



KBS Time Use Survey, 2010

CODE BOOK

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KBS TIME USE SURVEY, 2010 CODE BOOK

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Study Description

<i>Study Title:</i>	KBS Time Use Survey, 2010
<i>Fieldwork Dates:</i>	October, 2010
<i>Principal Investigator:</i>	Lee, Jae-Hyun
<i>Producers:</i>	KBS Broadcast Research Institute ; Institute of Communication Research at Seoul National University
<i>Sample Type:</i>	Proportionate quota sampling by sex, age, and area
<i>Fieldwork Institute:</i>	Korea Research Center
<i>Fieldwork Methods:</i>	Self-administered
<i>Number of Cases:</i>	3,429 (valid)
<i>Geographic Coverage:</i>	South Korea including Jeju
<i>Universe:</i>	Persons aged 10 and over
<i>Distributor:</i>	Korea Social Science Data Archive (KOSSDA)

Please note

In the codebook, each frequency table consists of a variable name, question, and frequency table. The first column, RESPONSE, indicates response categories and the second column, PUNCH, is a value for each response category. The third and fourth columns, FREQ and PERCENT, show the number of individuals and percentage of individuals belonging to a specific response category. The last column VALID % is the percentage of individuals who are assigned to a specific response category without missing data, such as DK (Don't know), NA (No answer), and NAP (Not applicable).

AREA1 Regional code: City/Do

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Seoul	1	685	20.0	20.0
Busan	2	243	7.1	7.1
Daegu	3	175	5.1	5.1
Incheon	4	191	5.6	5.6
Gwangju	5	100	2.9	2.9
Daejeon	6	101	2.9	2.9
Ulsan	7	78	2.3	2.3
Gyeonggi-do	8	788	23.0	23.0
Gangwon-do	9	103	3.0	3.0
Chungcheongbuk-do	10	107	3.1	3.1
Chungcheongnam-do	11	140	4.1	4.1
Jeollabuk-do	12	187	5.5	5.5
Jeollanam-do	13	226	6.6	6.6
Gyeongsangbuk-do	14	130	3.8	3.8
Gyeongsangnam-do	15	134	3.9	3.9
Jeju	16	40	1.2	1.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

AREA2 Regional code: Si/Gun/Gu

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Dongdaemun-gu	1	34	1.0	1.0
Gangseo-gu	2	32	0.9	0.9
Jungnang-gu	3	35	1.0	1.0
Dongjak-gu	4	33	1.0	1.0
Jung-gu	5	32	0.9	0.9
Mapo-gu	6	33	1.0	1.0
Sungbuk-gu	7	34	1.0	1.0
Seocho-gu	8	37	1.1	1.1
Yongsan-gu	9	30	0.9	0.9
Eunpyeong-gu	10	30	0.9	0.9
Gangnam-gu	11	39	1.1	1.1
Nowon-gu	12	38	1.1	1.1
Gwangjin-gu	13	36	1.0	1.1
Guro-gu	14	34	1.0	1.0
Songpa-gu	15	31	0.9	0.9
Gwanak-gu	16	35	1.0	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Dobong-gu	17	34	1.0	1.0
Gangbuk-gu	19	33	1.0	1.0
Yangcheon-gu	20	40	1.2	1.2
Seodaemun-gu	21	35	1.0	1.0
Haeundae-gu	22	31	0.9	0.9
Suyoung-gu	23	29	0.8	0.8
Dongrae-gu	24	32	0.9	0.9
Buk-gu	25	29	0.8	0.8
Busanjin-gu	26	31	0.9	0.9
Yeonje-gu	27	29	0.8	0.8
Sasang-gu	28	31	0.9	0.9
Nam-gu (Busan)	29	31	0.9	0.9
Dong-gu (Daegu)	30	35	1.0	1.0
Suseong-gu	31	35	1.0	1.0
Dalseo-gu	32	35	1.0	1.0
Nam-gu (Daegu)	33	36	1.0	1.1
Buk-gu (Daegu)	34	34	1.0	1.0
Nam-gu (Incheon)	35	39	1.1	1.1
Namdong-gu	36	38	1.1	1.1
Yeonsu-gu	37	31	0.9	0.9
Gyeyang-gu	38	38	1.1	1.1
Bupyeong-gu	39	45	1.3	1.3
Gwangsan-gu	40	30	0.9	0.9
Seo-gu (Incheon)	41	32	0.9	0.9
Buk-gu (Incheon)	42	38	1.1	1.1
Yuseong-gu	43	35	1.0	1.0
Seo-gu (Daejeon)	44	31	0.9	0.9
Daeduk-gu	45	34	1.0	1.0
Jung-gu (Ulsan)	46	36	1.0	1.1
Nam-gu (Ulsan)	47	42	1.2	1.2
Seongnam-si	48	84	2.4	2.5
Hwaseong-si	49	1	0.0	0.0
Gunpo-si	50	43	1.3	1.3
Uijeongbu-si	51	40	1.2	1.2
Anyang-si	52	37	1.1	1.1
Pocheon-si	53	38	1.1	1.1
Gwangju-si	54	39	1.1	1.1
Yongin-si	55	34	1.0	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Bucheon-si	56	37	1.1	1.1
Suwon-si	57	32	0.9	0.9
Namyangju-si	58	38	1.1	1.1
Ansan-si	59	32	0.9	0.9
Hanam-si	60	36	1.0	1.1
Dongducheon-si	61	39	1.1	1.1
Goyang-si	62	42	1.2	1.2
Paju-si	63	37	1.1	1.1
Icheon-si	64	42	1.2	1.2
Guri-si	65	41	1.2	1.2
Uiwang-si	66	38	1.1	1.1
Yangju-si	67	38	1.1	1.1
Yangpyeong-gun Yangpyeong-eup	68	21	0.6	0.6
Chuncheon-si	69	47	1.4	1.4
Gangneung-si	70	27	0.8	0.8
Hongcheon-gun Hongcheon-eup	71	29	0.8	0.8
Chungju-si	72	35	1.0	1.0
Cheongju-si	73	34	1.0	1.0
Okcheon-gun Okcheon-eup	74	38	1.1	1.1
Cheonan-si	75	32	0.9	0.9
Nonsan-si	76	30	0.9	0.9
Gongju-si	77	31	0.9	0.9
Geumsan-gun Chubu-myeon	78	18	0.5	0.5
Buyeo-gun Buyeo-eup	79	29	0.8	0.8
Pohang-si	80	38	1.1	1.1
Gyeongju-si	81	36	1.0	1.1
Yeongcheon-si	82	38	1.1	1.1
Gumi-si	83	37	1.1	1.1
Goryeong-gun Goryeong-eup	84	38	1.1	1.1
Gimhae-si	85	40	1.2	1.2
Changwon-si	86	39	1.1	1.1
Masan-si	87	35	1.0	1.0
Yongsan-si	88	38	1.1	1.1
Miryang-si	89	38	1.1	1.1
Goseong-gun Georyu-myeon	90	36	1.0	1.1
Iksan-si	91	29	0.8	0.8
Gunsan-si	92	29	0.8	0.8
Jeonju-si	93	48	1.4	1.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sunchang-gun Sunchang-eup	94	24	0.7	0.7
Mokpo-si	95	37	1.1	1.1
Suncheon-si	96	37	1.1	1.1
Hwasun-gun Hwasun-eup	97	38	1.1	1.1
Jangseong-gun Samgae-myeon	98	22	0.6	0.6
Jeju-si	99	23	0.7	0.7
Namjeju-gun Namwon-eup	100	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

SIZE Size of region

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Seoul metropolitan city	1	685	20.0	20.0
Metropolitan city	2	888	25.9	25.9
City	3	1,507	43.9	44.0
Eup	4	270	7.9	7.9
Meyon	5	78	2.3	2.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

SEX Gender

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Male	1	1,722	50.2	50.2
Female	2	1,706	49.8	49.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

AGE Age

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
10	10	15	0.4	0.4
11	11	22	0.6	0.6
12	12	27	0.8	0.8
13	13	29	0.8	0.8
14	14	57	1.7	1.7
15	15	69	2.0	2.0
16	16	69	2.0	2.0
17	17	77	2.2	2.2
18	18	77	2.2	2.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
19	19	79	2.3	2.3
20	20	78	2.3	2.3
21	21	44	1.3	1.3
22	22	48	1.4	1.4
23	23	54	1.6	1.6
24	24	41	1.2	1.2
25	25	56	1.6	1.6
26	26	41	1.2	1.2
27	27	43	1.3	1.3
28	28	56	1.6	1.6
29	29	78	2.3	2.3
30	30	65	1.9	1.9
31	31	32	0.9	0.9
32	32	47	1.4	1.4
33	33	54	1.6	1.6
34	34	58	1.7	1.7
35	35	51	1.5	1.5
36	36	74	2.2	2.2
37	37	70	2.0	2.0
38	38	94	2.7	2.7
39	39	94	2.7	2.7
40	40	83	2.4	2.4
41	41	64	1.9	1.9
42	42	67	2.0	2.0
43	43	71	2.1	2.1
44	44	78	2.3	2.3
45	45	56	1.6	1.6
46	46	69	2.0	2.0
47	47	66	1.9	1.9
48	48	59	1.7	1.7
49	49	62	1.8	1.8
50	50	102	3.0	3.0
51	51	72	2.1	2.1
52	52	75	2.2	2.2
53	53	57	1.7	1.7
54	54	33	1.0	1.0
55	55	51	1.5	1.5
56	56	34	1.0	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
57	57	22	0.6	0.6
58	58	26	0.8	0.8
59	59	19	0.6	0.6
60	60	77	2.2	2.2
61	61	32	0.9	0.9
62	62	47	1.4	1.4
63	63	37	1.1	1.1
64	64	26	0.8	0.8
65	65	26	0.8	0.8
66	66	17	0.5	0.5
67	67	14	0.4	0.4
68	68	26	0.8	0.8
69	69	13	0.4	0.4
70	70	70	2.0	2.0
71	71	30	0.9	0.9
72	72	29	0.8	0.8
73	73	28	0.8	0.8
74	74	16	0.5	0.5
75	75	22	0.6	0.6
76	76	20	0.6	0.6
77	77	9	0.3	0.3
78	78	5	0.1	0.1
79	79	7	0.2	0.2
80	80	2	0.1	0.1
81	81	4	0.1	0.1
82	82	1	0.0	0.0
84	84	2	0.1	0.1
86	86	1	0.0	0.0
87	87	1	0.0	0.0
90	90	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

EDU Education

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Elementary school	1	214	6.2	6.2
Middle school	2	210	6.1	6.1
High school	3	1,195	34.8	34.8
Vocational school, College	4	1,075	31.4	31.4
Enrolling Elementary school	5	60	1.7	1.7
Enrolling Middle school	6	154	4.5	4.5
Enrolling High school	7	214	6.2	6.2
Enrolling Vocational school, College	8	267	7.8	7.8
No formal education, educated in the Chinese classics , high ci	9	40	1.2	1.2
Total		3,429	100.0	100.0

