

Report: Student Behaviour during the COVID-19 led Lockdown

**India Market** 



## Namaste!



**BACKGROUND** 

COVID 19 disrupted life across the globe early 2020. India went under a total lockdown in March 2020.

**OBJECTIVE** 

**DCode Insights** has put together a report to understand impact of the pandemic on student's behaviour during the lockdown in India.

**TARGET GROUP** 

- Students pursuing graduation/post graduation
- Age: 18-32 years
- Gender: Male & Female

**METHODOLOGY** 

- Data was collected through online survey.
- Self administered questionaires emailed to the students.

- No of cities covered: 15 (metros & non-metros)
- Sample size: 238 responses
- Period: May-June 2020

**COVERAGE** 

# Agenda



- Activities missed most during the lockdown
- +/- Impact of COVID on the students
- Behaviour w.r.t. sleeping, exercising and gaming pre/during lockdown
- Other skills learnt during the lockdown
- Online classes experience and internship
- Perception about future outlook of career prospects

# **Key Highlights**



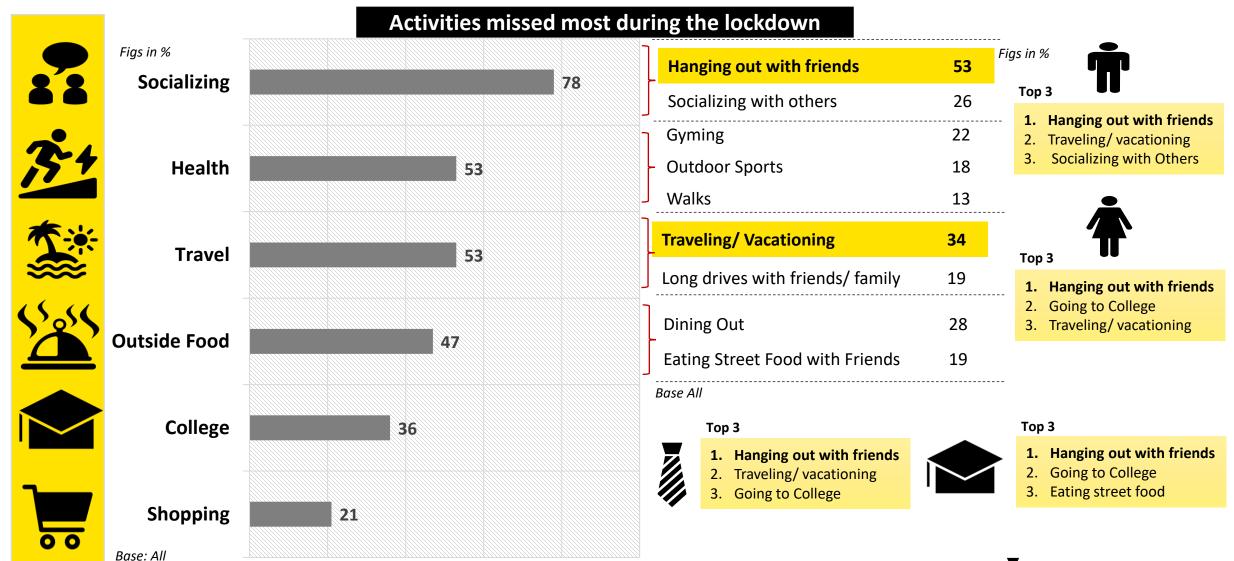
- Socialising, health/workout related activities and travel are the most missed activities
- 50% students feel that the lockdown has impacted them positively
- More than 80% students are experiencing a sleeping pattern change
- About 75% students are into gaming during the lockdown, an increase of 10% from pre-COVID days.
   76% jump in average gaming screen time
- Decline in time spent on workout but a 14% addition in beginners/new to workout
- Transition to online classes faster for post graduate courses. However, higher preference (37%) for offline classes amongst students
- About 73% students learning new skills. Udemy, Coursera and Google are the most used platforms for the same
- More than 50% students aren't sure about their future under the current scenario



# **Findings**

#### **ACTIVITIES MISSED** during the lockdown

Under the lockdown restrictions, socialising (74%), health/workout related activities (53%) and travel (53%) are the most missed activities. At a specific activity level, hanging out with friends (53%) emerges as the most missed activity. Going to college (36%) and Traveling/vacationing (34%) are the 2<sup>nd</sup> and 3<sup>rd</sup> most missed activities respectively.

