

# The Average Screen Time

(% OF AWAKE HOURS) BY COUNTRY



Are you a slave to your screen? According to our research, people spend an average of 4 hours and 37 minutes in front of screens. The question is, how does each country differ?

The country with the **highest average screen time** is **South Africa**, spending more than half the day on screens (**58.21%**). Surprisingly, even as one of the first countries to harness the power of technology and explore its benefits, according to News-On Japan, **Japan** reportedly spends the **least time** scrolling (**21.70%**).

DAILY AVG SCREEN TIME (% OF AWAKE HOURS)

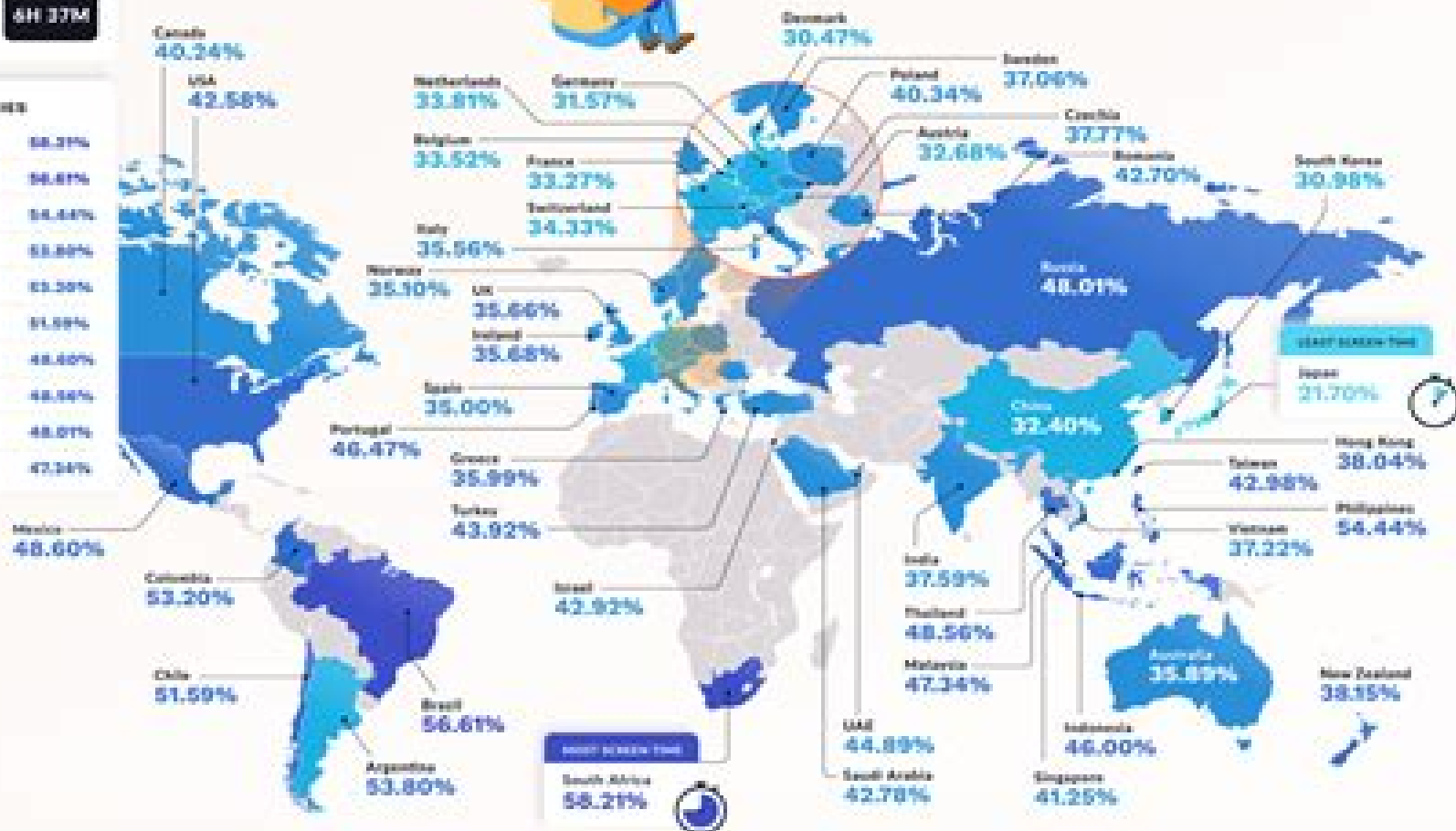


WORLDWIDE  
AVG  
SCREEN TIME

6H 37M

## TOP 10 COUNTRIES

- 1 South Africa 58.21%
- 2 Brazil 56.61%
- 3 Philippines 54.44%
- 4 Argentina 53.80%
- 5 Colombia 53.20%
- 6 Chile 51.59%
- 7 Mexico 48.60%
- 8 Thailand 48.56%
- 9 Russia 48.01%
- 10 Malaysia 47.34%



# Screen World

**Janine Marchessault, Will Straw**



## Screen World:

Between Film and Screen Garrett Stewart, 1999 What is the mysterious region between photography and the phenomenon of narrative cinema between the photogram a single film frame and the illusion of motion we recognise as movies

*Screens* Kate Mondloch, 2010 Media screens film video and computer screens have increasingly pervaded both artistic production and everyday life since the 1960s Yet the nature of viewing artworks made from these media along with their subjective effects remains largely unexplored *Screens* addresses this gap offering a historical and theoretical framework for understanding screen reliant installation art and the spectatorship it evokes Examining a range of installations created over the past fifty years that investigate the rich terrain between the sculptural and the cinematic including works by artists such as Eija Liisa Ahtila Doug Aitken Peter Campus Dan Graham VALIE EXPORT Bruce Nauman and Michael Snow Kate Mondloch traces the construction of screen spectatorship in art from the seminal film and video installations of the 1960s and 1970s to the new media artworks of today s digital culture Mondloch identifies a momentous shift in contemporary art that challenges key premises of spectatorship brought about by technological objects that literally and metaphorically filter the subject s field of vision As a result she proposes that contemporary viewers are quite literally screen subjects and offers the unique critical leverage of art as an alternative way to understand media culture and contemporary visuality