JOB Occupation

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Agriculture, forestry, and fisheries	1	79	2.3	2.3
Self-employed	2	498	14.5	14.5
Sales, Service profession	3	443	12.9	12.9
Technical, manual worker	4	254	7.4	7.4
Clerical, technical profession	5	555	16.2	16.2
Manager, administrative position	6	34	1.0	1.0
Professional, freelancer, etc	7	77	2.2	2.2
Homemaker	8	621	18.1	18.1
Student	9	695	20.3	20.3
Those without an occupation	10	172	5.0	5.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

SQ1 Whether or not subscribing pay TV

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	1	2,907	84.8	85.0
Satellite broadcastings	2	195	5.7	5.7
IPTV	3	166	4.8	4.9
Cable TV + IPTV	4	73	2.1	2.1
Satellite broadcastings + IPTV	5	15	0.4	0.4
Cable TV + Satellite broadcastings	6	65	1.9	1.9
NA	0	8	0.2	
Total		3,429	100.0	100.0

V1 [1st day 00:00-00:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,050	88.9	89.0
Meals	2	3	0.1	0.1
Personal Chores	3	24	0.7	0.7
Work	4	48	1.4	1.4
Network Television	6	9	0.3	0.3
Outside Of School Learning	13	40	1.2	1.2
Cleaning	22	2	0.1	0.1
Laundry	23	1	0.0	0.0
Caring For Child	26	1	0.0	0.0
Household Chores	27	5	0.1	0.1
Personal Meetings	31	33	1.0	1.0
Social Encounters	32	6	0.2	0.2
Rest	41	21	0.6	0.6
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	2	0.1	0.1
Watching Videos	62	3	0.1	0.1
Playing Computer Games	64	20	0.6	0.6
Commuting To Work	71	8	0.2	0.2
Other Travel	73	10	0.3	0.3
Books	83	4	0.1	0.1
Cable TV	84	59	1.7	1.7
IPTV	86	2	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	37	1.1	1.1
Entertainment	92	18	0.5	0.5
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V2 [1st day 00:00-00:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	1	0.0	2.4
Network Television	6	1	0.0	2.4
Outside Of School Learning	13	3	0.1	7.3
Caring For Child	26	1	0.0	2.4
Competition	53	4	0.1	9.8
Listening To Music	61	1	0.0	2.4
Watching Videos	62	2	0.1	4.9
Playing Computer Games	64	8	0.2	19.5
Cable TV	84	5	0.1	12.2
IPTV	86	1	0.0	2.4
Search For Information	91	2	0.1	4.9
Entertainment	92	10	0.3	24.4
Cellular Phones (Smart Phones)	95	2	0.1	4.9
NA	0	3,388	98.8	
Total		3,429	100.0	100.0

V3 [1st day 00:00-00:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	120	3.5	3.5
At home	1	3,309	96.5	96.5
Total		3,429	100.0	100.0

V4 [1st day 00:15-00:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,053	89.0	89.1
Meals	2	3	0.1	0.1
Personal Chores	3	22	0.6	0.6
Work	4	48	1.4	1.4
Network Television	6	9	0.3	0.3
Outside Of School Learning	13	40	1.2	1.2
Cleaning	22	2	0.1	0.1
Laundry	23	1	0.0	0.0
Caring For Child	26	1	0.0	0.0
Household Chores	27	5	0.1	0.1
Personal Meetings	31	31	0.9	0.9
Social Encounters	32	6	0.2	0.2
Rest	41	23	0.7	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	2	0.1	0.1
Watching Videos	62	3	0.1	0.1
Playing Computer Games	64	20	0.6	0.6
Commuting To Work	71	7	0.2	0.2
Other Travel	73	9	0.3	0.3
Books	83	4	0.1	0.1
Cable TV	84	59	1.7	1.7
IPTV	86	2	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	37	1.1	1.1
Entertainment	92	18	0.5	0.5
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V5 [1st day 00:15-00:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	1	0.0	2.4
Network Television	6	1	0.0	2.4
Outside Of School Learning	13	3	0.1	7.3
Rest	41	2	0.1	4.9
Competition	53	4	0.1	9.8
Listening To Music	61	1	0.0	2.4
Watching Videos	62	2	0.1	4.9
Playing Computer Games	64	8	0.2	19.5
Cable TV	84	5	0.1	12.2
IPTV	86	1	0.0	2.4
Search For Information	91	2	0.1	4.9
Entertainment	92	10	0.3	24.4
Cellular Phones (Smart Phones)	95	1	0.0	2.4
NA	0	3,388	98.8	
Total		3,429	100.0	100.0

V6 [1st day 00:15-00:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	113	3.3	3.3
At home	1	3,316	96.7	96.7
Total		3,429	100.0	100.0

V7 [1st day 00:30-00:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,083	89.9	89.9
Meals	2	2	0.1	0.1
Personal Chores	3	18	0.5	0.5
Work	4	45	1.3	1.3
Network Television	6	7	0.2	0.2
Outside Of School Learning	13	40	1.2	1.2
Cleaning	22	2	0.1	0.1
Laundry	23	1	0.0	0.0
Household Chores	27	1	0.0	0.0
Personal Meetings	31	29	0.8	0.8
Social Encounters	32	6	0.2	0.2
Rest	41	19	0.6	0.6
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	3	0.1	0.1
Playing Computer Games	64	22	0.6	0.6
Commuting To Work	71	4	0.1	0.1
Other Travel	73	7	0.2	0.2
Books	83	4	0.1	0.1
Cable TV	84	57	1.7	1.7
IPTV	86	2	0.1	0.1
DMB	87	4	0.1	0.1
Search For Information	91	33	1.0	1.0
Entertainment	92	18	0.5	0.5
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V8 [1st day 00:30-00:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	1	0.0	2.7
Outside Of School Learning	13	2	0.1	5.4
Rest	41	3	0.1	8.1
Competition	53	4	0.1	10.8
Listening To Music	61	1	0.0	2.7
Watching Videos	62	2	0.1	5.4
Playing Computer Games	64	5	0.1	13.5
Cable TV	84	4	0.1	10.8
IPTV	86	1	0.0	2.7
Search For Information	91	3	0.1	8.1
Entertainment	92	9	0.3	24.3
Cellular Phones (Smart Phones)	95	2	0.1	5.4
NA	0	3,392	98.9	
Total		3,429	100.0	100.0

V9 [1st day 00:30-00:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	102	3.0	3.0
At home	1	3,327	97.0	97.0
Total		3,429	100.0	100.0

V10 [1st day 00:45-01:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,086	90.0	90.0
Meals	2	2	0.1	0.1
Personal Chores	3	27	0.8	0.8
Work	4	46	1.3	1.3
Network Television	6	7	0.2	0.2
Outside Of School Learning	13	40	1.2	1.2
Cleaning	22	3	0.1	0.1
Laundry	23	1	0.0	0.0
Household Chores	27	2	0.1	0.1
Personal Meetings	31	28	0.8	0.8
Social Encounters	32	6	0.2	0.2
Rest	41	17	0.5	0.5
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Amusement, Taking A Walk	54	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	22	0.6	0.6
Commuting To Work	71	4	0.1	0.1
Other Travel	73	5	0.1	0.1
Books	83	5	0.1	0.1
Cable TV	84	53	1.5	1.5
IPTV	86	2	0.1	0.1
DMB	87	4	0.1	0.1
Search For Information	91	29	0.8	0.8
Entertainment	92	17	0.5	0.5
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V11 [1st day 00:45-01:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	1	0.0	2.9
Network Television	6	1	0.0	2.9
Outside Of School Learning	13	2	0.1	5.7
Rest	41	1	0.0	2.9
Competition	53	3	0.1	8.6
Listening To Music	61	1	0.0	2.9
Watching Videos	62	2	0.1	5.7
Playing Computer Games	64	5	0.1	14.3
Cable TV	84	4	0.1	11.4
IPTV	86	1	0.0	2.9
Search For Information	91	2	0.1	5.7
Entertainment	92	10	0.3	28.6
Cellular Phones (Smart Phones)	95	2	0.1	5.7
NA	0	3,394	99.0	
Total		3,429	100.0	100.0

V12 [1st day 00:45-01:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	97	2.8	2.8
At home	1	3,332	97.2	97.2
Total		3,429	100.0	100.0

V13 [1st day 01:00-01:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,178	92.7	92.7
Meals	2	2	0.1	0.1
Personal Chores	3	16	0.5	0.5
Work	4	42	1.2	1.2
Network Radio	5	1	0.0	0.0
Network Television	6	4	0.1	0.1
Outside Of School Learning	13	29	0.8	0.8
Cleaning	22	3	0.1	0.1
Laundry	23	1	0.0	0.0
Household Chores	27	2	0.1	0.1
Personal Meetings	31	19	0.6	0.6
Social Encounters	32	4	0.1	0.1
Rest	41	10	0.3	0.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	4	0.1	0.1
Other Travel	73	11	0.3	0.3
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	1	0.0	0.0
Books	83	4	0.1	0.1
Cable TV	84	36	1.0	1.1
IPTV	86	2	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	15	0.4	0.4
Entertainment	92	10	0.3	0.3
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V14 [1st day 01:00-01:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	3.2
Network Radio	5	1	0.0	3.2
Network Television	6	2	0.1	6.5
Outside Of School Learning	13	1	0.0	3.2
Caring For Child	26	1	0.0	3.2
Rest	41	1	0.0	3.2
Competition	53	1	0.0	3.2
Listening To Music	61	1	0.0	3.2
Watching Videos	62	2	0.1	6.5
Playing Computer Games	64	6	0.2	19.4
Cable TV	84	1	0.0	3.2
DMB	87	1	0.0	3.2
Search For Information	91	1	0.0	3.2
Entertainment	92	8	0.2	25.8
Cellular Phones (Smart Phones)	95	3	0.1	9.7
NA	0	3,398	99.1	
Total		3,429	100.0	100.0

V15 [1st day 01:00-01:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	87	2.5	2.5
At home	1	3,342	97.5	97.5
Total		3,429	100.0	100.0