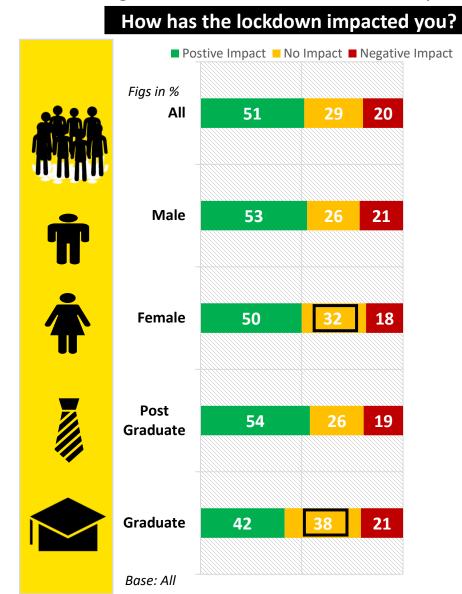


#### **IMPACT** of lockdown



Half the students feel that the lockdown has impacted them positively and have utilized the opportunity for personal development, relaxation and more focus on health.

1/5<sup>th</sup> feel negative about the lockdown and they are experiencing anxiety and stress besides getting bored and feeling lazy.



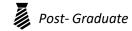
Positive Impact	All
Personal Development	84
Acquired New Professional Skills	36
Learned new life skills like cooking Reading etc	1/
Changed outlook towards life	11
Self Reflect	10
Better Time Management	5
More Personal Time like relaxation etc	16
Focus on health	12
More Time with Family	9
Connecting with positive people and old friends	2

**Positive Impact** 

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Negative Impact		
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Negative Impact	All	
Frustration/Anxiety/Fear/ Stress	36	
Boredom & Laziness	25	
Made me Pessimistic	21	
No Outings	19	
Worried about health	8	
Change in Plans	6	
no Face to Face Interaction	6	
Lost Focus	6	
I Feel Lonely	4	
There is no routine	2	

Students pursuing graduation & females seem to be more indifferent to lockdown than male and PG students respectively.....

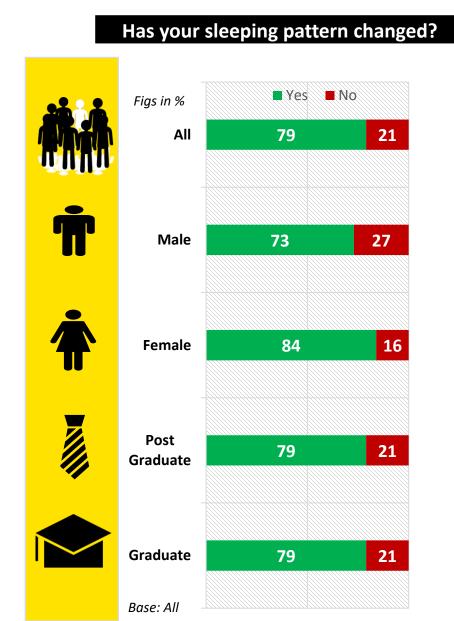


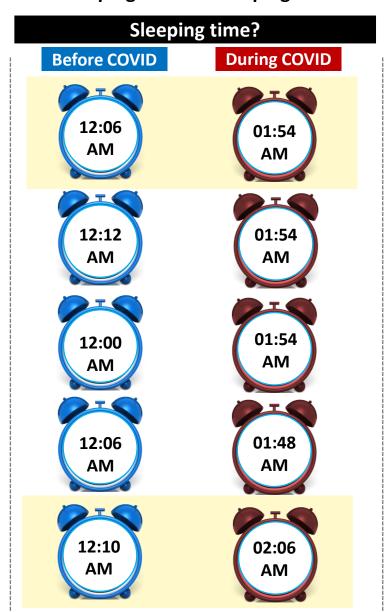


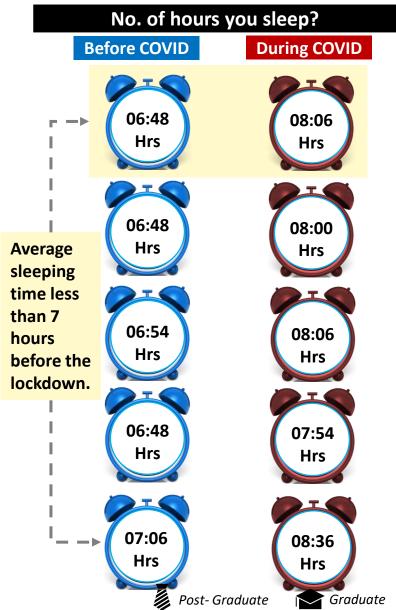
#### **SLEEPING PATTERN....** "Late to sleep and sleeping till late is the new norm"



At an overall level, ~80% student's sleeping time has shifted clockwise by more than 1:45 hours but their overall sleeping time has increased to 8 hours and above. Graduate students sleeping late and sleeping more than their PG counterparts.