**Thinking on Screen** Thomas E. Wartenberg, 2007-10-31 Thinking on Screen Film as Philosophy is an accessible and thought provoking examination of the way films raise and explore complex philosophical ideas Written in a clear and engaging style Thomas Wartenberg examines films ability to discuss and even criticize ideas that have intrigued and puzzled philosophers over the centuries such as the nature of personhood the basis of morality and epistemological skepticism Beginning with a demonstration of how specific forms of philosophical discourse are presented cinematically Wartenberg moves on to offer a systematic account of the ways in which specific films undertake the task of philosophy Focusing on the films *The Man Who Shot Liberty Valance* *Modern Times* *The Matrix* *Eternal Sunshine of the Spotless Mind* *The Third Man* *The Flicker* and *Empire* Wartenberg shows how these films express meaningful and pertinent philosophical ideas This book is essential reading for students of philosophy with an interest in film aesthetics and film theory It will also be of interest to film enthusiasts intrigued by the philosophical implications of film

*The Visual Story* Bruce Block, 2013-04-02 If you can t make it to one of Bruce Block s legendary visual storytelling seminars then you need his book Now in full color for the first time this best seller offers a clear view of the relationship between the story script structure and the visual structure of a film video animated piece or video game You ll learn how to structure your visuals as carefully as a writer structures a story or a composer structures music Understanding visual structure allows you to communicate moods and emotions and most importantly reveals the critical relationship between story structure and visual structure The concepts in this book will benefit writers directors photographers production designers art directors and editors who are always confronted by the

same visual problems that have faced every picture maker in the past present and future

**The Screen Media Reader**  
 Stephen Monteiro, 2017-01-12 Offers key historical and interpretative texts on the development and role of the screen in communications and the social sphere