V16 [1st day 01:15-01:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,187	92.9	93.0
Meals	2	2	0.1	0.1
Personal Chores	3	22	0.6	0.6
Work	4	40	1.2	1.2
Network Radio	5	1	0.0	0.0
Network Television	6	4	0.1	0.1
Outside Of School Learning	13	25	0.7	0.7
Cleaning	22	2	0.1	0.1
Laundry	23	1	0.0	0.0
Purchasing Commodities	25	1	0.0	0.0
Household Chores	27	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	16	0.5	0.5
Social Encounters	32	4	0.1	0.1
Rest	41	11	0.3	0.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	2	0.1	0.1
Other Travel	73	12	0.3	0.4
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	1	0.0	0.0
Books	83	3	0.1	0.1
Cable TV	84	34	1.0	1.0
IPTV	86	1	0.0	0.0
DMB	87	3	0.1	0.1
Search For Information	91	12	0.3	0.4
Entertainment	92	9	0.3	0.3
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V17 [1st day 01:15-01:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	3.4
Network Radio	5	2	0.1	6.9
Network Television	6	2	0.1	6.9
Outside Of School Learning	13	1	0.0	3.4
Caring For Child	26	1	0.0	3.4
Rest	41	1	0.0	3.4
Competition	53	1	0.0	3.4
Listening To Music	61	1	0.0	3.4
Watching Videos	62	1	0.0	3.4
Playing Computer Games	64	6	0.2	20.7
Cable TV	84	1	0.0	3.4
DMB	87	1	0.0	3.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	8	0.2	27.6
Cellular Phones (Smart Phones)	95	2	0.1	6.9
NA	0	3,400	99.2	
Total		3,429	100.0	100.0

V18 [1st day 01:15-01:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	83	2.4	2.4
At home	1	3,346	97.6	97.6
Total		3,429	100.0	100.0

V19 [1st day 01:30-01:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,226	94.1	94.1
Meals	2	1	0.0	0.0
Personal Chores	3	23	0.7	0.7
Work	4	37	1.1	1.1
Network Radio	5	2	0.1	0.1
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	19	0.6	0.6
Cleaning	22	2	0.1	0.1
Household Chores	27	2	0.1	0.1
Personal Meetings	31	13	0.4	0.4
Social Encounters	32	4	0.1	0.1
Rest	41	7	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	2	0.1	0.1
Other Travel	73	9	0.3	0.3
Magazines, Comics	82	1	0.0	0.0
Books	83	2	0.1	0.1
Cable TV	84	26	0.8	0.8
IPTV	86	1	0.0	0.0
DMB	87	3	0.1	0.1
Search For Information	91	10	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	10	0.3	0.3
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V20 [1st day 01:30-01:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	4.8
Network Television	6	2	0.1	9.5
Rest	41	1	0.0	4.8
Competition	53	1	0.0	4.8
Playing Computer Games	64	6	0.2	28.6
DMB	87	1	0.0	4.8
Entertainment	92	6	0.2	28.6
Cellular Phones (Smart Phones)	95	3	0.1	14.3
NA	0	3,408	99.4	
Total		3,429	100.0	100.0

V21 [1st day 01:30-01:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	75	2.2	2.2
At home	1	3,354	97.8	97.8
Total		3,429	100.0	100.0

V22 [1st day 01:45-02:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,226	94.1	94.1
Meals	2	2	0.1	0.1
Personal Chores	3	26	0.8	0.8
Work	4	38	1.1	1.1
Network Radio	5	1	0.0	0.0
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	19	0.6	0.6
Cooking	21	1	0.0	0.0
Cleaning	22	3	0.1	0.1
Household Chores	27	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	13	0.4	0.4
Social Encounters	32	4	0.1	0.1
Rest	41	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	1	0.0	0.0
Other Travel	73	5	0.1	0.1
Books	83	3	0.1	0.1
Cable TV	84	26	0.8	0.8
IPTV	86	1	0.0	0.0
DMB	87	2	0.1	0.1
Search For Information	91	10	0.3	0.3
Entertainment	92	10	0.3	0.3
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V23 [1st day 01:45-02:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	5.0
Network Television	6	2	0.1	10.0
Rest	41	1	0.0	5.0
Competition	53	1	0.0	5.0
Playing Computer Games	64	6	0.2	30.0
DMB	87	1	0.0	5.0
Entertainment	92	6	0.2	30.0
Cellular Phones (Smart Phones)	95	2	0.1	10.0
NA	0	3,409	99.4	
Total		3,429	100.0	100.0

V24 [1st day 01:45-02:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	70	2.0	2.0
At home	1	3,359	98.0	98.0
Total		3,429	100.0	100.0

V25 [1st day 02:00-02:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,299	96.2	96.2
Meals	2	2	0.1	0.1
Personal Chores	3	21	0.6	0.6
Work	4	26	0.8	0.8
Outside Of School Learning	13	11	0.3	0.3
Caring For Child	26	2	0.1	0.1
Household Chores	27	1	0.0	0.0
Personal Meetings	31	7	0.2	0.2
Social Encounters	32	3	0.1	0.1
Rest	41	3	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	7	0.2	0.2
Other Travel	73	11	0.3	0.3
Cable TV	84	8	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	5	0.1	0.1
Entertainment	92	3	0.1	0.1
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V26 [1st day 02:00-02:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	1	0.0	11.1
Caring For Child	26	1	0.0	11.1
Rest	41	1	0.0	11.1
Playing Computer Games	64	2	0.1	22.2
Cable TV	84	1	0.0	11.1
DMB	87	1	0.0	11.1
Entertainment	92	1	0.0	11.1
Cellular Phones (Smart Phones)	95	1	0.0	11.1
NA	0	3,420	99.7	
Total		3,429	100.0	100.0

V27 [1st day 02:00-02:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	62	1.8	1.8
At home	1	3,367	98.2	98.2
Total		3,429	100.0	100.0

V28 [1st day 02:15-02:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,310	96.5	96.6
Meals	2	1	0.0	0.0
Personal Chores	3	15	0.4	0.4
Work	4	26	0.8	0.8
Outside Of School Learning	13	11	0.3	0.3
Caring For Child	26	2	0.1	0.1
Personal Meetings	31	7	0.2	0.2
Social Encounters	32	3	0.1	0.1
Rest	41	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	7	0.2	0.2
Other Travel	73	9	0.3	0.3
Cable TV	84	8	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	6	0.2	0.2
Entertainment	92	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V29 [1st day 02:15-02:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	1	0.0	14.3
Playing Computer Games	64	2	0.1	28.6
DMB	87	1	0.0	14.3
Entertainment	92	1	0.0	14.3
Cellular Phones (Smart Phones)	95	2	0.1	28.6
NA	0	3,422	99.8	
Total		3,429	100.0	100.0

V30 [1st day 02:15-02:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	58	1.7	1.7
At home	1	3,371	98.3	98.3
Total		3,429	100.0	100.0

V31 [1st day 02:30-02:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,329	97.1	97.1
Personal Chores	3	25	0.7	0.7
Work	4	25	0.7	0.7
Network Radio	5	1	0.0	0.0
Outside Of School Learning	13	6	0.2	0.2
Caring For Child	26	1	0.0	0.0
Personal Meetings	31	6	0.2	0.2
Social Encounters	32	3	0.1	0.1
Rest	41	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Playing Computer Games	64	5	0.1	0.1
Commuting To Work	71	4	0.1	0.1
Other Travel	73	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	4	0.1	0.1
Entertainment	92	4	0.1	0.1
Communications	93	2	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V32 [1st day 02:30-02:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Playing Computer Games	64	2	0.1	50.0
DMB	87	1	0.0	25.0
Entertainment	92	1	0.0	25.0
NA	0	3,425	99.9	
Total		3,429	100.0	100.0

V33 [1st day 02:30-02:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	47	1.4	1.4
At home	1	3,382	98.6	98.6
Total		3,429	100.0	100.0

V35 [1st day 02:45-03:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,334	97.2	97.3
Meals	2	1	0.0	0.0
Personal Chores	3	19	0.6	0.6
Work	4	26	0.8	0.8
Network Radio	5	1	0.0	0.0
Outside Of School Learning	13	6	0.2	0.2
Caring For Child	26	1	0.0	0.0
Personal Meetings	31	6	0.2	0.2
Social Encounters	32	3	0.1	0.1
Rest	41	2	0.1	0.1
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Playing Computer Games	64	4	0.1	0.1
Commuting To Work	71	3	0.1	0.1
Cable TV	84	6	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	4	0.1	0.1
Entertainment	92	4	0.1	0.1
Communications	93	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V36 [1st day 02:45-03:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	1	0.0	16.7
Playing Computer Games	64	2	0.1	33.3
DMB	87	1	0.0	16.7
Entertainment	92	1	0.0	16.7
Cellular Phones (Smart Phones)	95	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V37 [1st day 02:45-03:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	46	1.3	1.3
At home	1	3,383	98.7	98.7
Total		3,429	100.0	100.0

V38 [1st day 03:00-03:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,358	97.9	98.0
Personal Chores	3	14	0.4	0.4
Work	4	20	0.6	0.6
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	5	0.1	0.1
Caring For Child	26	1	0.0	0.0
Personal Meetings	31	3	0.1	0.1
Social Encounters	32	2	0.1	0.1
Rest	41	4	0.1	0.1
Hobbies	55	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	3	0.1	0.1
Other Travel	73	2	0.1	0.1
Cable TV	84	2	0.1	0.1
Search For Information	91	2	0.1	0.1
Entertainment	92	3	0.1	0.1
Communications	93	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V39 [1st day 03:00-03:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Playing Computer Games	64	1	0.0	25.0
Other Travel	73	1	0.0	25.0
DMB	87	1	0.0	25.0
Cellular Phones (Smart Phones)	95	1	0.0	25.0
NA	0	3,425	99.9	
Total		3,429	100.0	100.0

V40 [1st day 03:00-03:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	43	1.3	1.3
At home	1	3,386	98.7	98.7
Total		3,429	100.0	100.0

V41 [1st day 03:15-03:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,358	97.9	98.0
Personal Chores	3	14	0.4	0.4
Work	4	21	0.6	0.6
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	5	0.1	0.1
Caring For Child	26	1	0.0	0.0
Personal Meetings	31	3	0.1	0.1
Social Encounters	32	1	0.0	0.0
Rest	41	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	3	0.1	0.1
Other Travel	73	3	0.1	0.1
Cable TV	84	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	3	0.1	0.1
Communications	93	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V42 [1st day 03:15-03:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	1	0.0	20.0
Playing Computer Games	64	1	0.0	20.0
Other Travel	73	1	0.0	20.0
Books	83	1	0.0	20.0
Cellular Phones (Smart Phones)	95	1	0.0	20.0
NA	0	3,424	99.9	
Total		3,429	100.0	100.0

V43 [1st day 03:15-03:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	44	1.3	1.3
At home	1	3,385	98.7	98.7
Total		3,429	100.0	100.0

