<u>Digital Behavior Log Analysis Report</u>

Over the course of the fall semester, I kept a behavior log of all activity on my phone. Over this period, I noticed significant changes in my behavior. With the book we were reading in class, "12 ways your phone is changing you", I implemented strategies as well to help with my phone usage daily. Throughout the semester I learned so much about my phone usage and how I can control the amount of time I spend on my phone.

Log creation:

During the semester we kept track of the apps and the time spent on them. I record all my data on a google doc to keep track of everything I did. Weekly I reported the data that Apple gave me from weekly screen time and broke it down into the categories of social media, communication, productivity, and entertainment. With this breakdown, I was able to create a log that was easy to read and well broken down. For me, creating this log became a part of my routine. I spent a portion of my Sunday inserting the data from the previous week and recording how it affected me and new findings. To ensure that data was correct I also checked it throughout the week as well. It also gave me a chance to see how much time I truly was spending during the week and which days I spent the most time on my phone. For instance, on days like Mondays and Wednesdays, I spent less time on my phone because of my heavier course load on those days whereas on Tuesdays, Thursdays and Fridays I spent a significant amount of time on my phone.

Analysis and Reflection

My phone time did change significantly from the beginning of the semester to the end.

Learning my habits and reading the book I learned that a lot of time on my phone is spent on things that aren't even truly important. I spend a lot of time on phone aimlessly scrolling when I

could be spending that time maybe on the bible app or read books on apple books. I didn't implement it during this semester due to how busy I was, but I plan on adding it to schedule to spend more time on those apps rather than social media.

Throughout the semester, I worked on the digital behavior log, and I had many trends that I tended to follow throughout the semester. I noticed that during that the amount of time I spent on social media went up and the entertainment area went down. I think this is because I spent way more time on social media than on actual entertainment sites. I also noticed that as the semester went on, I spent more time on messages than any of the other communications platforms. This is mainly since I'm not at home and texting is just something mi always doing which is another trend I noticed while creating this log.

I have noticed the more time I spend on social media and using my phone the more I tend to want things or be a person that I'm not. I know its cliche to say this, but social media does mess with your wellbeing. The more time I spent the more I wanted certain clothes or items. Or I wanted to do something different to my hair because another influencer did it. So, the impact of my phone through social media affected my day-to-day life. But there were also positive aspects such as having a streak on my bible app. The streak kept me motivated to keep trying to get it high and stay locked in on checking my bible app daily.

Focusing on staying on my bible helped me stay focused and made me feel much better than being on social media constantly.

I know in the future; I will implement screen times which only allow me to spend a certain amount of time on certain apps on my phone. That way I can control my phone usage throughout the year and find better ways to occupy my time.

Comparative Analysis:

When reading the book, "12 ways your iPhone is Changing You", defiantly felt convicted throughout the entire book. However, this book was very eye-opening, and I looked forward to discussing it in class. One thing that specifically stood out to me in the book was that "we feed on what is produced". We feed off what we see on the internet, and we attempt to put ourselves in boxes based on what we have seen on the internet. This stuck out to me because of the amount of times mi easily influenced by social media and influencers. Throughout the book, Reinke uses key themes for every chapter to show how our phones truly do affect us. At the beginning Reinke tells us that he is not telling us what to do or how to do it but showing us that we are affected by our phones always.

















Total Screen Time: 31 hours 25 minutes

(1 think this number is supposed to be different however this is what my settings gave me)

Social Media: 32 hours and 71 minutes

TikTok: 9 hours and 51 minutes

Instagram: 13 hours and 42 minutes

Snap Chat: 2 hours and 44 minutes

Facebook: 11 minutes

Communication: 6 hours and 48 minutes

Phone: 19 minutes

Communication: 6 hours and 48 minutes

Facetime: 10 seconds

Productivity: 2 hours and 21 minutes

Carnava: 10 minutes

Ganal: 24 minutes

Gangle Calendar on minutes

Glougle Calendar on minutes

Bible App: 30 minutes

Entertainment: 3 hours and 2 minutes

Netflix: 0 minutes

Peacock: 44 minutes

Youther: 27 seconds

Apple Music: 41 minutes

Submy Suffers: 1 hour and 50 minutes

This week was Halloween Week! Tons of time at fun parties and swaps with Kissimee so a lot of time posting pictures and making TikTok!

Definitely affected my screen time for the week.

Also as the semester is winding down a lot of work is done on assignments as well. However, for me this week was very fun and the time spent on my phone went down this week!

Total Screen Time: 34 hours and 47 minutes
Social Media: 30 hours and 47 minutes
TikTok: 7 hours and 37 minutes
Instagram: 12 hours and 18 minutes
Snap Chat: 2 hours and 28 minutes
Facebook: 11 minutes
Pinterest: 19 minutes
Phone: 46 minutes
Phone: 46 minutes
Text: 7 hours and 15 minutes
Facetime: 0 seconds
Productivity: 1 hour and 35 minutes
Gamai: 11 minutes
Gamai: 11 minutes
Gamai: 11 minutes
Gogle Calculara' 5-second
Bible App: 9 minutes
Gogle Calculara' 5-second
Bible App: 9 minutes
Worthice 10 minutes
Gogle Calculara' 5-second
Bible App: 9 minutes
Worthice 2 hours and 15 minutes
Peacock: 0 minutes
Peacock: 0 minutes
This week was right after Halloween week
and it's Election Week! 1 spent time on the
ladder of the week on social media seeing
what others had to say. There really wasn't
much going on that was special this week,
this week was very similar to last week.
However, I added a new entity to the list,
Unity! I use this for Campus Media
Production for the Basketball Game. That
was the only difference of this week!



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