Spaces Mapped and Monstrous Nick Jones, 2020-04-21 Digital 3D has become a core feature of the twenty first century visual landscape Yet 3D cinema is a contradictory media form producing spaces that are highly regimented and exhaustively detailed it simultaneously relies upon distortions of vision and space that are inherently strange Spaces Mapped and Monstrous explores the paradoxical nature of 3D cinema to offer a critical analysis of an inescapable part of contemporary culture Considering 3D s distinctive visual qualities and its connections to wider digital systems Nick Jones situates the production and exhibition of 3D cinema within a web of aesthetic technological and historical contexts He examines 3D s relationship with computer interfaces virtual reality and digital networks as well as tracing its lineage to predigital models of visual organization Jones emphasizes that 3D is not only a technology used in films but also a tool for producing controlling and distorting space within systems of surveillance corporatization and militarization The book features detailed analysis of a wide range of films including Avatar 2009 Goodbye to Language 2014 Love 2015 and Clash of the Titans 2010 demonstrating that 3D is not merely an augmentation of 2D cinema but that it has its own unique properties Spaces Mapped and Monstrous brings together media archaeology digital theory and textual analysis to provide a new account of the importance of 3D to visual culture today

**The Secret Connexion** Galen Strawson, 2014-03-27 In this revised and updated edition of The Secret Connexion Galen Strawson explores one of the most discussed subjects in all philosophy David Hume s work on causation Strawson challenges the standard view of Hume according to which he thinks that there is no such thing as causal influence and that there is nothing more to causation than things of one kind regularly following things of another kind He argues that Hume does believe in causal influence but insists that we cannot know its nature The regularity theory of causation is indefensible and Hume never adopted it in any case

**Screens of Blood**  
 Gregory Desilet, 2014-02-10 Civilization seems to move ever more toward the power of words over weapons But many people especially Americans still believe wrongs in life can be righted with a fist or a gun or a bomb Cultural mythology lags reality and continues to send the message of regeneration through violence But the transition to a healthier mythology is already underway and can be seen in the strength of an alternative trend in depictions of violence in storytelling This book examines this trend by comparing examples drawn from film and television with the traditional popular dramatic approach reflecting and promoting a culture of violence This comparison shows that attitudes toward conflict in drama are a key indicator of a shift in awareness of violence in society The book concludes with an account of increasing challenges confronting the individual in today s world and the necessity for individual producers and consumers to take greater responsibility for their choices which shape culture through omnipresent and profoundly influential screen technology

**Power** Alan Blackwell, David MacKay, 2006-02-27 In this book first published in 2006 seven internationally renowned writers address the

theme of Power from the perspective of their own disciplines Energy expert Mary Archer begins with an exploration of the power sources of our future Astronomer Neil Tyson leads a tour of the orders of magnitude in the cosmos Mathematician and inventor of the Game of Life John Conway demonstrates the power of simple ideas in mathematics Screenwriter Maureen Thomas explains the mechanisms of narrative power in the media of film and videogames Elisabeth Bronfen the emotional power carried by representations of life and death and Derek Scott the power of patriotic music and the mysterious Mozart effect Finally celebrated parliamentarian Tony Benn critically assesses the reality of power and democracy in society

**The World's Work**, 1924

Connected Code Yasmin B. Kafai, Quinn Burke, 2014-07-18 Why every child needs to learn to code the shift from computational thinking to computational participation Coding once considered an arcane craft practiced by solitary techies is now recognized by educators and theorists as a crucial skill even a new literacy for all children Programming is often promoted in K 12 schools as a way to encourage computational thinking which has now become the umbrella term for understanding what computer science has to contribute to reasoning and communicating in an ever increasingly digital world In Connected Code Yasmin Kafai and Quinn Burke argue that although computational thinking represents an excellent starting point the broader conception of computational participation better captures the twenty first century reality Computational participation moves beyond the individual to focus on wider social networks and a DIY culture of digital making Kafai and Burke describe contemporary examples of computational participation students who code not for the sake of coding but to create games stories and animations to share the emergence of youth programming communities the practices and ethical challenges of remixing rather than starting from scratch and the move beyond stationary screens to programmable toys tools and textiles

