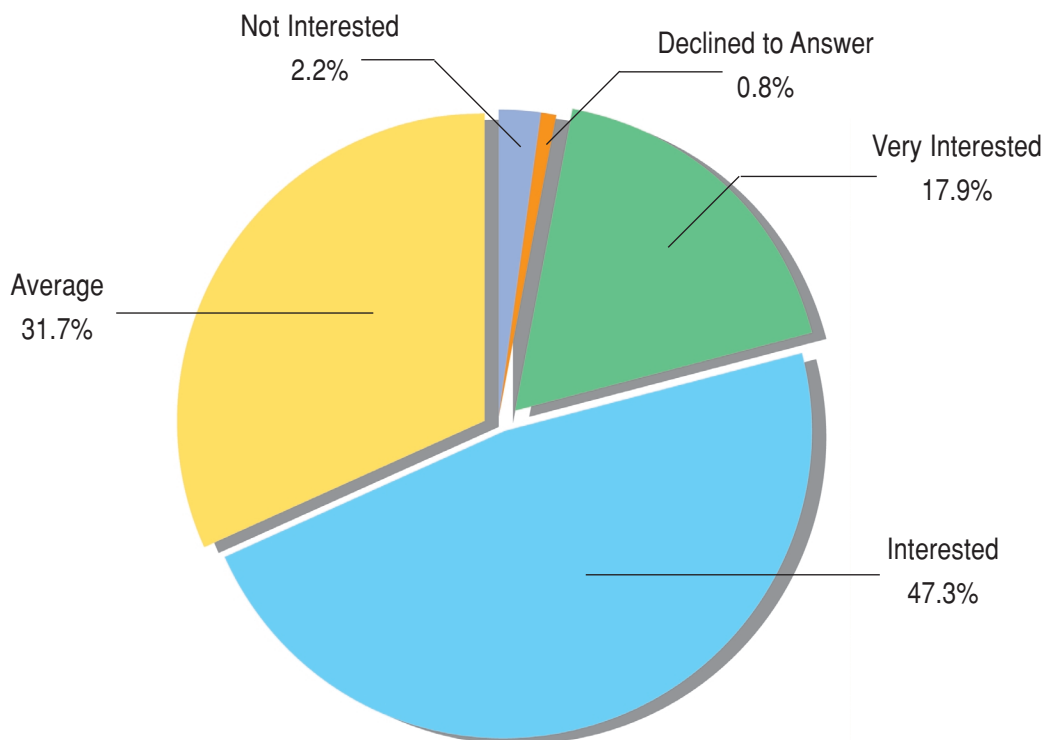


Table 10.2e: Average Time Spent on Computer Per Day (2004)

N=1834

Average Time Spent Per Day	Number	Percentage
Practically Nil	75	4.1%
< 1 hour	232	12.6%
1-2 hours	683	37.2%
2-5 hours	558	30.4%
5 hours	280	15.3%
Declined to Answer	6	0.3%

Source: Macao New Chinese Youth Association, 2004, p.10.

Note: (1) All respondents are youths aged between 13 and 29.

Most respondents (683, 37.2%) spend 1-2 hours on average on the computer every day while the second largest group spend 2-5 hours per day (558, 30.4%). There are 280 respondents (15.3%) who spend more than 5 hours per day on average on the computer.

Figure 25: Average Time Spent on Computer Per Day (2004)

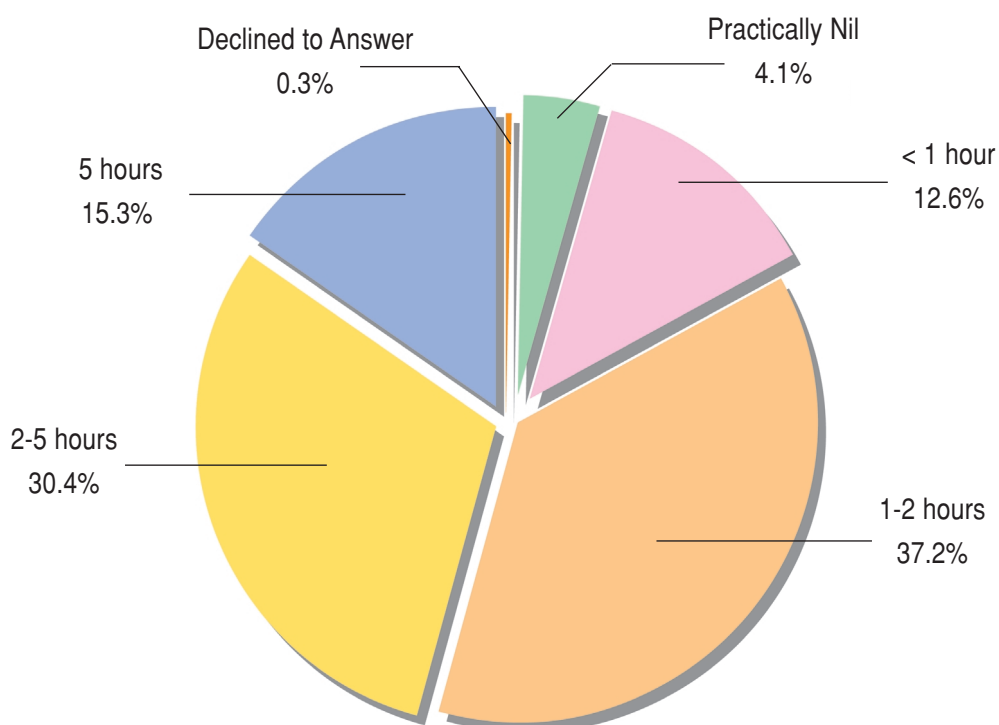


Table 10.2f: Perception of Information Technology’s Greatest Influence on Oneself (2004)