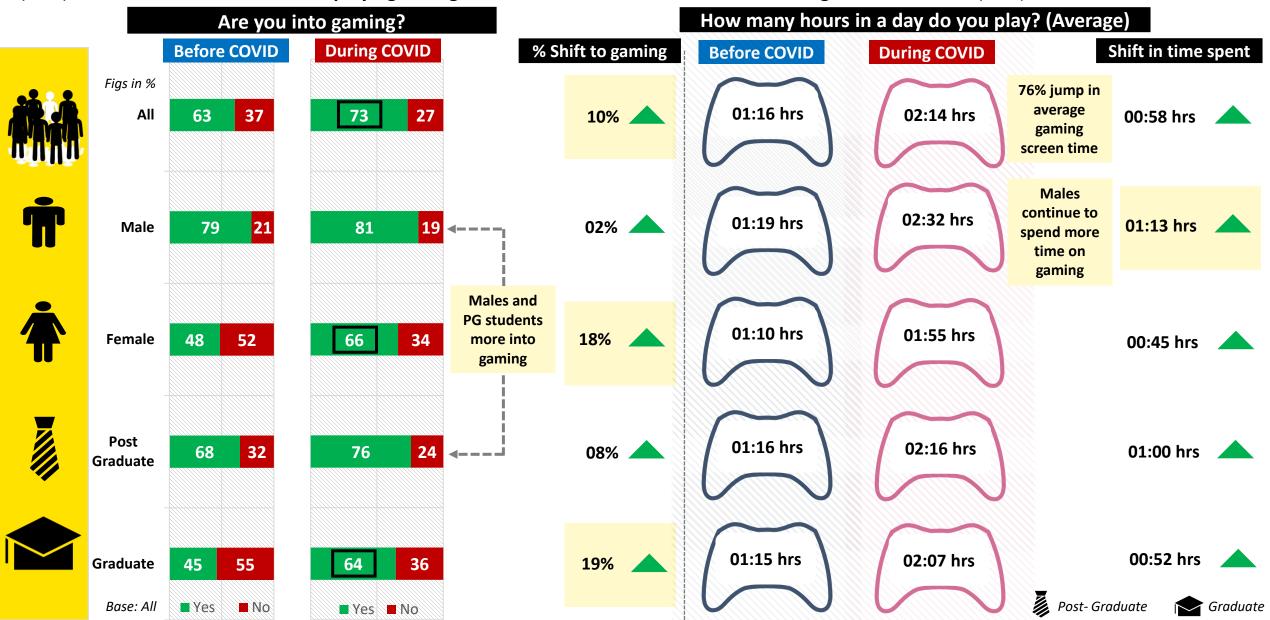




#### **GAMING....** "Why should boys have all the fun?"

~3/4<sup>th</sup> of students have been playing screen games, 10% jump from pre-COVID days. Interestingly, there's a sharp increase

(18%) in the no. of female students playing during lockdown. Similar increase observed for graduate student (19%).