**Electronic Hearth** Cecelia Tichi, 1992-10-29 We all talk about the tube or box as if television were simply another appliance like the refrigerator or toaster oven But Cecilia Tichi argues that TV is actually an environment a pervasive screen world that saturates almost every aspect of modern life In Electronic Hearth she looks at how that environment evolved and how it in turn has shaped the American experience Tichi explores almost fifty years of writing about television in novels cartoons journalism advertising and critical books and articles to define the role of television in the American consciousness She examines early TV advertising to show how the industry tried to position the new device as not just a gadget but a prestigious new piece of furniture a highly prized addition to the home The television set she writes has emerged as a new electronic hearth the center of family activity John Updike described this primitive appeal of the hearth in *Roger's Version* Television is its irresistible charm a fire Entering an empty room we turn it on and a talking face flares into being Sitting in front of the TV Americans exist in a safety zone free from the hostility and violence of the outside world She also discusses long standing suspicions of TV viewing its often solitary almost autoerotic character its supposed numbing of the minds and imagination of children and assertions that watching television drugs the minds of Americans Television has been seen as treacherous territory for public figures from generals to presidents where satire and

broadcast journalism often deflate their authority And the print culture of journalism and book publishing has waged a decades long war of survival against it only to see new TV generations embrace both the box and the book as a part of their cultural world In today s culture she writes we have become teleconscious seeing for example real life being certified through television as seen on TV and television constantly ratified through its universal presence in art movies music comic strips fabric prints and even references to TV on TV Ranging far beyond the bounds of the broadcast industry Tichi provides a history of contemporary American culture a culture defined by the television environment Intensively researched and insightfully written *The Electronic Hearth* offers a new understanding of a critical but much maligned aspect of modern life

*Learning C# by Programming Games* Wouter van Toll, Arjan Egges, Jeroen D. Fokker, 2019-11-21 Developing computer games is a perfect way to learn how to program in modern programming languages This book teaches how to program in C through the creation of computer games and without requiring any previous programming experience Contrary to most programming books van Toll Egges and Fokker do not organize the presentation according to programming language constructs but instead use the structure and elements of computer games as a framework For instance there are chapters on dealing with player input game objects game worlds game states levels animation physics and intelligence The reader will be guided through the development of four games showing the various aspects of game development Starting with a simple shooting game the authors move on to puzzle games consisting of multiple levels and conclude the book by developing a full fledged platform game with animation game physics and intelligent enemies They show a number of commonly used techniques in games such as drawing layers of sprites rotating scaling and animating sprites dealing with physics handling interaction between game objects and creating pleasing visual effects At the same time they provide a thorough introduction to C and object oriented programming introducing step by step important programming concepts such as loops methods classes collections and exception handling This second edition includes a few notable updates First of all the book and all example programs are now based on the library MonoGame 3.6 instead of the obsolete XNA Game Studio Second instead of explaining how the example programs work the text now invites readers to write these programs themselves with clearly marked reference points throughout the text Third the book now makes a clearer distinction between general C programming concepts and concepts that are specific to game development Fourth the most important programming concepts are now summarized in convenient Quick Reference boxes which replace the syntax diagrams of the first edition Finally the updated exercises are now grouped per chapter and can be found at the end of each chapter allowing readers to test their knowledge more directly The book is also designed to be used as a basis for a game oriented programming course Supplementary materials for organizing such a course are available on an accompanying web site which also includes all example programs game sprites sounds and the solutions to all exercises

**Cinemachines** Garrett Stewart, 2020-04-17 The hero stands on stage in high definition 3 D while doubled on a crude pixel screen in Billy Lynn s Long Halftime Walk Alien

ships leave Earth by dissolving at the conclusion of *Arrival*. An illusory death spiral in *Vertigo* transitions abruptly to a studio set jolting the spectator. These are a few of the startling visual moments that Garrett Stewart examines in *Cinemachines*, a compelling, powerful and witty book about the cultural and mechanical apparatuses that underlie modern cinema. Engaging in fresh ways with revelatory special effects in the history of cinematic storytelling, from Buster Keaton's breaching of the film screen in *Sherlock Jr.* to the pixel disintegration of a remotely projected hologram in *Blade Runner 2049*, Stewart's book puts unprecedented emphasis on technique in moving image narrative. Complicating and revising the discourse on historical screen processes, *Cinemachines* will be crucial reading for anyone interested in the evolution of the movies from a celluloid to a digital medium.