N=1833

	Influence on	Number	%
A	Learning	1241	67.7%
B	Interpersonal Relationship	890	48.5%
C	Work	887	48.4%
D	Others	75	4.1%

Source: Macao New Chinese Youth Association, 2004, p.8.

Note: (1) All respondents are youths aged between 13 and 29.

(2) Respondents may choose more than one answer.

1,241 respondents (67.7%) think the greatest influence information technology has on themselves is in the area of learning. The second largest group chose interpersonal relationships, whilst the third largest group chose work as the area where the greatest impact has been felt, with 890(48.5%) and 887(48.4%) respondents respectively.

Figure 26: Perception of Information Technology’s Greatest Influence on Oneself (2004)

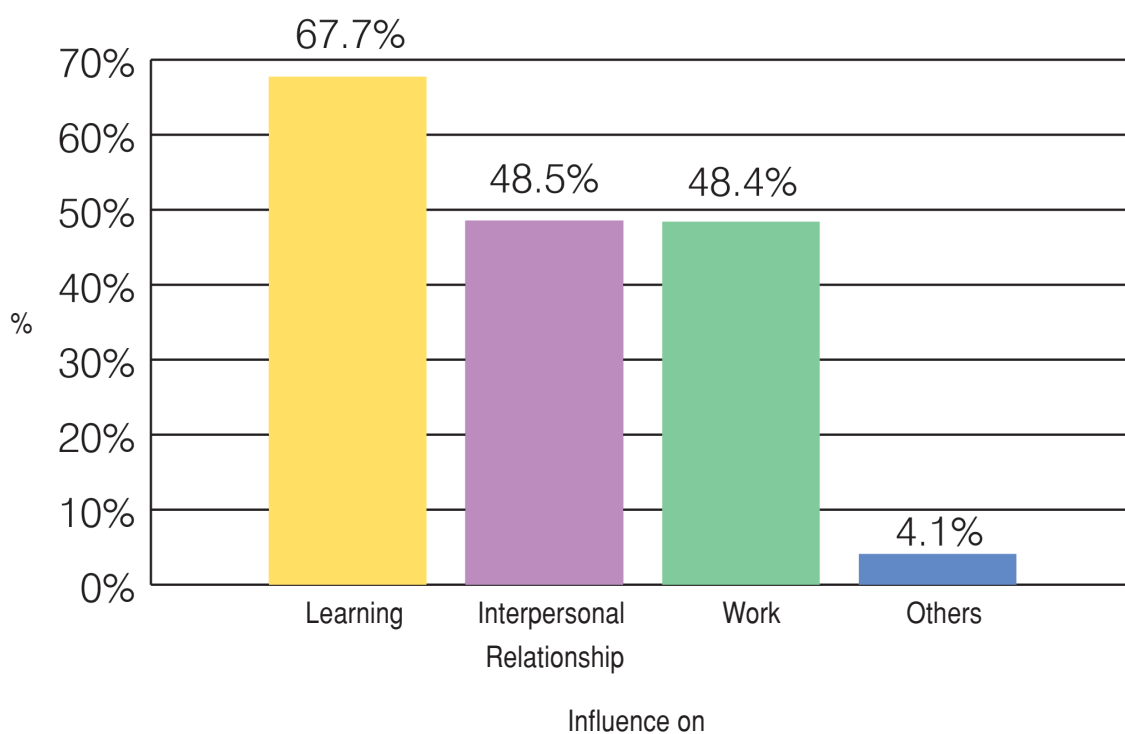


Table 10.2g: Perception of Information Technology’s Impact on Way of Living (2004)

N=1833

Impact	Number of Respondents Who Chose to Answer	Percentage of Total Number of Respondents
Cuts Down Rest Time	825	45.0%
Cuts Down Exercise Time	512	27.9%
Cuts Down Learning Time	474	25.8%
Cuts Down Chatting Time with Family Members	454	24.8%
Cuts Down Time Spent with Friends	193	10.5%
Others	212	11.6%
Enhances Communication with Friends	821	44.8%

Source: Macao New Chinese Youth Association, 2004, p.21.

Note: (1) All respondents are youths aged between 13 and 29.

(2) Respondents may choose more than one answer.

The majority or 825 respondents (45%) think the greatest impact information technology has on their way of living is the reduction of their rest time. The second largest group of 512 (27.9%) say IT means lesser time in doing exercise. However, there are 821 respondents (44.8%) who say IT enhances their communication with friends.

Figure 27: Perception of Information Technology’s Impact on Way of Living (2004)