#### **GAMING....** "Shift has been at 2 levels"

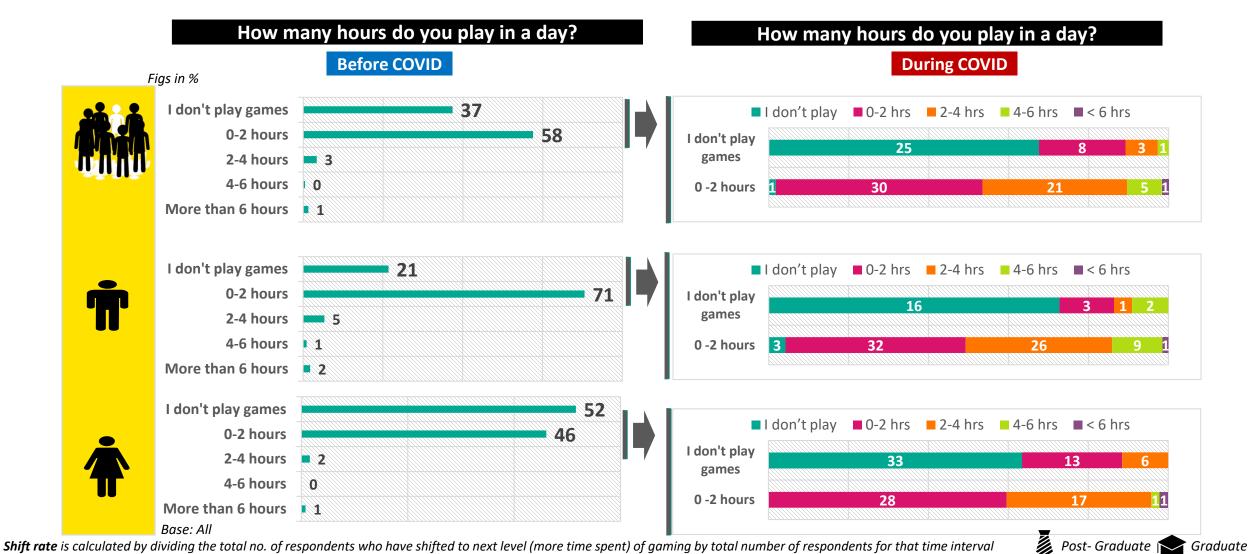


Shift has been at 2 levels: From NOT PLAYING TO PLAYING AND From LESS PLAYING TO MORE PLAYING.

At an overall level, higher upward shift rate (48%) for 0-2 hour players than non players (32%).

Among non players, shift rate slightly higher for females (37%) than males (33%).

Among 0-2 hour players, males have a higher shift rate (51%) than females (41%)