*The Marketing Performance Blueprint* Paul Roetzer, 2014-07-23 Discover what's possible when the art and science of marketing collide. *The Marketing Performance Blueprint* is an actionable and innovative guide to unlocking your potential as a marketer and accelerating success for your business. With an eye toward the marketing industry's rapid evolution, this book focuses on the processes, technologies and strategies that are redefining the marketing environment. Step by step, you will learn how to build performance-driven organizations that exceed ROI expectations and outpace the competition. Companies are demanding a more technical, scientific approach to marketing, and this guide provides the key information that helps marketing professionals choose the right tools and recruit the right talent to more effectively build brand, generate leads, convert sales and increase customer loyalty. Marketers are facing increased pressure to connect every dollar spent to bottom-line results. As the industry advances, the tremendous gaps in talent, technology and strategy leave many professionals underprepared and underperforming. *The Marketing Performance Blueprint* helps bridge those gaps. Align marketing talent, technology and strategy to reach performance goals. Drive digital marketing transformation within your organization. Recruit, train and retain a modern marketing team. Propel growth through digital-savvy marketing agency partners. Adapt more quickly to marketing technology advancements. Create connected customer experiences. Turn marketing data into intelligence and intelligence into action. Devise integrated marketing strategies that deliver real business results. The marketers who will redefine the industry in the coming months and years will never stop challenging conventional knowledge and solutions. Whether in terms of evolved talent, advanced technology or more intelligent and integrated strategies, these driven professionals will be in demand as the pioneers of the new marketing era. *The Marketing Performance Blueprint* helps marketers blaze a trail of their own by providing a roadmap to success.

**The Oxford Handbook of Canadian Cinema** Janine Marchessault, Will Straw, 2019-03-20 The chapters in *The Oxford Handbook of Canadian Cinema* present a rich, diverse overview of Canadian cinema. Responding to the latest developments in Canadian film studies, this volume takes into account the variety of artistic voices, media technologies and places which have marked cinema in Canada throughout its history. Drawing on a range of established and emerging scholars from a range of disciplines, this volume will be useful to teachers, scholars and to a general readership interested in cinema in Canada. Moving beyond the director

focused approach of much previous scholarship this book is concerned with communities institutions and audiences for Canadian cinema at both national and international levels The choice of subjects covered ranges from popular genre cinema to the most experimental of artistic interventions Canadian cinema is seen in its interaction with other forms of art making and media production in Canada and at the international level Particular attention has been paid to the work of Indigenous filmmakers members of diasporic communities and feminist and LGBTQ artists The result is a book attentive to the complex social and institutional contexts in which Canadian cinema is made and consumed

**The Moral Voyages of Stephen King** Tony Magistrale, Anthony Magistrale, 1989-01-01 Magistrale discusses the themes that turn King's fiction into morality tales [The World's Paper Trade Review](#), 1907

**The New Cinematic Weird** Steen Ledet Christiansen, 2021-04-07 The New Cinematic Weird argues that weird fiction is rising also in audiovisual culture Presenting several detailed analyses of weird cinematic works the book shows how the new cinematic weird is best understood as atmospheric worldings affective intensities that suffuse the experience of the cinematic weird The weird exists as an experiential field an inflation of the world These worldings disclose a variety of experiences The book engagingly shows how creepy unsettling ominous uneasy and eerie atmospheres provide a way into the weird experience This book is important to anyone interested in the audiovisual weird cinematic atmospheres how audiovisual media produce worlds and how weird fiction challenges our conception of the way the world is

**Co-Design, Volume I** Mark Gatenby, Stefan Cantore, 2018-10-29 This book provides a guide to co designing learning environments and relationships Learning is fundamental to living and organizing in complex systems The authors begin by revisiting what learning means in living systems Their experiences with business organizations and formal education systems have led to the conclusion that learning has been lost from view in many complex systems The authors briefly trace the history of ideas about learning to give new energy and focus for co designing learning places The 12 thematic chapters in this book focus on practical ideas Each chapter centers on a theme that is explored through a collection of short pieces presented as ideas theories stories approaches and methods This book will benefit a multitude of people and professionals who are interested in new ways to think about learning both individually and collectively it was written with a diverse readership in mind



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