# **AASM Sleep Prioritization Survey** *Children and Teen Sleep Disrupters*

## Survey Methodology

The American Academy of Sleep Medicine commissioned an online survey of 2,006 adults throughout the United States. The margin of error for the overall sample is +/- 2 percentage points with a confidence level of 95 percent. Fieldwork took place between May 16 and May 24, 2024, by Atomik Research, an independent market research agency.

## **Question**

What, if any, factors negatively affect the sleeping schedules of your school-aged children and teens?

## **Results**

• Parents said social media (40%), homework (33%), clubs, sports and other activities (22%) and afterschool jobs (13%) negatively affect the sleep schedules of their students.

### **Overall Results**

Total	1,003
Homework	332 (33%)
Clubs, sports and other activities	221 (22%)
Afterschool job	135 (13%)
Video games	462 (46%)
Social media	405 (40%)
Other	38 (4%)
None of these	213 (21%)

Over one-third (33%) of parents reported that homework negatively impacts the sleeping schedules of their schoolaged children and teens.

#### **Results by Gender**

	Male	Female	Transgender	Non-binary or gender non- conforming
Total	636	366	1	0
Homework	224 (35%)	108 (30%)	0 (0%)	0 (0%)
Clubs, sports and other	161 (25%)	60 (16%)	0 (0%)	0 (0%)
activities				
Afterschool job	96 (15%)	39 (11%)	0 (0%)	0 (0%)
Video games	327 (51%)	135 (37%)	0 (0%)	0 (0%)
Social media	287 (45%)	117 (32%)	1 (100%)	0 (0%)
Other	19 (3%)	19 (5%)	0 (0%)	0 (0%)
None of these	97 (15%)	116 (32%)	0 (0%)	0 (0%)

Male parents (51%) are more likely than female parents (37%) to report that their children's sleep schedules are negatively impacted by video games.

## Results by Age Group

	18-24	25-34	35-44	45-54	55-64	65+	On average,
Total	105	264	256	196	121	61	41% of all
Homework					46		parents
	31 (30%)	83 (31%)	86 (34%)	57 (29%)	(38%)	29 (48%)	reported that
Clubs, sports							social media
and other					27		negatively
activities	28 (27%)	64 (24%)	53 (21%)	39 (20%)	(22%)	10 (16%)	impacts their
Afterschool job	29 (28%)	38 (14%)	34 (13%)	22 (11%)	9 (7%)	3 (5%)	kids' sleep
Video games					45		schedules.
-	46 (44%)	133 (50%)	131 (51%)	79 (40%)	(37%)	28 (46%)	



Social media					47	
	43 (41%)	106 (40%)	98 (38%)	84 (43%)	(39%)	27 (44%)
Other	6 (6%)	7 (3%)	10 (4%)	12 (6%)	2 (2%)	1 (2%)
None of these					28	
	19 (18%)	51 (19%)	59 (23%)	46 (23%)	(23%)	10 (16%)

#### **Results by Generation**

	Gen Z (18-27)	Millennial (28-43)	Gen X (44-59)	Baby Boomer (60-78)	Silent Generation (79+)
Total	147	462	288	102	4
Homework	43 (29%)	150 (32%)	91 (32%)	47 (46%)	1 (25%)
Clubs, sports and other activities	38 (26%)	100 (22%)	65 (23%)	18 (18%)	0 (0%)
Afterschool job	33 (22%)	65 (14%)	29 (10%)	8 (8%)	0 (0%)
Video games	66 (45%)	234 (51%)	116 (40%)	44 (43%)	2 (50%)
Social media	54 (37%)	184 (40%)	120 (42%)	46 (45%)	1 (25%)
Other	9 (6%)	14 (3%)	13 (5%)	2 (2%)	0 (0%)
None of these	26 (18%)	100 (22%)	67 (23%)	18 (18%)	2 (50%)

Baby Bomer parents (46%) are most likely to report that homework negatively impacts their school-aged children or teens' sleep schedules.

### Results by Region

	Northeast	Midwest	South	West
Total	158	204	318	323
Homework	50 (32%)	79 (39%)	94 (30%)	109 (34%)
Clubs, sports and other activities	30 (19%)	39 (19%)	73 (23%)	79 (24%)
Afterschool job	27 (17%)	23 (11%)	34 (11%)	51 (16%)
Video games	78 (49%)	87 (43%)	149 (47%)	148 (46%)
Social media	57 (36%)	77 (38%)	129 (41%)	142 (44%)
Other	7 (4%)	8 (4%)	14 (4%)	9 (3%)
None of these	37 (23%)	48 (24%)	65 (20%)	63 (20%)

Parents across all regions were most likely to report video games negatively impact their children's sleep schedules.

#### About the American Academy of Sleep Medicine

Established in 1975, the AASM advances sleep care and enhances sleep health to improve lives. The AASM has a combined membership of 12,000 accredited sleep centers and individuals, including physicians, scientists and other health care professionals who care for patients with sleep disorders. As the leader in the sleep field, the AASM sets standards and promotes excellence in sleep medicine health care, education and research (<u>aasm.org</u>).

