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# The association between self-reported online screen time and self-reported 

 sleep outcomes in adolescents living in IrelandCaroline Walsh, Dr Carla Perrotta<br>University College of Dublin



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## Background

- Sleep is essential for healthy adolescent development (Grweeretal, 2014)
- Adolescents recommended 8-10 hours sleep/night (Hirshowitreetal, 2015, Paruthi et al, 2016)
- 7 hours or less is deemed as insufficient level of sleep for adolescents (Hirshowitite etal, 2015, Paruthie tal, 2016)
- No exact screen time guidelines currently exist (gcccc, 2019, AAP 2016)
- Higher screen time has been related to poorer self-reported Sleep Outcomes (Carter et al, 2016, Hysing et al. 2015, Gamble et al., 2014, Mak et al, 2014, Mazzer et al, 2018)


## Aim \& Objective

## Aim

- To examine the association between screen time and sleep outcomes in adolescents living in Ireland


## Objectives

- To describe self-reported sleep outcomes
- To describe self-reported screen time usage
- To examine the association between self-reported screen time and self-reported sleep outcomes adjusting for the potential confounders


## Literature Review

## International sleep durations:

Average hours sleep per night:

- Australia 8.06 hours/night (Chaput and Janssen, 2016)
- Sweden 7. 5 hours/night (Mazeret al, 2018)
- Hong Kong 7.28 hours/night (Cheung etal, 2016)
- Japan 6.3 hours/night (ohida et al, 2004)
- Korea 5.4 hours/night (rang etal, 2005)


## Literature Review

## Sleep measurement:

- Overnight polysomnography (PSG) (Bartele etal, 2019)
- Validated measures Pittsburgh Sleep Quality Index (Buysse etal, 1989)
- Self-reported questionnaires (Lang etal, 2015, combs et al, 2017)

Screen time measurement:

- No validated subjective measures
- Self-reported questionnaires


## Improved Sleep Outcomes:

Physical activity (Bartel et al., 2014, Foti
et al., 2011, ACSM 2018)

## Poorer Sleep Outcomes:

Biological changes (Crowley., 2018,
Carskadon 1993)
Mental health (Zhang et al., 2016, Lovato et al., 2014)


Screen time (Cain \& Gradisar., 2010, Bartel et
al., 2014, Hale \& Guan, 2014,Carter et al., 2016)

- A secondary analysis of 'Growing Up in Ireland: Wave 3' ( $n=6,216$ )
- Screen time, sleep and general health variables
- Analysis were conducted using SPSS software
- Descriptive, comparative and inferential statistics


## Example of Sleep and Screen time variables

To measure sleep, participants were asked:
12. On a normal week-night, how long do you usually sleep? Do not include time you spend awake in bed.
$\qquad$ Hours $\qquad$ Minutes
13. Do you have any difficulty with sleep?

Yes, a lot of difficulty $\square$ Yes, some difficulty $\square$ No


To measure screen time, participants were asked:
15. How much time do you spend on each of the following activities on a typical day (where it is your main activity at the time)? For each, please answer separately for weekdays and weekend days.

Online (Weekday)
Online (weekend)


1 to 2 hours


2 to 3 hours


More than 3 hours


## Results

## Table 1: Descriptive data on participants (N=6,216)

## n

## \%

Gender
Male
Female
Family SES
High
Low
3, 148
50.6

2,325 37.4

BMI
Healthy
4,553
73.3

Overweight/obese 1,490 24.4

No. days of 20mins hard exercise in past 14 days
$<5$ day/14 days
3,72459.9

$>5$ day/ 14 days

2,486 ..... 40.1
Poor General Health ..... 265 ..... 4.3
Chronic physical/ mental health condition ..... 830 ..... 13.4

## Results

## Sleep variables

- Average sleep duration was 7.8 hours per night ( $\mathrm{SD} \pm 1.14$ )
- $9 \%$ reported sleeping $\leq 7$ hours per night
- 30\% reported sleep difficulties


## Screen time variables

- 32\% reported online screen time usage of >3 hours on weekdays and $38 \%$ on weekends
- 82\% report regularly messaging friends on media devices before bed
- 83\% report regularly surfing the internet before bed


## Univariate Analysis

- Being female, having 'poor' general health, having a chronic physical/mental health condition, less than 7 hours sleep and $>3$ hours/day online screen time were sig associated with having sleep difficulties ( $p<0.001$ )
- Being female, having a lower family SES, having a chronic physical/mental health condition, being overweight/obese, and > 3 hours/day online screen time were sig associated with sleeping less than 7 hours per night ( $p<0.001$ )


## Logistic Regression Results

| Table 2: Logistic regression final model for the effect of weekday online screen time on sleep <br> difficulties | Adjusted OR $^{+}$ | $95 \% ~ C I$ |
| :--- | :---: | :---: |
| P Value |  |  |

${ }^{\text {a }}$ Weekday time online; online screen time of greater than 3 hours per day
c GenHealth; 'poor health' categories created by combining 'fair and poor'
${ }^{\text {d }}$ Hard Exercise participate in 20 minutes of hard exercise in 5 of the past 14 days
e Chronic physical/mental condition;: self-reported chronic physical or mental health disease or condition

+ P Values and Adjusted Odds Ratios are calculated from multivariate logistic regression
* Bonferroni Correction p value $=.05 / 7=.00714$


## Logistic Regression Results



- a Weekday time online; online screen time of greater than 3 hours per day
- b BMI Category: BMI of greater than $25 \mathrm{~kg} / \mathrm{m}^{2 \mathrm{P}}$
- c GenHealth; 'poor health' categories created by combining 'fair and poor'
- d Hard Exercise participate in 20 minutes of hard exercise in 5 of the past 14 days
- e Chronic physical/mental condition; self-reported chronic physical or mental health disease or condition
-     + P Values and Adjusted Odds Ratios are calculated from multivariate logistic regression
-     * Bonferroni Correction p value = .05/7= . 00714


## Discussion

- Large \% spend > 3 hours weekday/weekend on online screen devices
- *Online screen time was associated with sleep difficulties and insufficient sleep durations
- 3 potential mechanisms for poorer sleep outcomes (Cain and Gradisar, 2010)

1) Blue Light
2) Cognitive arousal
3) Sleep displacement

- Physical activity was identified as a protective factor for sleep duration and sleep difficulties


## Discussion

## Strengths

- Large, nationally representative sample size
- Two stage randomisation
- High quality data collection


## Limitations

- Cross sectional design
- Specific to online screen time
- Self-reported measurement of sleep/screen time
- Struggle of research to keep up to date with technological advances


## Implications

- Identified patterns in Irish adolescent

1) Sleep behaviours
2) Online screen time usage

- These findings have implications for researchers, public health practitioners and parents
- This may help guide and support educational campaigns in relation to healthy screen time usage and improving sleep behaviours in adolescents.


## Conclusion

- Almost 1 in 10 Irish adolescents are not getting sufficient levels of sleep each night
- One third of Irish adolescent report sleep difficulties
- Large \% of Irish adolescents spend > 3 hours online screen time on weekdays and weekends
- There is an association with higher online screen time (>3 hours/day) and poorer sleep quality and sleep duration in Irish adolescents
- Further longitudinal and experimental research with objective measurements is needed in this area


## Thank you

## Questions?

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