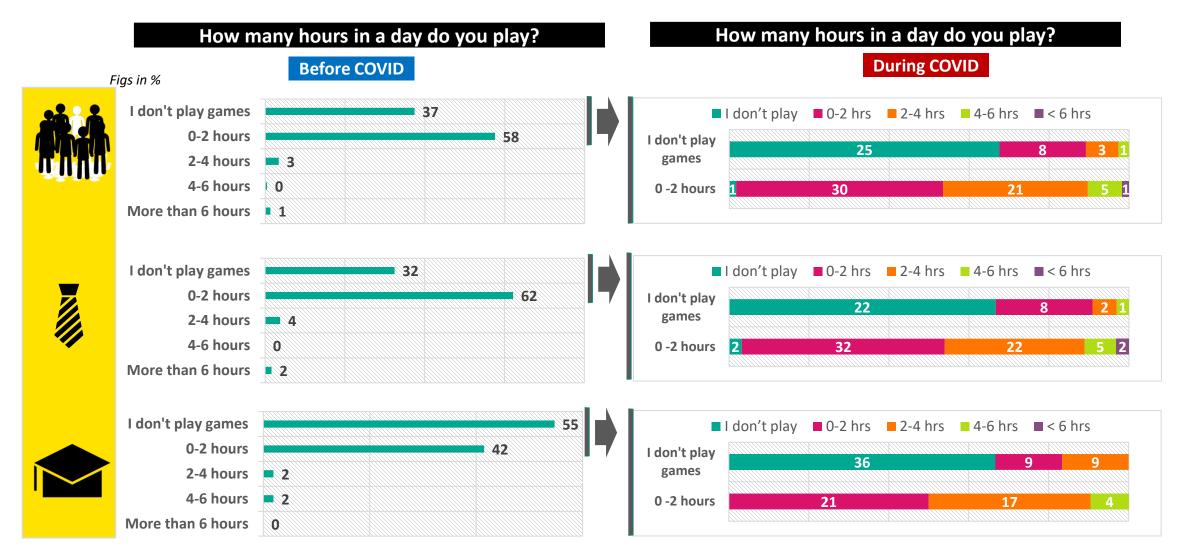


#### **GAMING....** "Shift has been at 2 levels"



#### Similar upward shift for non playing graduates (33%) and post graduates (34%)

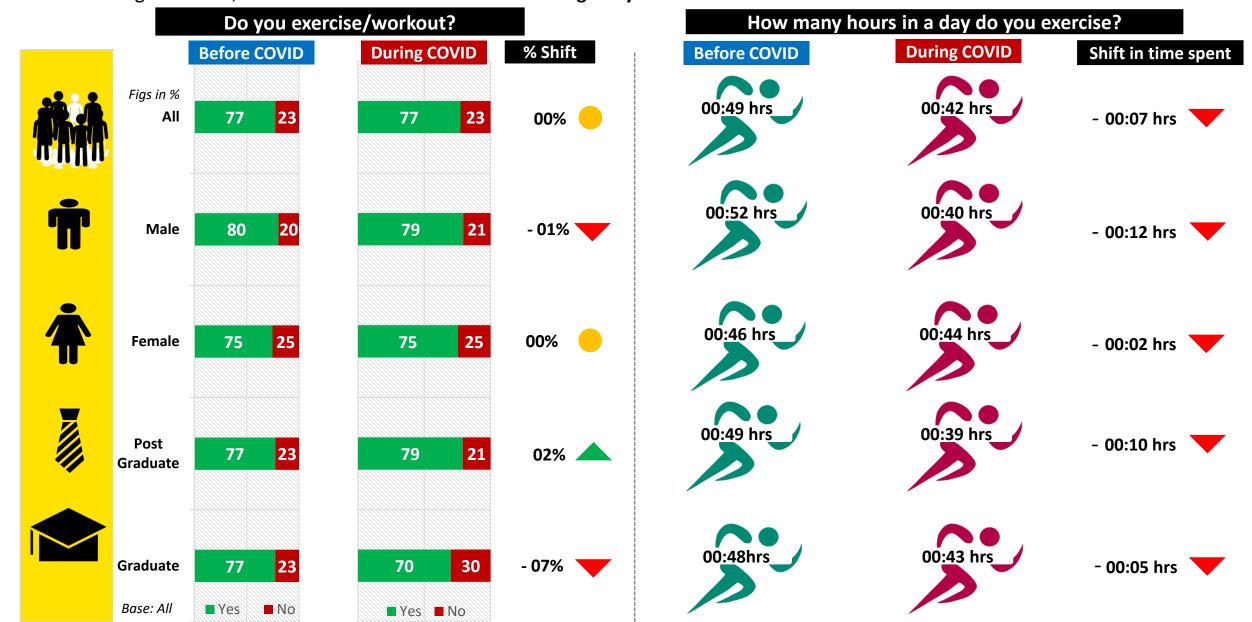
In 0-2 hour gaming, higher upward shift for graduates (50%) than post graduates (47%)



#### **EXERCISING....** "Downward shift in time spent on workout"



At overall level, there is no change in the proportion of students who exercised before and during COVID. However during lockdown, **duration of workout has declined marginally**.



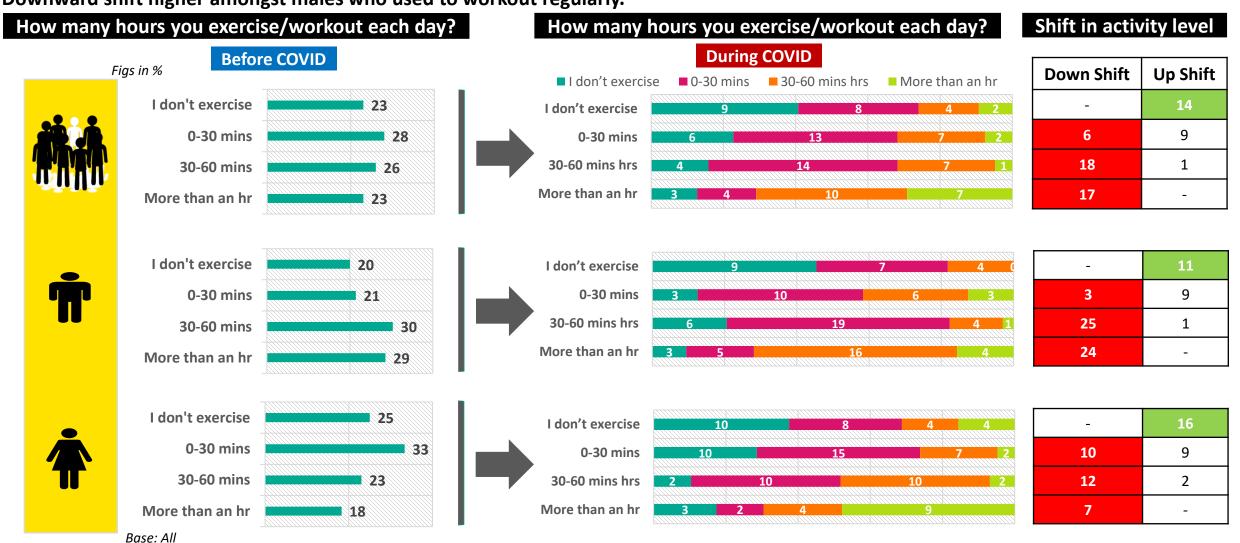
#### **EXERCISING....** "Shift has been at 2 levels again"