V44 [1st day 03:30-03:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,364	98.1	98.1
Meals	2	1	0.0	0.0
Personal Chores	3	10	0.3	0.3
Work	4	22	0.6	0.6
Outside Of School Learning	13	5	0.1	0.1
Caring For Child	26	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	1	0.0	0.0
Social Encounters	32	2	0.1	0.1
Rest	41	3	0.1	0.1
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	3	0.1	0.1
Other Travel	73	4	0.1	0.1
Cable TV	84	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V45 [1st day 03:30-03:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	1	0.0	50.0
Playing Computer Games	64	1	0.0	50.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V46 [1st day 03:30-03:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	44	1.3	1.3
At home	1	3,385	98.7	98.7
Total		3,429	100.0	100.0

V47 [1st day 03:45-04:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,361	98.0	98.0
Meals	2	2	0.1	0.1
Personal Chores	3	10	0.3	0.3
Work	4	23	0.7	0.7
Outside Of School Learning	13	5	0.1	0.1
Caring For Child	26	1	0.0	0.0
Personal Meetings	31	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	2	0.1	0.1
Rest	41	3	0.1	0.1
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	3	0.1	0.1
Other Travel	73	6	0.2	0.2
Cable TV	84	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V48 [1st day 03:45-04:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	1	0.0	33.3
Playing Computer Games	64	1	0.0	33.3
Cellular Phones (Smart Phones)	95	1	0.0	33.3
NA	0	3,426	99.9	
Total		3,429	100.0	100.0

V49 [1st day 03:45-04:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	46	1.3	1.3
At home	1	3,383	98.7	98.7
Total		3,429	100.0	100.0

V50 [1st day 04:00-04:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,338	97.3	97.4
Meals	2	1	0.0	0.0
Personal Chores	3	37	1.1	1.1
Work	4	28	0.8	0.8
Network Radio	5	1	0.0	0.0
Outside Of School Learning	13	2	0.1	0.1
Cooking	21	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	4	0.1	0.1
Rest	41	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	3	0.1	0.1
Other Travel	73	3	0.1	0.1
Cable TV	84	1	0.0	0.0
Satellite TV	85	1	0.0	0.0
Search For Information	91	1	0.0	0.0
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V51 [1st day 04:00-04:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	1	0.0	25.0
Caring For Child	26	1	0.0	25.0
Watching Videos	62	1	0.0	25.0
Cable TV	84	1	0.0	25.0
NA	0	3,425	99.9	
Total		3,429	100.0	100.0

V52 [1st day 04:00-04:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	48	1.4	1.4
At home	1	3,381	98.6	98.6
Total		3,429	100.0	100.0

V53 [1st day 04:15-04:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,339	97.4	97.4
Meals	2	3	0.1	0.1
Personal Chores	3	25	0.7	0.7
Work	4	29	0.8	0.8
Network Radio	5	1	0.0	0.0
Outside Of School Learning	13	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	1	0.0	0.0
Cleaning	22	1	0.0	0.0
Social Encounters	32	5	0.1	0.1
Rest	41	4	0.1	0.1
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	3	0.1	0.1
Other Travel	73	4	0.1	0.1
Cable TV	84	2	0.1	0.1
Satellite TV	85	1	0.0	0.0
Search For Information	91	1	0.0	0.0
Entertainment	92	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V54 [1st day 04:15-04:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	1	0.0	25.0
Caring For Child	26	1	0.0	25.0
Watching Videos	62	1	0.0	25.0
Cable TV	84	1	0.0	25.0
NA	0	3,425	99.9	
Total		3,429	100.0	100.0

V55 [1st day 04:15-04:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	52	1.5	1.5
At home	1	3,377	98.5	98.5
Total		3,429	100.0	100.0

V56 [1st day 04:30-04:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,310	96.5	96.6
Meals	2	11	0.3	0.3
Personal Chores	3	32	0.9	0.9
Work	4	31	0.9	0.9
Outside Of School Learning	13	1	0.0	0.0
Cooking	21	3	0.1	0.1
Cleaning	22	2	0.1	0.1
Social Encounters	32	7	0.2	0.2
Rest	41	3	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	4	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	4	0.1	0.1
Other Travel	73	7	0.2	0.2
Newspapers	81	2	0.1	0.1
Cable TV	84	4	0.1	0.1
Satellite TV	85	1	0.0	0.0
DMB	87	1	0.0	0.0
Entertainment	92	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V57 [1st day 04:30-04:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	1	0.0	50.0
Watching Videos	62	1	0.0	50.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V58 [1st day 04:30-04:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	60	1.7	1.7
At home	1	3,369	98.3	98.3
Total		3,429	100.0	100.0

V59 [1st day 04:45-05:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,307	96.4	96.5
Meals	2	13	0.4	0.4
Personal Chores	3	24	0.7	0.7
Work	4	32	0.9	0.9
Outside Of School Learning	13	2	0.1	0.1
Cooking	21	2	0.1	0.1
Cleaning	22	2	0.1	0.1
Social Encounters	32	9	0.3	0.3
Rest	41	3	0.1	0.1
Sports	52	1	0.0	0.0
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	4	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	8	0.2	0.2
Other Travel	73	9	0.3	0.3
Newspapers	81	2	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	3	0.1	0.1
Satellite TV	85	1	0.0	0.0
DMB	87	1	0.0	0.0
Entertainment	92	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V60 [1st day 04:45-05:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	1	0.0	50.0
Watching Videos	62	1	0.0	50.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V61 [1st day 04:45-05:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	67	2.0	2.0
At home	1	3,362	98.0	98.0
Total		3,429	100.0	100.0

V62 [1st day 05:00-05:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,195	93.2	93.2
Meals	2	12	0.3	0.4
Personal Chores	3	83	2.4	2.4
Work	4	38	1.1	1.1
Network Television	6	2	0.1	0.1
Cooking	21	7	0.2	0.2
Cleaning	22	2	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	1	0.0	0.0
Household Chores	27	3	0.1	0.1
Social Encounters	32	19	0.6	0.6
Rest	41	4	0.1	0.1
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	8	0.2	0.2
Hobbies	55	11	0.3	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.0
Commuting To Work	71	10	0.3	0.3
Other Travel	73	13	0.4	0.4
Newspapers	81	4	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	8	0.2	0.2
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V63 [1st day 05:00-05:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	2	0.1	100.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V64 [1st day 05:00-05:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	105	3.1	3.1
At home	1	3,324	96.9	96.9
Total		3,429	100.0	100.0

V65 [1st day 05:15-05:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,188	93.0	93.0
Meals	2	13	0.4	0.4
Personal Chores	3	60	1.7	1.8
Work	4	44	1.3	1.3
Network Radio	5	1	0.0	0.0
Network Television	6	2	0.1	0.1
Cooking	21	9	0.3	0.3
Cleaning	22	4	0.1	0.1
Laundry	23	1	0.0	0.0
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	1	0.0	0.0
Household Chores	27	4	0.1	0.1
Social Encounters	32	18	0.5	0.5
Rest	41	6	0.2	0.2
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	12	0.3	0.4
Hobbies	55	14	0.4	0.4
Mastering Technical Skills And Technology	56	1	0.0	0.0
Commuting To Work	71	14	0.4	0.4
Other Travel	73	13	0.4	0.4
Newspapers	81	6	0.2	0.2
Books	83	2	0.1	0.1
Cable TV	84	9	0.3	0.3
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V66 [1st day 05:15-05:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	2	0.1	100.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V67 [1st day 05:15-05:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	115	3.4	3.4
At home	1	3,314	96.6	96.6
Total		3,429	100.0	100.0

V68 [1st day 05:30-05:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,107	90.6	90.6
Meals	2	17	0.5	0.5
Personal Chores	3	97	2.8	2.8
Work	4	55	1.6	1.6
Network Television	6	2	0.1	0.1
Cooking	21	18	0.5	0.5
Cleaning	22	6	0.2	0.2
Laundry	23	1	0.0	0.0
Purchasing Commodities	25	1	0.0	0.0
Household Chores	27	2	0.1	0.1
Social Encounters	32	18	0.5	0.5
Rest	41	6	0.2	0.2
Sports	52	4	0.1	0.1
Amusement, Taking A Walk	54	17	0.5	0.5
Hobbies	55	24	0.7	0.7
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	16	0.5	0.5
Commuting To School	72	1	0.0	0.0
Other Travel	73	11	0.3	0.3
Newspapers	81	8	0.2	0.2
Books	83	3	0.1	0.1
Cable TV	84	11	0.3	0.3
Search For Information	91	1	0.0	0.0
Entertainment	92	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V69 [1st day 05:30-05:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	1	0.0	12.5
Network Radio	5	3	0.1	37.5
Network Television	6	1	0.0	12.5
Listening To Music	61	1	0.0	12.5
Cable TV	84	2	0.1	25.0
NA	0	3,421	99.8	
Total		3,429	100.0	100.0

V70 [1st day 05:30-05:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	142	4.1	4.1
At home	1	3,287	95.9	95.9
Total		3,429	100.0	100.0

V71 [1st day 05:45-06:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,084	89.9	90.0
Meals	2	20	0.6	0.6
Personal Chores	3	95	2.8	2.8
Work	4	58	1.7	1.7
Network Television	6	3	0.1	0.1
Outside Of School Learning	13	1	0.0	0.0
Cooking	21	25	0.7	0.7
Cleaning	22	5	0.1	0.1
Laundry	23	2	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Household Chores	27	3	0.1	0.1
Social Encounters	32	15	0.4	0.4
Rest	41	8	0.2	0.2
Sports	52	6	0.2	0.2
Amusement, Taking A Walk	54	17	0.5	0.5
Hobbies	55	26	0.8	0.8
Commuting To Work	71	18	0.5	0.5
Other Travel	73	18	0.5	0.5
Newspapers	81	8	0.2	0.2
Books	83	2	0.1	0.1
Cable TV	84	11	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	1	0.0	0.0
Entertainment	92	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V72 [1st day 05:45-06:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	5	0.1	38.5
Network Television	6	3	0.1	23.1
Listening To Music	61	2	0.1	15.4
Cable TV	84	2	0.1	15.4
Satellite TV	85	1	0.0	7.7
NA	0	3,416	99.6	
Total		3,429	100.0	100.0

V73 [1st day 05:45-06:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	153	4.5	4.5
At home	1	3,276	95.5	95.5
Total		3,429	100.0	100.0

