## 050324 - HOD FLASH (24 HOUR) SURVEY

#### 050324 - HOD FLASH (24 HOUR) SURVEY

### **Report Settings**

Respondents:	Qualified Only
Additional Filter:	None
Table Set:	All
Percentage Base:	Total Answering
Stat Test Levels:	95 / 90 (z-test)
Stat Test Groups:	,B-E
Date Range:	(05/03/24 - 05/07/24)

### Segment Definitions

Total	(ALL)	n=1088
Adult Gen Z (18-27)	(dmAge.check('18-27'))	n=183
Millennials (28-42)	(dmAge.check('28-42'))	n=281
Gen X (43-58)	(dmAge.check('43-58'))	n=271
Boomers (59-77)	(dmAge.check('59-77'))	n=308

### Weighting

Total

nweight.q050324_24	Lhourdemo.val
--------------------	---------------

q050324\_24\_hourdemo

QS1Q1: Which of the following do you associate technology (e.g., smartphones, social media, video games) with? Please select all that apply.

			Genera	ation (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1088	N=183	N=281	N=271	N=308
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319
Entertainment	68%	68%	68%	69%	69%
Connection	55%	50%	54%	55%	58%
Accessibility	45%	36%	42%	47% b	50% Bc
Distraction	40%	38%	43%	38%	43%
Creativity	38%	55% CDE	41% E	35%	31%
Opportunity	35%	34%	42% dE	33%	31%
Community	32%	43% dE	35% E	32% e	23%
Special interests	31%	35% e	36% de	27%	27%
Independence	26%	24%	27%	24%	27%
Boredom	24%	32% dE	31% E	23% E	15%
Drama	18%	25% dE	26% DE	17% e	10%
Anxiety	17%	22% dE	25% DE	14% e	8%
Stress	16%	21% E	24% dE	16% E	8%

QS1Q1: Which of the following do you associate technology (e.g., smartphones, social media, video games) with? Please select all apply.

			Generation (Age)			
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E	
Loneliness	15%	18% E	17% E	18% E	9%	
Depression	12%	17% dE	18% DE	10%	6%	
Missing out	9%	18% CDE	9%	9%	6%	

 Table Base:
 U.S. RESPONDENTS

#### Social media

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	34%	37% E	44% DE	31%	26%
Very positive impact	11%	12% E	19% E	13% E	3%
Somewhat positive impact	22%	25%	26% d	17%	24%
No impact	34%	24%	25%	37% BC	43% BC
Negative (Net)	25%	35% cdE	26%	25%	20%
Somewhat negative impact	19%	28% CE	17%	20%	14%
Very negative impact	7%	8%	9%	5%	6%
N/A- This does not apply to me or I don't remember	7%	3%	4%	8% b	11% BC

#### **Smartphones**

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	48%	49%	54% E	48%	44%
Very positive impact	20%	19%	27% bE	21% e	13%
Somewhat positive impact	28%	30%	27%	27%	30%
No impact	34%	24%	26%	36% Bc	42% BC
Negative (Net)	15%	25% DE	19% E	13% e	7%
Somewhat negative impact	12%	20% DE	14% E	11%	6%
Very negative impact	3%	5% E	4% E	2%	1%
N/A- This does not apply to me or I don't remember	4%	1%	2%	4%	7% BC

#### Online video games

			Generat	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	33%	51% DE	42% DE	31% E	19%
Very positive impact	14%	20% E	22% dE	14% E	3%
Somewhat positive impact	19%	31% CDE	20%	16%	16%
No impact	39%	29%	33%	42% Bc	45% BC
Negative (Net)	12%	18% DE	15% de	8%	9%
Somewhat negative impact	8%	10%	10%	6%	6%
Very negative impact	4%	7% De	4%	2%	3%
N/A- This does not apply to me or I don't remember	16%	2%	10% B	19% BC	27% BCd