Shift has been at 2 levels: From NO EXERCISES TO EXERCISES AND EXERCISING TO LESS EXERCISING.

At an overall level, shift rate from no exercising to exercising is 61%. Those who were working out regularly are spending lesser time per workout during the lockdown. Shift rates : amongst > 1hour is 74%, 30-60 mins is 69%.

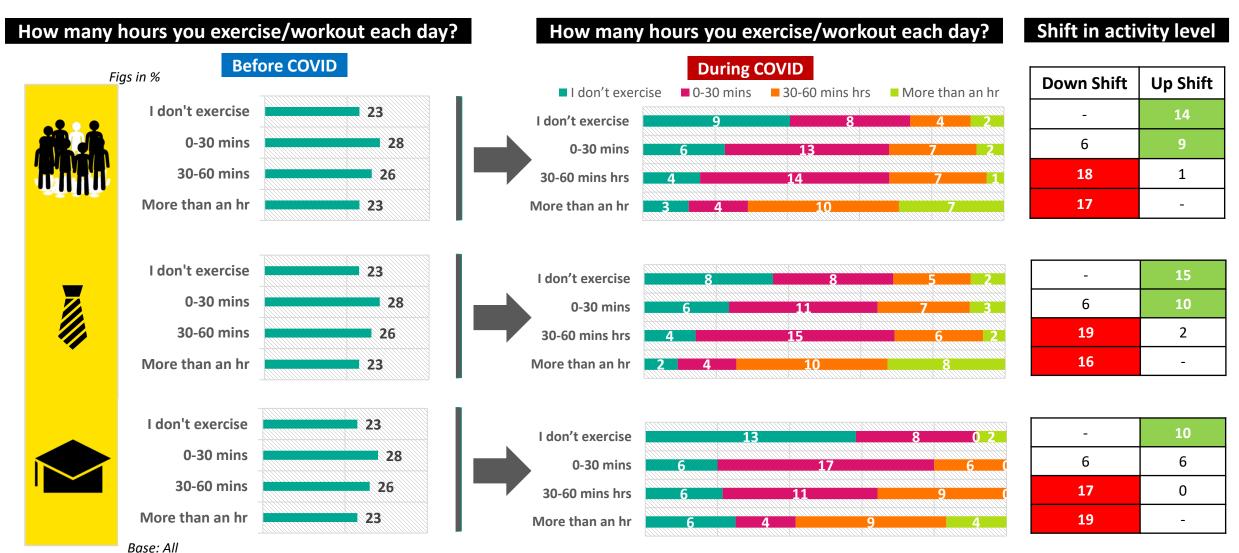
Downward shift higher amongst males who used to workout regularly.