V74 [1st day 06:00-06:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,587	75.4	75.5
Meals	2	56	1.6	1.6
Personal Chores	3	392	11.4	11.4
Work	4	64	1.9	1.9
Network Radio	5	3	0.1	0.1
Network Television	6	19	0.6	0.6
Outside Of School Learning	13	2	0.1	0.1
Cooking	21	94	2.7	2.7
Cleaning	22	10	0.3	0.3
Laundry	23	2	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Household Chores	27	5	0.1	0.1
Social Encounters	32	11	0.3	0.3
Rest	41	11	0.3	0.3
Sports	52	15	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Amusement, Taking A Walk	54	33	1.0	1.0
Hobbies	55	39	1.1	1.1
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	31	0.9	0.9
Commuting To School	72	1	0.0	0.0
Other Travel	73	28	0.8	0.8
Newspapers	81	7	0.2	0.2
Books	83	4	0.1	0.1
Cable TV	84	9	0.3	0.3
Satellite TV	85	1	0.0	0.0
Search For Information	91	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V75 [1st day 06:00-06:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	1	0.0	1.7
Personal Chores	3	3	0.1	5.1
Network Radio	5	8	0.2	13.6
Network Television	6	35	1.0	59.3
Cooking	21	2	0.1	3.4
Rest	41	1	0.0	1.7
Listening To Music	61	2	0.1	3.4
Commuting To Work	71	1	0.0	1.7
Newspapers	81	1	0.0	1.7
Cable TV	84	2	0.1	3.4
Satellite TV	85	1	0.0	1.7
DMB	87	1	0.0	1.7
Cellular Phones (Smart Phones)	95	1	0.0	1.7
NA	0	3,370	98.3	
Total		3,429	100.0	100.0

V76 [1st day 06:00-06:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	212	6.2	6.2
At home	1	3,217	93.8	93.8
Total		3,429	100.0	100.0

V77 [1st day 06:15-06:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,535	73.9	73.9
Meals	2	98	2.9	2.9
Personal Chores	3	330	9.6	9.6
Work	4	73	2.1	2.1
Network Radio	5	4	0.1	0.1
Network Television	6	24	0.7	0.7
Outside Of School Learning	13	2	0.1	0.1
Cooking	21	121	3.5	3.5
Cleaning	22	17	0.5	0.5
Laundry	23	3	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	1	0.0	0.0
Household Chores	27	10	0.3	0.3
Social Encounters	32	10	0.3	0.3
Rest	41	12	0.3	0.4
Illness, Recuperation	42	1	0.0	0.0
Sports	52	23	0.7	0.7
Amusement, Taking A Walk	54	40	1.2	1.2
Hobbies	55	39	1.1	1.1
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	37	1.1	1.1
Commuting To School	72	2	0.1	0.1
Other Travel	73	24	0.7	0.7
Newspapers	81	7	0.2	0.2
Books	83	3	0.1	0.1
Cable TV	84	8	0.2	0.2
Satellite TV	85	1	0.0	0.0
Search For Information	91	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V78 [1st day 06:15-06:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	1	0.0	1.5
Network Radio	5	8	0.2	11.8
Network Television	6	43	1.3	63.2
Cooking	21	3	0.1	4.4
Listening To Music	61	3	0.1	4.4
Commuting To Work	71	1	0.0	1.5
Newspapers	81	2	0.1	2.9
Cable TV	84	4	0.1	5.9
Satellite TV	85	1	0.0	1.5
DMB	87	2	0.1	2.9
NA	0	3,361	98.0	
Total		3,429	100.0	100.0

V79 [1st day 06:15-06:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	238	6.9	6.9
At home	1	3,191	93.1	93.1
Total		3,429	100.0	100.0

V80 [1st day 06:30-06:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,087	60.9	60.9
Meals	2	222	6.5	6.5
Personal Chores	3	470	13.7	13.7
Work	4	91	2.7	2.7
Network Radio	5	4	0.1	0.1
Network Television	6	43	1.3	1.3
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	3	0.1	0.1
Cooking	21	207	6.0	6.0
Cleaning	22	19	0.6	0.6
Laundry	23	9	0.3	0.3
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	5	0.1	0.1
Household Chores	27	23	0.7	0.7
Social Encounters	32	7	0.2	0.2
Rest	41	14	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	1	0.0	0.0
Sports	52	30	0.9	0.9
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	49	1.4	1.4
Hobbies	55	36	1.0	1.1
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	42	1.2	1.2
Commuting To School	72	6	0.2	0.2
Other Travel	73	22	0.6	0.6
Newspapers	81	15	0.4	0.4
Books	83	4	0.1	0.1
Cable TV	84	10	0.3	0.3
Satellite TV	85	3	0.1	0.1
Search For Information	91	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V81 [1st day 06:30-06:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	7	0.2	5.7
Personal Chores	3	1	0.0	0.8
Network Radio	5	12	0.3	9.8
Network Television	6	76	2.2	61.8
Outside Of School Learning	13	1	0.0	0.8
Cooking	21	3	0.1	2.4
Rest	41	1	0.0	0.8
Listening To Music	61	2	0.1	1.6
Commuting To School	72	1	0.0	0.8
Newspapers	81	8	0.2	6.5
Cable TV	84	4	0.1	3.3
DMB	87	3	0.1	2.4
Cellular Phones (Smart Phones)	95	4	0.1	3.3
NA	0	3,306	96.4	
Total		3,429	100.0	100.0

V82 [1st day 06:30-06:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	287	8.4	8.4
At home	1	3,142	91.6	91.6
Total		3,429	100.0	100.0

V83 [1st day 06:45-07:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,003	58.4	58.4
Meals	2	290	8.5	8.5
Personal Chores	3	401	11.7	11.7
Work	4	95	2.8	2.8
Network Radio	5	4	0.1	0.1
Network Television	6	52	1.5	1.5
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	3	0.1	0.1
Cooking	21	247	7.2	7.2
Cleaning	22	14	0.4	0.4
Laundry	23	9	0.3	0.3
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	5	0.1	0.1
Household Chores	27	19	0.6	0.6
Social Encounters	32	7	0.2	0.2
Rest	41	17	0.5	0.5
Illness, Recuperation	42	1	0.0	0.0
Sports	52	31	0.9	0.9
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	53	1.5	1.5
Hobbies	55	41	1.2	1.2
Commuting To Work	71	53	1.5	1.5
Commuting To School	72	19	0.6	0.6
Other Travel	73	24	0.7	0.7
Newspapers	81	15	0.4	0.4
Books	83	5	0.1	0.1
Cable TV	84	12	0.3	0.4
Satellite TV	85	2	0.1	0.1
Search For Information	91	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V84 [1st day 06:45-07:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	7	0.2	5.2
Personal Chores	3	4	0.1	3.0
Work	4	2	0.1	1.5
Network Radio	5	12	0.3	9.0
Network Television	6	88	2.6	65.7
Outside Of School Learning	13	1	0.0	0.7
Cooking	21	3	0.1	2.2
Listening To Music	61	2	0.1	1.5
Newspapers	81	6	0.2	4.5
Cable TV	84	2	0.1	1.5
DMB	87	3	0.1	2.2
Cellular Phones (Smart Phones)	95	4	0.1	3.0
NA	0	3,295	96.1	
Total		3,429	100.0	100.0

V85 [1st day 06:45-07:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	331	9.7	9.7
At home	1	3,098	90.3	90.3
Total		3,429	100.0	100.0

V86 [1st day 07:00-07:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,195	34.8	34.9
Meals	2	488	14.2	14.2
Personal Chores	3	811	23.7	23.7
Work	4	105	3.1	3.1
Network Radio	5	6	0.2	0.2
Network Television	6	79	2.3	2.3
Class, School Events	11	6	0.2	0.2
Outside Of School Learning	13	2	0.1	0.1
Cooking	21	292	8.5	8.5
Cleaning	22	20	0.6	0.6
Laundry	23	9	0.3	0.3
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	10	0.3	0.3
Household Chores	27	29	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	1	0.0	0.0
Social Encounters	32	4	0.1	0.1
Rest	41	26	0.8	0.8
Sports	52	34	1.0	1.0
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	45	1.3	1.3
Hobbies	55	33	1.0	1.0
Commuting To Work	71	103	3.0	3.0
Commuting To School	72	53	1.5	1.5
Other Travel	73	40	1.2	1.2
Newspapers	81	18	0.5	0.5
Books	83	2	0.1	0.1
Cable TV	84	8	0.2	0.2
Satellite TV	85	2	0.1	0.1
Search For Information	91	1	0.0	0.0
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V87 [1st day 07:00-07:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	18	0.5	7.8
Personal Chores	3	5	0.1	2.2
Network Radio	5	24	0.7	10.3
Network Television	6	139	4.1	59.9
Cooking	21	1	0.0	0.4
Laundry	23	1	0.0	0.4
Purchasing Commodities	25	1	0.0	0.4
Household Chores	27	1	0.0	0.4
Rest	41	1	0.0	0.4
Listening To Music	61	13	0.4	5.6
Commuting To School	72	1	0.0	0.4
Newspapers	81	6	0.2	2.6
Cable TV	84	5	0.1	2.2
Satellite TV	85	2	0.1	0.9
DMB	87	5	0.1	2.2
Search For Information	91	1	0.0	0.4
Cellular Phones (Smart Phones)	95	8	0.2	3.4
NA	0	3,197	93.2	
Total		3,429	100.0	100.0

V88 [1st day 07:00-07:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	468	13.6	13.6
At home	1	2,961	86.4	86.4
Total		3,429	100.0	100.0

V89 [1st day 07:15-07:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,140	33.2	33.3
Meals	2	595	17.4	17.4
Personal Chores	3	634	18.5	18.5
Work	4	122	3.6	3.6
Network Radio	5	6	0.2	0.2
Network Television	6	80	2.3	2.3
Class, School Events	11	13	0.4	0.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	3	0.1	0.1
Cooking	21	310	9.0	9.0
Cleaning	22	30	0.9	0.9
Laundry	23	8	0.2	0.2
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	16	0.5	0.5
Household Chores	27	43	1.3	1.3
Personal Meetings	31	3	0.1	0.1
Social Encounters	32	5	0.1	0.1
Rest	41	30	0.9	0.9
Sports	52	38	1.1	1.1
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	43	1.3	1.3
Hobbies	55	33	1.0	1.0
Commuting To Work	71	107	3.1	3.1
Commuting To School	72	79	2.3	2.3
Other Travel	73	40	1.2	1.2
Newspapers	81	25	0.7	0.7
Books	83	3	0.1	0.1
Cable TV	84	9	0.3	0.3
Satellite TV	85	2	0.1	0.1
Search For Information	91	1	0.0	0.0
Cellular Phones (Smart Phones)	95	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V90 [1st day 07:15-07:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	18	0.5	7.2
Personal Chores	3	6	0.2	2.4
Work	4	1	0.0	0.4
Network Radio	5	29	0.8	11.6
Network Television	6	142	4.1	56.6
Cooking	21	1	0.0	0.4
Laundry	23	1	0.0	0.4
Caring For Child	26	2	0.1	0.8
Household Chores	27	1	0.0	0.4
Listening To Music	61	20	0.6	8.0
Commuting To Work	71	1	0.0	0.4
Commuting To School	72	1	0.0	0.4
Newspapers	81	7	0.2	2.8
Books	83	1	0.0	0.4
Cable TV	84	7	0.2	2.8
Satellite TV	85	3	0.1	1.2
IPTV	86	1	0.0	0.4
DMB	87	5	0.1	2.0
Search For Information	91	1	0.0	0.4
Cellular Phones (Smart Phones)	95	3	0.1	1.2
NA	0	3,178	92.7	
Total		3,429	100.0	100.0