**Online communities (e.g., forums, groups)** 

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	37%	44% E	50% DE	39% E	23%
Very positive impact	13%	18% E	18% E	16% E	4%
Somewhat positive impact	24%	27% e	32% dE	23%	19%
No impact	41%	37% C	28%	41% C	53% BCD
Negative (Net)	12%	16% E	16% E	10%	8%
Somewhat negative impact	8%	12%	9%	7%	7%
Very negative impact	4%	4% E	7% E	3%	1%
N/A- This does not apply to me or I don't remember	10%	2%	6%	9% B	15% <mark>BC</mark>

#### **COVID-19 pandemic in general**

			Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E		
Total	N=1060	N=172	N=279	N=262	N=303		
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312		
Positive (Net)	14%	20% E	19% E	16% E	4%		
Very positive impact	6%	6% E	10% E	8% E	1%		
Somewhat positive impact	8%	14% E	9% E	9% E	3%		
No impact	26%	13%	21% b	29% Bc	33% BC		
Negative (Net)	57%	61% d	58%	51%	61% d		
Somewhat negative impact	31%	25%	26%	27%	41% BCD		
Very negative impact	26%	37% DE	32% E	24%	20%		
N/A- This does not apply to me or I don't remember	3%	6% C	2%	3%	3%		

#### Lockdowns related to COVID-19 pandemic

			Generat	ion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	15%	23% E	19% E	20% E	5%
Very positive impact	6%	6% E	9% E	10% E	1%
Somewhat positive impact	9%	17% cE	11% E	10% E	4%
No impact	30%	18%	28% B	30% B	36% Bc
Negative (Net)	52%	53%	51%	46%	56% d
Somewhat negative impact	30%	28%	25%	28%	37% bCd
Very negative impact	22%	25%	26% e	19%	19%
N/A- This does not apply to me or I don't remember	3%	6% <mark>C</mark>	2%	3%	3%

**Closures related to COVID-19 pandemic (e.g., schools, businesses)** 

		Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E	
Total	N=1060	N=172	N=279	N=262	N=303	
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312	
Positive (Net)	15%	19% E	17% E	22% E	6%	
Very positive impact	6%	9% E	9% E	9% E	1%	
Somewhat positive impact	8%	10% e	8%	13% E	5%	
No impact	30%	22%	29%	29%	34% B	
Negative (Net)	50%	52%	51%	45%	53%	
Somewhat negative impact	29%	27%	26%	26%	36% bCd	
Very negative impact	21%	25% e	25% e	19%	17%	
N/A- This does not apply to me or I don't remember	5%	7% C	3%	4%	6%	

Lifestyle changes related to COVID-19 pandemic (e.g., socialization, work)

		Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E	
Total	N=1060	N=172	N=279	N=262	N=303	
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312	
Positive (Net)	20%	25% E	24% E	25% E	11%	
Very positive impact	8%	12% E	9% E	10% E	3%	
Somewhat positive impact	13%	14%	15% E	16% E	8%	
No impact	30%	20%	29% b	30% b	35% B	
Negative (Net)	46%	48%	45%	41%	49%	
Somewhat negative impact	31%	28%	24%	32% C	36% <mark>C</mark>	
Very negative impact	15%	21% De	21% DE	8%	13%	
N/A- This does not apply to me or I don't remember	4%	7% C	2%	4%	5%	

#### My body

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	25%	41% CDE	29% E	23% e	15%
Very positive impact	12%	15% E	16% E	11%	6%
Somewhat positive impact	13%	26% CDE	13%	12%	9%
No impact	40%	24%	30%	40% Bc	54% BCD
Negative (Net)	32%	30%	39% bE	32%	29%
Somewhat negative impact	21%	17%	21%	22%	23%
Very negative impact	11%	13% E	17% dE	10%	6%
N/A- This does not apply to me or I don't remember	4%	5%	3%	6% e	2%

Substance use (e.g., alcohol, illicit drugs)

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	13%	23% dE	19% E	15% E	3%
Very positive impact	6%	10% E	8% E	8% E	0%
Somewhat positive impact	7%	13% dE	11% E	6%	3%
No impact	40%	24%	32%	42% Bc	53% BCd
Negative (Net)	25%	31% dE	35% DE	22%	16%
Somewhat negative impact	10%	13% E	15% dE	8%	6%
Very negative impact	15%	18% E	20% E	13%	10%
N/A- This does not apply to me or I don't remember	22%	22% C	14%	22% C	28% <mark>C</mark>