#### **EXERCISING....** "Shift has been at 2 levels again"



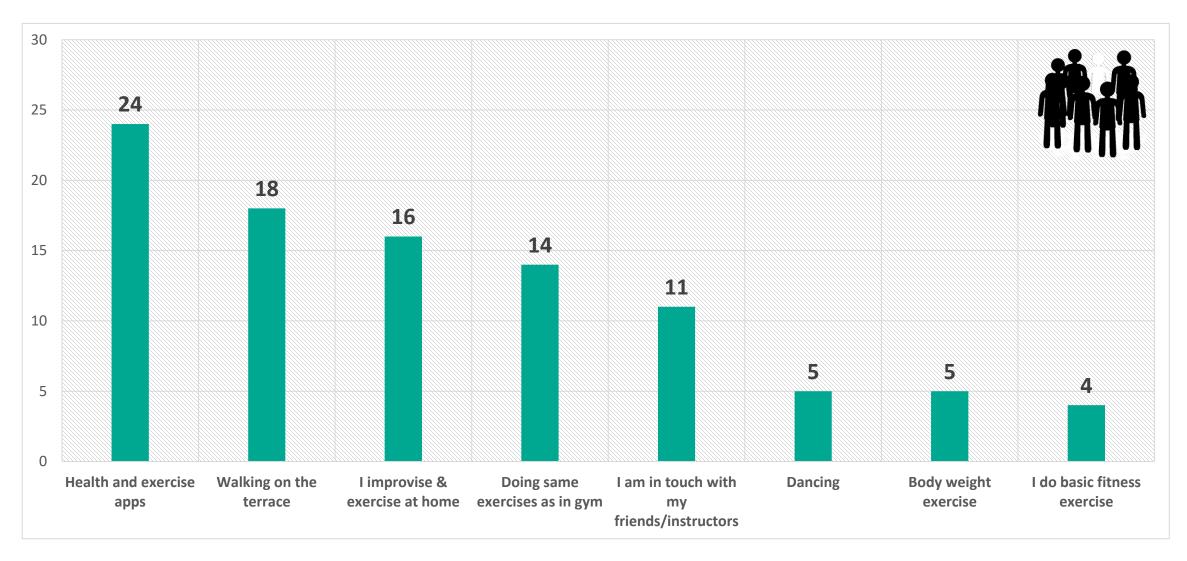
Shift rate from no exercising to exercising higher for PG students (65%) than graduate students (43%) Similarly those who were working out regularly are spending lesser time per workout during the lockdown.



### **EXERCISING....** "What fills the gap?"



Unable to go out for exercises/walks, the gap is filled by health and workout apps followed by terrace walks and improvised exercises

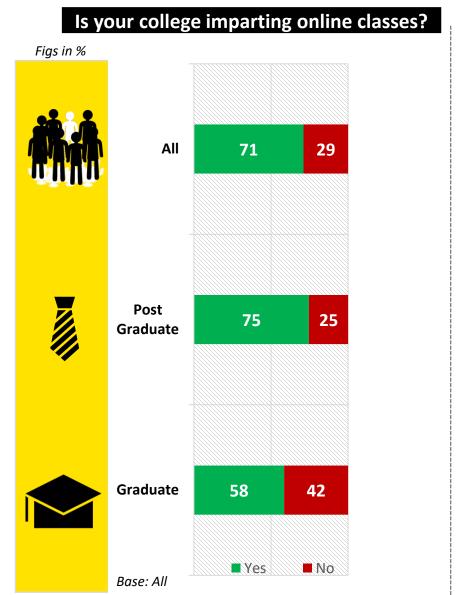


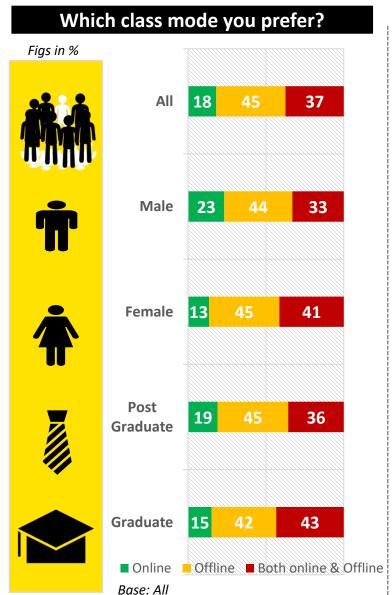
Base: Those who exercise

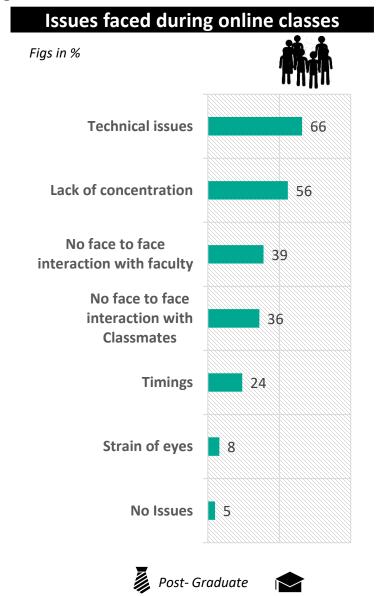
#### **ONLINE CLASSES....** "Transition faster for post graduate courses"

**Preference for online classes lower** than offline/face to face classes amongst students. More than 1/3<sup>rd</sup> students are ok with a combination of online and offline classes.

Issues faced during online classes are mostly technical followed by lack of concentration and missing face to face interactions.