V91 [1st day 07:15-07:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	529	15.4	15.4
At home	1	2,900	84.6	84.6
Total		3,429	100.0	100.0

V92 [1st day 07:30-07:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	890	26.0	26.0
Meals	2	755	22.0	22.0
Personal Chores	3	533	15.5	15.5
Work	4	156	4.5	4.6
Network Radio	5	9	0.3	0.3
Network Television	6	94	2.7	2.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Class, School Events	11	58	1.7	1.7
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	8	0.2	0.2
Cooking	21	227	6.6	6.6
Cleaning	22	55	1.6	1.6
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	18	0.5	0.5
Household Chores	27	70	2.0	2.0
Personal Meetings	31	6	0.2	0.2
Social Encounters	32	4	0.1	0.1
Rest	41	54	1.6	1.6
Sports	52	27	0.8	0.8
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	32	0.9	0.9
Hobbies	55	29	0.8	0.8
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Commuting To Work	71	164	4.8	4.8
Commuting To School	72	109	3.2	3.2
Other Travel	73	53	1.5	1.5
Newspapers	81	26	0.8	0.8
Books	83	4	0.1	0.1
Cable TV	84	13	0.4	0.4
Satellite TV	85	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	1	0.0	0.0
Cellular Phones (Smart Phones)	95	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V93 [1st day 07:30-07:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	26	0.8	8.6
Personal Chores	3	9	0.3	3.0
Work	4	3	0.1	1.0
Network Radio	5	30	0.9	9.9
Network Television	6	141	4.1	46.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	3	0.1	1.0
Laundry	23	1	0.0	0.3
Caring For Child	26	5	0.1	1.6
Household Chores	27	2	0.1	0.7
Rest	41	1	0.0	0.3
Listening To Music	61	25	0.7	8.2
Commuting To Work	71	4	0.1	1.3
Other Travel	73	1	0.0	0.3
Newspapers	81	12	0.3	3.9
Books	83	1	0.0	0.3
Cable TV	84	15	0.4	4.9
Satellite TV	85	3	0.1	1.0
IPTV	86	1	0.0	0.3
DMB	87	4	0.1	1.3
Search For Information	91	2	0.1	0.7
Cellular Phones (Smart Phones)	95	15	0.4	4.9
NA	0	3,125	91.1	
Total		3,429	100.0	100.0

V94 [1st day 07:30-07:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	721	21.0	21.0
At home	1	2,708	79.0	79.0
Total		3,429	100.0	100.0

V95 [1st day 07:45-08:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	855	24.9	24.9
Meals	2	780	22.7	22.8
Personal Chores	3	429	12.5	12.5
Work	4	179	5.2	5.2
Network Radio	5	11	0.3	0.3
Network Television	6	104	3.0	3.0
Class, School Events	11	84	2.4	2.5
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	10	0.3	0.3
Cooking	21	199	5.8	5.8
Cleaning	22	52	1.5	1.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	25	0.7	0.7
Household Chores	27	66	1.9	1.9
Personal Meetings	31	9	0.3	0.3
Social Encounters	32	6	0.2	0.2
Rest	41	70	2.0	2.0
Illness, Recuperation	42	1	0.0	0.0
Sports	52	28	0.8	0.8
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	31	0.9	0.9
Hobbies	55	29	0.8	0.8
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	2	0.1	0.1
Watching Movies	63	1	0.0	0.0
Commuting To Work	71	192	5.6	5.6
Commuting To School	72	131	3.8	3.8
Other Travel	73	60	1.7	1.8
Newspapers	81	23	0.7	0.7
Books	83	4	0.1	0.1
Cable TV	84	17	0.5	0.5
Satellite TV	85	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V96 [1st day 07:45-08:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	23	0.7	7.0
Personal Chores	3	11	0.3	3.4
Work	4	1	0.0	0.3
Network Radio	5	35	1.0	10.7
Network Television	6	142	4.1	43.4
Cooking	21	5	0.1	1.5
Cleaning	22	2	0.1	0.6
Laundry	23	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	2	0.1	0.6
Household Chores	27	2	0.1	0.6
Rest	41	1	0.0	0.3
Listening To Music	61	32	0.9	9.8
Playing Computer Games	64	1	0.0	0.3
Commuting To Work	71	4	0.1	1.2
Other Travel	73	1	0.0	0.3
Newspapers	81	13	0.4	4.0
Books	83	1	0.0	0.3
Cable TV	84	18	0.5	5.5
Satellite TV	85	3	0.1	0.9
IPTV	86	1	0.0	0.3
DMB	87	8	0.2	2.4
Search For Information	91	2	0.1	0.6
Cellular Phones (Smart Phones)	95	18	0.5	5.5
NA	0	3,102	90.5	
Total		3,429	100.0	100.0

V97 [1st day 07:45-08:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	828	24.1	24.1
At home	1	2,601	75.9	75.9
Total		3,429	100.0	100.0

V98 [1st day 08:00-08:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	535	15.6	15.6
Meals	2	508	14.8	14.8
Personal Chores	3	565	16.5	16.5
Work	4	271	7.9	7.9
Network Radio	5	8	0.2	0.2
Network Television	6	125	3.6	3.6
Class, School Events	11	162	4.7	4.7
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	14	0.4	0.4
Cooking	21	165	4.8	4.8
Cleaning	22	114	3.3	3.3
Laundry	23	29	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	35	1.0	1.0
Household Chores	27	82	2.4	2.4
Personal Meetings	31	13	0.4	0.4
Social Encounters	32	5	0.1	0.1
Rest	41	96	2.8	2.8
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	21	0.6	0.6
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	15	0.4	0.4
Hobbies	55	36	1.0	1.1
Mastering Technical Skills And Technology	56	3	0.1	0.1
Children'S Games	57	1	0.0	0.0
Listening To Music	61	8	0.2	0.2
Watching Movies	63	2	0.1	0.1
Commuting To Work	71	279	8.1	8.1
Commuting To School	72	152	4.4	4.4
Other Travel	73	102	3.0	3.0
Newspapers	81	24	0.7	0.7
Books	83	3	0.1	0.1
Cable TV	84	17	0.5	0.5
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	12	0.3	0.4
Entertainment	92	1	0.0	0.0
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	10	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V99 [1st day 08:00-08:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	10	0.3	3.2
Personal Chores	3	14	0.4	4.5
Work	4	5	0.1	1.6
Network Radio	5	37	1.1	11.9
Network Television	6	99	2.9	31.9
Class, School Events	11	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	8	0.2	2.6
Laundry	23	5	0.1	1.6
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	1	0.0	0.3
Social Encounters	32	1	0.0	0.3
Rest	41	2	0.1	0.6
Listening To Music	61	26	0.8	8.4
Playing Computer Games	64	1	0.0	0.3
Commuting To Work	71	8	0.2	2.6
Commuting To School	72	1	0.0	0.3
Other Travel	73	3	0.1	1.0
Newspapers	81	18	0.5	5.8
Cable TV	84	20	0.6	6.5
Satellite TV	85	1	0.0	0.3
DMB	87	11	0.3	3.5
Search For Information	91	4	0.1	1.3
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	27	0.8	8.7
NA	0	3,119	91.0	
Total		3,429	100.0	100.0

V100 [1st day 08:00-08:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,213	35.4	35.4
At home	1	2,216	64.6	64.6
Total		3,429	100.0	100.0

V101 [1st day 08:15-08:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	519	15.1	15.1
Meals	2	495	14.4	14.4
Personal Chores	3	413	12.0	12.0
Work	4	315	9.2	9.2
Network Radio	5	8	0.2	0.2
Network Television	6	137	4.0	4.0
Class, School Events	11	222	6.5	6.5
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	12	0.3	0.4
Cooking	21	164	4.8	4.8
Cleaning	22	135	3.9	3.9
Laundry	23	42	1.2	1.2
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	32	0.9	0.9
Household Chores	27	74	2.2	2.2
Personal Meetings	31	22	0.6	0.6
Social Encounters	32	7	0.2	0.2
Rest	41	107	3.1	3.1
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	26	0.8	0.8
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	15	0.4	0.4
Hobbies	55	36	1.0	1.1
Mastering Technical Skills And Technology	56	3	0.1	0.1
Children'S Games	57	2	0.1	0.1
Listening To Music	61	11	0.3	0.3
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	312	9.1	9.1
Commuting To School	72	118	3.4	3.4
Other Travel	73	95	2.8	2.8
Newspapers	81	34	1.0	1.0
Books	83	3	0.1	0.1
Cable TV	84	23	0.7	0.7
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	2	0.1	0.1
Search For Information	91	15	0.4	0.4
Entertainment	92	1	0.0	0.0
Communications	93	1	0.0	0.0
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	10	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V102 [1st day 08:15-08:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	12	0.3	3.7
Personal Chores	3	12	0.3	3.7
Work	4	7	0.2	2.2
Network Radio	5	35	1.0	10.8
Network Television	6	105	3.1	32.3
Class, School Events	11	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	9	0.3	2.8
Laundry	23	5	0.1	1.5
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.6
Personal Meetings	31	1	0.0	0.3
Social Encounters	32	1	0.0	0.3
Rest	41	6	0.2	1.8
Sports	52	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	22	0.6	6.8
Commuting To Work	71	7	0.2	2.2
Commuting To School	72	2	0.1	0.6
Other Travel	73	2	0.1	0.6
Newspapers	81	24	0.7	7.4
Books	83	1	0.0	0.3
Cable TV	84	20	0.6	6.2
Satellite TV	85	2	0.1	0.6
DMB	87	11	0.3	3.4
Search For Information	91	2	0.1	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	27	0.8	8.3
NA	0	3,104	90.5	
Total		3,429	100.0	100.0

V103 [1st day 08:15-08:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,347	39.3	39.3
At home	1	2,082	60.7	60.7
Total		3,429	100.0	100.0

