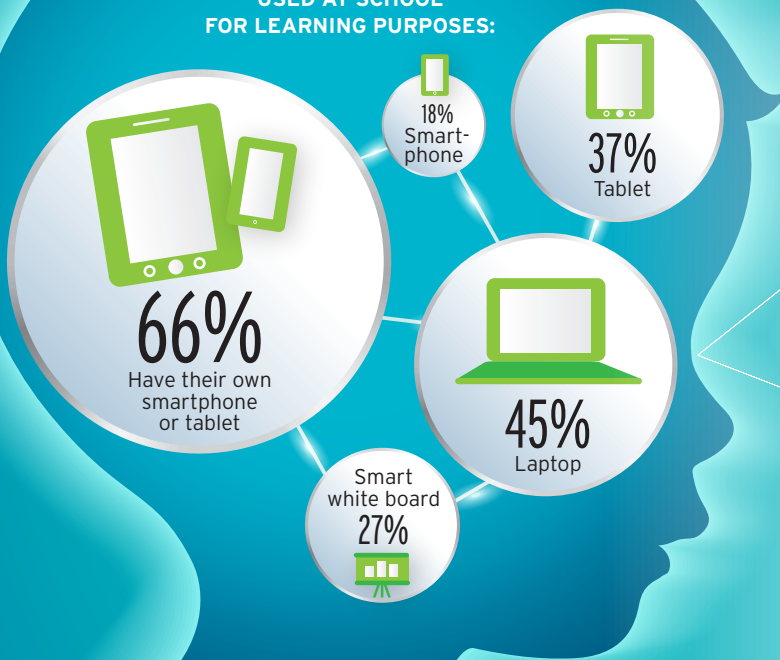


# THROUGH THE EYES OF THE 21ST-CENTURY CHILD

It's predicted that by 2028—the year when kids entering kindergarten this fall will graduate high school—many schools will rely even more heavily on the use of digital technology in the classroom. Comprehensive eye exams can help prevent or diagnose eye and vision problems in children—including digital eye strain. Here's a look through the eyes of the 21<sup>st</sup>-century child.

## DEVICES USED AT SCHOOL FOR LEARNING PURPOSES:



## AGE

### AT WHICH THEY RECEIVED THEIR FIRST SMARTPHONE/TABLET:

12 years or older	29%
9 to 11 years	26%
6 to 8 years	24%
3 to 5 years	16%
0 to 2 years	5%

## TIME

### SPENT ON A COMPUTER, VIDEO GAME, OR MOBILE DEVICE/SMARTPHONE ON AN AVERAGE DAY:

1 to 2 hours	36%
3 to 4 hours	28%
30 minutes or less	15%
5 to 6 hours	9%
Does not use on a daily basis	8%
7 or more hours	4%

## About the American Optometric Association American Eye-Q® survey:

The tenth annual AOA American Eye-Q® survey was created and commissioned in conjunction with Penn, Schoen & Berland Associates (PSB). From February 19–March 4, 2015, PSB conducted 1,000 online interviews among Americans 18 years and older who embodied a nationally representative sample of the U.S. general population. (Margin of error is plus or minus 3.10 percentage points at a 95% confidence level.)

To find an optometrist near you, visit [aoa.org](http://aoa.org).