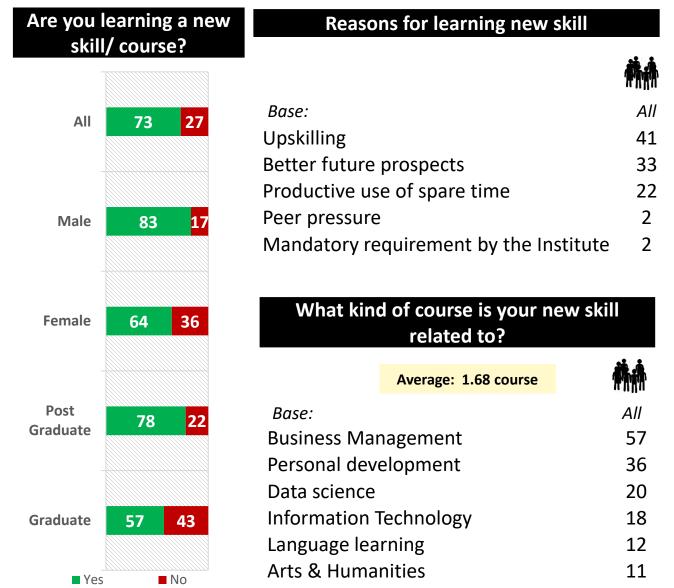




### **NEW SKILLS LEARNT....** "To upskill and for better prospects"

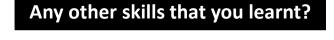


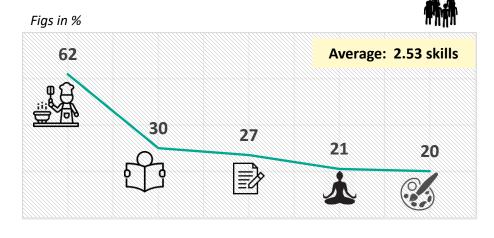
Majority of the students (73%) are learning new skills as they want to upskill themselves. Students are inclined towards picking up courses in business management and personal development. Udemy and Coursera are the most used platforms to learn new sills. Cooking emerges as the other top skills that students are pursuing followed by reading and writing.



# Figs in % Average: 1.97 platforms Udemy 11 10

Which platform are you learning the skill/course?

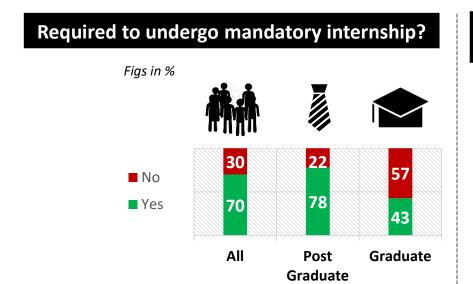




## **FUTURE UNDER COVID-19....** "Cloud of uncertainty"



~ 50% students got internship from the campus, 1/4<sup>th</sup> students managed their own internships. More than 50% students aren't sure about the future under the current scenario.



#### How did you manage your internship?



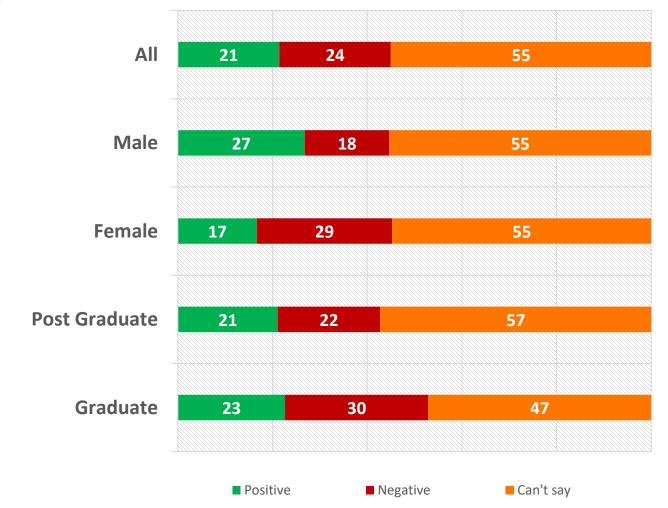




Base:	167	144	23
Campus Placement	49	53	17
Self managed	27	28	22
Not placed	14	10	39
Self/ college project	9	7	17

# What do you feel about future career prospects given the current economic situation of the world?

Figs in %







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