V104 [1st day 08:30-08:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	436	12.7	12.7
Meals	2	368	10.7	10.7
Personal Chores	3	326	9.5	9.5
Work	4	434	12.7	12.7
Network Radio	5	9	0.3	0.3
Network Television	6	179	5.2	5.2
Class, School Events	11	319	9.3	9.3
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	16	0.5	0.5
Cooking	21	124	3.6	3.6
Cleaning	22	174	5.1	5.1
Laundry	23	61	1.8	1.8
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	28	0.8	0.8
Household Chores	27	40	1.2	1.2
Personal Meetings	31	29	0.8	0.8
Social Encounters	32	11	0.3	0.3
Rest	41	168	4.9	4.9
Illness, Recuperation	42	4	0.1	0.1
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	29	0.8	0.8
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	21	0.6	0.6
Hobbies	55	40	1.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	5	0.1	0.1
Children'S Games	57	1	0.0	0.0
Listening To Music	61	9	0.3	0.3
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	338	9.9	9.9
Commuting To School	72	46	1.3	1.3
Other Travel	73	110	3.2	3.2
Newspapers	81	29	0.8	0.8
Books	83	7	0.2	0.2
Cable TV	84	19	0.6	0.6
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	13	0.4	0.4
Entertainment	92	1	0.0	0.0
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	11	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V105 [1st day 08:30-08:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	10	0.3	2.9
Personal Chores	3	11	0.3	3.2
Work	4	9	0.3	2.6
Network Radio	5	37	1.1	10.7
Network Television	6	115	3.4	33.2
Cooking	21	4	0.1	1.2
Cleaning	22	12	0.3	3.5
Laundry	23	6	0.2	1.7
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Rest	41	8	0.2	2.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	24	0.7	6.9
Commuting To Work	71	5	0.1	1.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	1	0.0	0.3
Other Travel	73	2	0.1	0.6
Newspapers	81	21	0.6	6.1
Books	83	1	0.0	0.3
Cable TV	84	14	0.4	4.0
Satellite TV	85	3	0.1	0.9
IPTV	86	1	0.0	0.3
DMB	87	11	0.3	3.2
Search For Information	91	5	0.1	1.4
Communications	93	2	0.1	0.6
Cellular Phones (Smart Phones)	95	41	1.2	11.8
NA	0	3,083	89.9	
Total		3,429	100.0	100.0

V106 [1st day 08:30-08:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,589	46.3	46.3
At home	1	1,840	53.7	53.7
Total		3,429	100.0	100.0

V107 [1st day 08:45-09:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	428	12.5	12.5
Meals	2	317	9.2	9.2
Personal Chores	3	279	8.1	8.1
Work	4	492	14.3	14.4
Network Radio	5	7	0.2	0.2
Network Television	6	195	5.7	5.7
Class, School Events	11	332	9.7	9.7
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	17	0.5	0.5
Cooking	21	114	3.3	3.3
Cleaning	22	174	5.1	5.1
Laundry	23	68	2.0	2.0
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	25	0.7	0.7
Household Chores	27	39	1.1	1.1
Personal Meetings	31	26	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	16	0.5	0.5
Rest	41	206	6.0	6.0
Illness, Recuperation	42	5	0.1	0.1
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	27	0.8	0.8
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	29	0.8	0.8
Hobbies	55	45	1.3	1.3
Mastering Technical Skills And Technology	56	5	0.1	0.1
Children'S Games	57	1	0.0	0.0
Listening To Music	61	7	0.2	0.2
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	315	9.2	9.2
Commuting To School	72	28	0.8	0.8
Other Travel	73	111	3.2	3.2
Newspapers	81	31	0.9	0.9
Books	83	11	0.3	0.3
Cable TV	84	23	0.7	0.7
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	17	0.5	0.5
Entertainment	92	3	0.1	0.1
Communications	93	2	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	10	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V108 [1st day 08:45-09:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	12	0.3	3.6
Personal Chores	3	12	0.3	3.6
Work	4	8	0.2	2.4
Network Radio	5	34	1.0	10.3
Network Television	6	113	3.3	34.1
Cooking	21	3	0.1	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	12	0.3	3.6
Laundry	23	9	0.3	2.7
Household Chores	27	2	0.1	0.6
Rest	41	9	0.3	2.7
Listening To Music	61	22	0.6	6.6
Playing Computer Games	64	1	0.0	0.3
Commuting To Work	71	3	0.1	0.9
Other Travel	73	1	0.0	0.3
Newspapers	81	19	0.6	5.7
Cable TV	84	17	0.5	5.1
Satellite TV	85	2	0.1	0.6
IPTV	86	2	0.1	0.6
DMB	87	12	0.3	3.6
Search For Information	91	3	0.1	0.9
Entertainment	92	1	0.0	0.3
Communications	93	1	0.0	0.3
Cellular Phones (Smart Phones)	95	33	1.0	10.0
NA	0	3,098	90.3	
Total		3,429	100.0	100.0

V109 [1st day 08:45-09:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,666	48.6	48.6
At home	1	1,763	51.4	51.4
Total		3,429	100.0	100.0

V110 [1st day 09:00-09:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	273	8.0	8.0
Meals	2	205	6.0	6.0
Personal Chores	3	325	9.5	9.5
Work	4	751	21.9	21.9
Network Radio	5	9	0.3	0.3
Network Television	6	212	6.2	6.2
Class, School Events	11	378	11.0	11.0
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	26	0.8	0.8
Cooking	21	68	2.0	2.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	153	4.5	4.5
Laundry	23	81	2.4	2.4
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	25	0.7	0.7
Household Chores	27	36	1.0	1.1
Personal Meetings	31	32	0.9	0.9
Social Encounters	32	20	0.6	0.6
Rest	41	180	5.2	5.3
Illness, Recuperation	42	9	0.3	0.3
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	32	0.9	0.9
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	39	1.1	1.1
Hobbies	55	61	1.8	1.8
Mastering Technical Skills And Technology	56	10	0.3	0.3
Children'S Games	57	2	0.1	0.1
Listening To Music	61	2	0.1	0.1
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	181	5.3	5.3
Commuting To School	72	13	0.4	0.4
Other Travel	73	137	4.0	4.0
Newspapers	81	37	1.1	1.1
Books	83	14	0.4	0.4
Cable TV	84	31	0.9	0.9
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
Search For Information	91	26	0.8	0.8
Entertainment	92	5	0.1	0.1
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V111 [1st day 09:00-09:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	8	0.2	2.2
Personal Chores	3	8	0.2	2.2
Work	4	14	0.4	3.9
Network Radio	5	28	0.8	7.7
Network Television	6	101	2.9	27.9
Class, School Events	11	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	17	0.5	4.7
Laundry	23	5	0.1	1.4
Household Chores	27	1	0.0	0.3
Personal Meetings	31	2	0.1	0.6
Rest	41	20	0.6	5.5
Hobbies	55	2	0.1	0.6
Listening To Music	61	22	0.6	6.1
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	1	0.0	0.3
Commuting To Work	71	2	0.1	0.6
Other Travel	73	1	0.0	0.3
Newspapers	81	18	0.5	5.0
Cable TV	84	17	0.5	4.7
Satellite TV	85	2	0.1	0.6
IPTV	86	5	0.1	1.4
DMB	87	7	0.2	1.9
Search For Information	91	27	0.8	7.5
Entertainment	92	3	0.1	0.8
Communications	93	2	0.1	0.6
Cellular Phones (Smart Phones)	95	45	1.3	12.4
NA	0	3,067	89.4	
Total		3,429	100.0	100.0

V112 [1st day 09:00-09:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,904	55.5	55.5
At home	1	1,525	44.5	44.5
Total		3,429	100.0	100.0

V113 [1st day 09:15-09:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	274	8.0	8.0
Meals	2	212	6.2	6.2
Personal Chores	3	252	7.3	7.4
Work	4	844	24.6	24.6
Network Radio	5	8	0.2	0.2
Network Television	6	213	6.2	6.2
Class, School Events	11	382	11.1	11.1
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	27	0.8	0.8
Cooking	21	63	1.8	1.8
Cleaning	22	161	4.7	4.7
Laundry	23	84	2.4	2.5
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	26	0.8	0.8
Household Chores	27	31	0.9	0.9
Personal Meetings	31	38	1.1	1.1
Social Encounters	32	21	0.6	0.6
Rest	41	148	4.3	4.3
Illness, Recuperation	42	12	0.3	0.4
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	34	1.0	1.0
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	39	1.1	1.1
Hobbies	55	73	2.1	2.1
Mastering Technical Skills And Technology	56	12	0.3	0.4
Children'S Games	57	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	164	4.8	4.8
Commuting To School	72	12	0.3	0.4
Other Travel	73	127	3.7	3.7
Newspapers	81	33	1.0	1.0
Books	83	13	0.4	0.4
Cable TV	84	34	1.0	1.0
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	24	0.7	0.7
Entertainment	92	6	0.2	0.2
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V114 [1st day 09:15-09:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	4	0.1	1.1
Personal Chores	3	6	0.2	1.7
Work	4	14	0.4	4.0
Network Radio	5	30	0.9	8.5
Network Television	6	92	2.7	26.1
Cooking	21	1	0.0	0.3
Cleaning	22	15	0.4	4.2
Laundry	23	4	0.1	1.1
Household Chores	27	2	0.1	0.6
Personal Meetings	31	1	0.0	0.3
Rest	41	21	0.6	5.9
Listening To Music	61	24	0.7	6.8
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	1	0.0	0.3
Commuting To Work	71	2	0.1	0.6
Other Travel	73	1	0.0	0.3
Newspapers	81	15	0.4	4.2
Cable TV	84	18	0.5	5.1
Satellite TV	85	2	0.1	0.6
IPTV	86	4	0.1	1.1
DMB	87	9	0.3	2.5
Search For Information	91	33	1.0	9.3
Entertainment	92	4	0.1	1.1
Communications	93	2	0.1	0.6
Cellular Phones (Smart Phones)	95	46	1.3	13.0
NA	0	3,076	89.7	
Total		3,429	100.0	100.0

V115 [1st day 09:15-09:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,959	57.1	57.1
At home	1	1,470	42.9	42.9
Total		3,429	100.0	100.0