My career (e.g., current job, job prospects)

			Generat	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	29%	37% E	35% E	34% E	18%
Very positive impact	12%	15% E	16% E	11% e	6%
Somewhat positive impact	17%	22% E	18% <mark>e</mark>	22% E	12%
No impact	34%	27%	26%	34%	42% BCd
Negative (Net)	24%	29% E	35% DE	23% E	14%
Somewhat negative impact	16%	19% E	19% E	17%	11%
Very negative impact	9%	11% E	16% DE	6%	3%
N/A- This does not apply to me or I don't remember	13%	7%	4%	10% C	25% BCD

#### The U.S. economy

		Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E	
Total	N=1060	N=172	N=279	N=262	N=303	
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312	
Positive (Net)	17%	19% E	20% E	19% E	11%	
Very positive impact	7%	7% E	12% E	7% E	2%	
Somewhat positive impact	10%	12%	9%	11%	8%	
No impact	20%	24%	18%	18%	19%	
Negative (Net)	61%	53%	58%	60%	68% BC	
Somewhat negative impact	34%	35% C	25%	36% C	42% C	
Very negative impact	26%	18%	34% Bde	24%	26% b	
N/A- This does not apply to me or I don't remember	3%	4%	3%	4%	2%	

#### The U.S.'s political climate

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	14%	19% E	23% DE	14% E	5%
Very positive impact	5%	7% E	8% E	7% E	1%
Somewhat positive impact	9%	12% E	16% DE	7% e	3%
No impact	24%	34% CE	22%	26%	21%
Negative (Net)	57%	38%	51% B	55% B	73% BCD
Somewhat negative impact	31%	21%	24%	30% b	41% BCD
Very negative impact	26%	17%	27% B	24%	32% B
N/A- This does not apply to me or I don't remember	4%	8% CE	4%	5% e	2%

#### **Personal finances**

			Genera	ition (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Positive (Net)	28%	32%	33% E	26%	24%
Very positive impact	10%	13% E	13% E	11% e	6%
Somewhat positive impact	18%	19%	20%	15%	18%
No impact	29%	23%	18%	28% C	39% BCD
Negative (Net)	39%	41%	47% E	39%	35%
Somewhat negative impact	24%	23%	22%	24%	29%
Very negative impact	15%	18% E	25% DE	14% E	6%
N/A- This does not apply to me or I don't remember	4%	5%	2%	7% CE	2%

QS1Q3: Which of the following continue to negatively impact your mental health today? Please select all that apply.

		Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E	
Total	N=901	N=152	N=235	N=205	N=272	
Total (Unweighted)	N=913	N=184	N=254	N=151	N=279	
The U.S. economy	38%	25%	41% B	45% B	38% B	
The U.S.'s political climate	36%	17%	28% B	39% Bc	49% BCd	
Personal finances	28%	21%	39% BE	35% BE	20%	
My body	20%	21%	23% e	23% e	15%	
COVID-19 pandemic in general	15%	24% dE	20% E	14% <mark>e</mark>	8%	
Social media	13%	23% CdE	14% E	14% E	5%	
Lifestyle changes related to COVID-19 pandemic (e.g., socialization, work)	12%	14%	18% DE	8%	9%	
My career (e.g., current job, job prospects)	12%	12% e	21% bdE	12% e	6%	
Closures related to COVID-19 pandemic (e.g., schools, businesses)	10%	10%	15% DE	6%	7%	
Lockdowns related to COVID-19 pandemic	10%	14% E	13% E	7%	5%	

QS1Q3: Which of the following continue to negatively impact your mental health today? Please select all that apply.

			Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E		
Substance use (e.g., alcohol, illicit drugs)	9%	11% E	15% E	10% E	3%		
Smartphones	6%	8% e	8% E	5%	3%		
Online video games	3%	3%	4%	3%	2%		
Online communities (e.g., forums, groups)	3%	3%	4%	3%	2%		
N/A - None of these factors currently negatively affect my mental health	19%	11%	12%	20% bc	28% BCd		

 Table Base: ONE FACTOR HAS NEGATIVELY IMPACTED THEIR MENTAL HEALTH

			Genera	ition (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=768	N=143	N=223	N=180	N=198
Total (Unweighted)	N=789	N=178	N=242	N=134	N=205
Smartphones	37%	30%	47% BD	29%	38%
Social media	25%	25%	36% bDE	17%	19%
Online communities (e.g., forums, groups)	24%	22%	28% E	28% E	17%
Online video games	22%	37% CDE	25% E	18%	13%
My career (e.g., current job, job prospects)	20%	24%	19%	22%	17%
Personal finances	18%	19%	14%	15%	24% Cd
My body	17%	28% CDE	16%	15%	11%
Lifestyle changes related to COVID-19 pandemic (e.g., socialization, work)	10%	12%	11%	13%	8%
The U.S. economy	7%	9% e	8%	6%	4%
COVID-19 pandemic in general	5%	6% E	6% E	6% E	1%
Substance use (e.g., alcohol, illicit drugs)	4%	8% E	6% E	4%	1%

QS1Q4: Which of the following continue to positively impact your mental health today? Please select all that apply.

			Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E		
The U.S.'s political climate	4%	5% e	5% e	4%	1%		
Closures related to COVID-19 pandemic (e.g., schools, businesses)	4%	4% E	4% E	6% E	0%		
Lockdowns related to COVID-19 pandemic	3%	4% E	4% E	4% E	0%		
N/A - None of these factors currently positively impact my mental health	17%	11%	11%	23% BC	23% BC		

 Table Base: ONE FACTOR HAS POSITIVELY IMPACT THEIR MENTAL HEALTH

I usually have a good understanding of what factors are influencing my mental health.

			Generation (Age)			
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E	
Total	N=1060	N=172	N=279	N=262	N=303	
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312	
Agree (Net)	88%	76%	85% B	91% Bc	93% BC	
Strongly agree	37%	27%	36% b	38% B	42% B	
Somewhat agree	51%	49%	49%	53%	51%	
Disagree (Net)	12%	24% CDE	15% dE	9%	7%	
Somewhat disagree	8%	16% DE	10% E	6%	5%	
Strongly disagree	4%	8% DE	5%	3%	2%	

Mental health is too complex to link struggles to one specific factor.

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1060	N=172	N=279	N=262	N=303
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312
Agree (Net)	73%	64%	67%	74% b	81% BCd
Strongly agree	25%	19%	24%	28% b	28% b
Somewhat agree	48%	45%	43%	46%	54% bC
Disagree (Net)	27%	36% dE	33% E	26% e	19%
Somewhat disagree	17%	25% E	19% E	18% E	11%
Strongly disagree	10%	11%	14% E	8%	8%

Technology (e.g., smartphones, social media, video games) has made information about my mental health more accessible to me.

			Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E		
Total	N=1060	N=172	N=279	N=262	N=303		
Total (Unweighted)	N=1061	N=209	N=301	N=186	N=312		
Agree (Net)	79%	82%	80%	81%	76%		
Strongly agree	27%	30% E	34% E	28% e	19%		
Somewhat agree	53%	52%	46%	54%	56% C		
Disagree (Net)	21%	18%	20%	19%	24%		
Somewhat disagree	14%	10%	13%	12%	18% b		
Strongly disagree	7%	8%	7%	6%	7%		

I wish I spent less time using technology (e.g., smartphones, social media, video games).

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1088	N=183	N=281	N=271	N=308
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319
Agree (Net)	52%	62% dE	62% DE	51%	42%
Strongly agree	15%	25% DE	25% DE	9%	7%
Somewhat agree	37%	37%	37%	42%	36%
Disagree (Net)	48%	38%	38%	49% bC	58% BC
Somewhat disagree	33%	24%	25%	35% BC	42% BC
Strongly disagree	14%	14%	13%	14%	15%

I'm worried about getting addicted to my smartphone.

			Genera	tion (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1088	N=183	N=281	N=271	N=308
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319
Agree (Net)	34%	56% DE	52% DE	28% E	13%
Strongly agree	11%	21% DE	19% DE	7% e	3%
Somewhat agree	23%	35% DE	32% DE	21% E	10%
Disagree (Net)	66%	44%	48%	72% BC	87% BCD
Somewhat disagree	30%	26%	23%	31% C	36% BC
Strongly disagree	36%	19%	26%	41% BC	51% BCd

Smartphones should not be allowed in schools.

		Generation (Age)			
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1088	N=183	N=281	N=271	N=308
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319
Agree (Net)	64%	43%	62% B	61% B	78% BCD
Strongly agree	31%	15%	29% B	30% B	43% BCD
Somewhat agree	33%	28%	33%	31%	35%
Disagree (Net)	36%	57% CDE	38% E	39% E	22%
Somewhat disagree	24%	32% cE	24%	27% e	19%
Strongly disagree	12%	25% CDE	14% E	12% E	3%

Concerns about technology (e.g., smartphones, social media, video games) negatively impacting mental health are overblown.

			Genera	eneration (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1088	N=183	N=281	N=271	N=308
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319
Agree (Net)	43%	51% E	56% DE	41% E	28%
Strongly agree	9%	16% DE	16% DE	6% e	2%
Somewhat agree	34%	35% E	39% E	35% E	25%
Disagree (Net)	57%	49%	44%	59% C	72% BCD
Somewhat disagree	38%	36% C	25%	41% C	48% BC
Strongly disagree	19%	14%	20%	18%	24% B

Technology (e.g., smartphones, social media, video games) has changed how people socialize, rather than stopped people from socializing.

			Generation (Age)			
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E	
Total	N=1088	N=183	N=281	N=271	N=308	
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319	
Agree (Net)	80%	72%	79%	81% b	84% B	
Strongly agree	34%	36%	34%	33%	34%	
Somewhat agree	46%	36%	45% b	48% B	50% B	
Disagree (Net)	20%	28% dE	21%	19%	16%	
Somewhat disagree	14%	23% CDE	14%	9%	13%	
Strongly disagree	6%	5%	7%	10% E	3%	

Young people today are too dependent on technology.

			Generation (Age)				
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E		
Total	N=1088	N=183	N=281	N=271	N=308		
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319		
Agree (Net)	87%	76%	85% B	87% B	94% BCD		
Strongly agree	54%	33%	58% B	55% B	63% B		
Somewhat agree	33%	42% CdE	27%	33%	31%		
Disagree (Net)	13%	24% CDE	15% E	13% E	6%		
Somewhat disagree	9%	16% dE	11% E	8%	4%		
Strongly disagree	4%	9% E	5%	4%	2%		

I worry about the effect social media has on the mental health of today's young people.

		Generation (Age)			
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1088	N=183	N=281	N=271	N=308
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319
Agree (Net)	84%	77%	85% b	82%	91% BcD
Strongly agree	43%	33%	42% b	46% B	50% Bc
Somewhat agree	41%	44%	43%	35%	41%
Disagree (Net)	16%	23% cE	15% e	18% E	9%
Somewhat disagree	10%	15% E	10%	10%	8%
Strongly disagree	5%	8% E	6% E	9% E	1%

I wish I could go back to a time before everyone was "plugged in" (i.e., widespread access to social media, smartphones, and other technologies).

			Genera	ation (Age)	
	Total A	Adult Gen Z (18-27) B	Millennials (28-42) C	Gen X (43-58) D	Boomers (59-77) E
Total	N=1088	N=183	N=281	N=271	N=308
Total (Unweighted)	N=1088	N=220	N=303	N=190	N=319
Agree (Net)	65%	59%	71% Be	67%	63%
Strongly agree	24%	25%	33% DE	20%	19%
Somewhat agree	41%	34%	38%	47% B	43% b
Disagree (Net)	35%	41% C	29%	33%	37% C
Somewhat disagree	27%	32% cd	23%	22%	31% cd
Strongly disagree	8%	9%	6%	11%	6%