V116 [1st day 09:30-09:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	240	7.0	7.0
Meals	2	154	4.5	4.5
Personal Chores	3	216	6.3	6.3
Work	4	957	27.9	27.9
Network Radio	5	7	0.2	0.2
Network Television	6	171	5.0	5.0
Class, School Events	11	378	11.0	11.0
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	32	0.9	0.9
Cooking	21	47	1.4	1.4
Cleaning	22	143	4.2	4.2
Laundry	23	101	2.9	2.9
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	20	0.6	0.6
Household Chores	27	44	1.3	1.3
Personal Meetings	31	44	1.3	1.3
Social Encounters	32	28	0.8	0.8
Rest	41	172	5.0	5.0
Illness, Recuperation	42	14	0.4	0.4
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	36	1.0	1.1
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	44	1.3	1.3
Hobbies	55	91	2.7	2.7
Mastering Technical Skills And Technology	56	14	0.4	0.4
Children'S Games	57	2	0.1	0.1
Listening To Music	61	2	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	132	3.8	3.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	10	0.3	0.3
Other Travel	73	153	4.5	4.5
Newspapers	81	26	0.8	0.8
Books	83	16	0.5	0.5
Cable TV	84	37	1.1	1.1
Satellite TV	85	1	0.0	0.0
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	6	0.2	0.2
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V117 [1st day 09:30-09:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	8	0.2	2.2
Personal Chores	3	9	0.3	2.4
Work	4	9	0.3	2.4
Network Radio	5	34	1.0	9.2
Network Television	6	65	1.9	17.5
Outside Of School Learning	13	1	0.0	0.3
Cleaning	22	14	0.4	3.8
Laundry	23	2	0.1	0.5
Household Chores	27	2	0.1	0.5
Personal Meetings	31	3	0.1	0.8
Rest	41	19	0.6	5.1
Illness, Recuperation	42	2	0.1	0.5
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	22	0.6	5.9
Playing Computer Games	64	2	0.1	0.5
Commuting To Work	71	1	0.0	0.3
Other Travel	73	2	0.1	0.5
Newspapers	81	13	0.4	3.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	1	0.0	0.3
Cable TV	84	27	0.8	7.3
Satellite TV	85	1	0.0	0.3
IPTV	86	2	0.1	0.5
DMB	87	7	0.2	1.9
Search For Information	91	46	1.3	12.4
Entertainment	92	5	0.1	1.3
Communications	93	2	0.1	0.5
Cellular Phones (Smart Phones)	95	69	2.0	18.6
NA	0	3,058	89.2	
Total		3,429	100.0	100.0

V118 [1st day 09:30-09:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,123	61.9	61.9
At home	1	1,306	38.1	38.1
Total		3,429	100.0	100.0

V119 [1st day 09:45-10:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	240	7.0	7.0
Meals	2	138	4.0	4.0
Personal Chores	3	200	5.8	5.8
Work	4	1,005	29.3	29.3
Network Radio	5	5	0.1	0.1
Network Television	6	158	4.6	4.6
Class, School Events	11	327	9.5	9.5
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	35	1.0	1.0
Cooking	21	41	1.2	1.2
Cleaning	22	145	4.2	4.2
Laundry	23	98	2.9	2.9
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	18	0.5	0.5
Household Chores	27	44	1.3	1.3
Personal Meetings	31	51	1.5	1.5
Social Encounters	32	30	0.9	0.9
Rest	41	203	5.9	5.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	18	0.5	0.5
Watching, Sightseeing, Enjoying	51	5	0.1	0.1
Sports	52	33	1.0	1.0
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	45	1.3	1.3
Hobbies	55	94	2.7	2.7
Mastering Technical Skills And Technology	56	14	0.4	0.4
Children'S Games	57	2	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	10	0.3	0.3
Commuting To Work	71	134	3.9	3.9
Commuting To School	72	7	0.2	0.2
Other Travel	73	158	4.6	4.6
Newspapers	81	24	0.7	0.7
Books	83	17	0.5	0.5
Cable TV	84	41	1.2	1.2
Satellite TV	85	1	0.0	0.0
IPTV	86	3	0.1	0.1
Search For Information	91	23	0.7	0.7
Entertainment	92	8	0.2	0.2
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V120 [1st day 09:45-10:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	7	0.2	1.9
Personal Chores	3	6	0.2	1.6
Work	4	8	0.2	2.2
Network Radio	5	38	1.1	10.4
Network Television	6	75	2.2	20.5
Cleaning	22	13	0.4	3.6
Laundry	23	2	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	2	0.1	0.5
Personal Meetings	31	1	0.0	0.3
Rest	41	20	0.6	5.5
Illness, Recuperation	42	1	0.0	0.3
Listening To Music	61	25	0.7	6.8
Playing Computer Games	64	2	0.1	0.5
Commuting To Work	71	1	0.0	0.3
Other Travel	73	3	0.1	0.8
Newspapers	81	10	0.3	2.7
Books	83	1	0.0	0.3
Cable TV	84	32	0.9	8.7
Satellite TV	85	2	0.1	0.5
IPTV	86	1	0.0	0.3
DMB	87	6	0.2	1.6
Search For Information	91	45	1.3	12.3
Entertainment	92	5	0.1	1.4
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	57	1.7	15.6
NA	0	3,063	89.3	
Total		3,429	100.0	100.0

V121 [1st day 09:45-10:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,168	63.2	63.2
At home	1	1,261	36.8	36.8
Total		3,429	100.0	100.0

V122 [1st day 10:00-10:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	156	4.5	4.6
Meals	2	85	2.5	2.5
Personal Chores	3	224	6.5	6.5
Work	4	1,077	31.4	31.4
Network Radio	5	9	0.3	0.3
Network Television	6	128	3.7	3.7
Class, School Events	11	376	11.0	11.0
Extra-Curricular Activities	12	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	43	1.3	1.3
Cooking	21	26	0.8	0.8
Cleaning	22	120	3.5	3.5
Laundry	23	77	2.2	2.2
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	18	0.5	0.5
Household Chores	27	56	1.6	1.6
Personal Meetings	31	76	2.2	2.2
Social Encounters	32	45	1.3	1.3
Rest	41	195	5.7	5.7
Illness, Recuperation	42	28	0.8	0.8
Watching, Sightseeing, Enjoying	51	7	0.2	0.2
Sports	52	44	1.3	1.3
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	46	1.3	1.3
Hobbies	55	120	3.5	3.5
Mastering Technical Skills And Technology	56	18	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	13	0.4	0.4
Commuting To Work	71	76	2.2	2.2
Commuting To School	72	9	0.3	0.3
Other Travel	73	168	4.9	4.9
Newspapers	81	14	0.4	0.4
Magazines, Comics	82	1	0.0	0.0
Books	83	13	0.4	0.4
Cable TV	84	45	1.3	1.3
Satellite TV	85	1	0.0	0.0
IPTV	86	2	0.1	0.1
Search For Information	91	34	1.0	1.0
Entertainment	92	11	0.3	0.3
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V123 [1st day 10:00-10:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	3	0.1	0.7
Personal Chores	3	9	0.3	2.0
Work	4	11	0.3	2.5
Network Radio	5	30	0.9	6.8
Network Television	6	63	1.8	14.2
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	2	0.1	0.5
Cleaning	22	11	0.3	2.5
Laundry	23	8	0.2	1.8
Caring For Child	26	1	0.0	0.2
Household Chores	27	2	0.1	0.5
Personal Meetings	31	6	0.2	1.4
Social Encounters	32	1	0.0	0.2
Rest	41	17	0.5	3.8
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	2	0.1	0.5
Listening To Music	61	22	0.6	5.0
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	5	0.1	1.1
Commuting To Work	71	1	0.0	0.2
Other Travel	73	1	0.0	0.2
Newspapers	81	11	0.3	2.5
Magazines, Comics	82	1	0.0	0.2
Books	83	2	0.1	0.5
Cable TV	84	53	1.5	12.0
Satellite TV	85	2	0.1	0.5
IPTV	86	2	0.1	0.5
DMB	87	5	0.1	1.1
Search For Information	91	54	1.6	12.2
Entertainment	92	4	0.1	0.9
Communications	93	3	0.1	0.7
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	104	3.0	23.5
NA	0	2,986	87.1	
Total		3,429	100.0	100.0

V124 [1st day 10:00-10:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,351	68.6	68.6
At home	1	1,078	31.4	31.4
Total		3,429	100.0	100.0

V125 [1st day 10:15-10:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	154	4.5	4.5
Meals	2	71	2.1	2.1
Personal Chores	3	181	5.3	5.3
Work	4	1,144	33.4	33.4
Network Radio	5	9	0.3	0.3
Network Television	6	135	3.9	3.9
Class, School Events	11	385	11.2	11.2
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	44	1.3	1.3
Cooking	21	29	0.8	0.8
Cleaning	22	110	3.2	3.2
Laundry	23	81	2.4	2.4
Purchasing Commodities	25	15	0.4	0.4
Caring For Child	26	20	0.6	0.6
Household Chores	27	62	1.8	1.8
Personal Meetings	31	91	2.7	2.7
Social Encounters	32	47	1.4	1.4
Rest	41	161	4.7	4.7
Illness, Recuperation	42	28	0.8	0.8
Watching, Sightseeing, Enjoying	51	7	0.2	0.2
Sports	52	49	1.4	1.4
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	48	1.4	1.4
Hobbies	55	132	3.8	3.9
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	13	0.4	0.4
Commuting To Work	71	67	2.0	2.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	8	0.2	0.2
Other Travel	73	140	4.1	4.1
Newspapers	81	10	0.3	0.3
Magazines, Comics	82	2	0.1	0.1
Books	83	15	0.4	0.4
Cable TV	84	46	1.3	1.3
Satellite TV	85	1	0.0	0.0
IPTV	86	2	0.1	0.1
Search For Information	91	34	1.0	1.0
Entertainment	92	13	0.4	0.4
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V126 [1st day 10:15-10:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	4	0.1	1.0
Personal Chores	3	7	0.2	1.7
Work	4	10	0.3	2.5
Network Radio	5	34	1.0	8.3
Network Television	6	59	1.7	14.5
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	2	0.1	0.5
Cleaning	22	9	0.3	2.2
Laundry	23	8	0.2	2.0
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	4	0.1	1.0
Rest	41	16	0.5	3.9
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Listening To Music	61	24	0.7	5.9
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	6	0.2	1.5
Commuting To Work	71	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	2	0.1	0.5
Newspapers	81	10	0.3	2.5
Cable TV	84	53	1.5	13.0
Satellite TV	85	3	0.1	0.7
IPTV	86	2	0.1	0.5
DMB	87	5	0.1	1.2
Search For Information	91	52	1.5	12.7
Entertainment	92	5	0.1	1.2
Communications	93	4	0.1	1.0
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	79	2.3	19.4
NA	0	3,021	88.1	
Total		3,429	100.0	100.0

V127 [1st day 10:15-10:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,380	69.4	69.4
At home	1	1,049	30.6	30.6
Total		3,429	100.0	100.0

V128 [1st day 10:30-10:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	146	4.3	4.3
Meals	2	65	1.9	1.9
Personal Chores	3	154	4.5	4.5
Work	4	1,183	34.5	34.5
Network Radio	5	6	0.2	0.2
Network Television	6	132	3.8	3.9
Class, School Events	11	368	10.7	10.7
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	57	1.7	1.7
Cooking	21	22	0.6	0.6
Cleaning	22	86	2.5	2.5
Laundry	23	77	2.2	2.2
Purchasing Commodities	25	18	0.5	0.5
Caring For Child	26	22	0.6	0.6
Household Chores	27	60	1.7	1.8
Personal Meetings	31	110	3.2	3.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	49	1.4	1.4
Rest	41	204	5.9	6.0
Illness, Recuperation	42	28	0.8	0.8
Watching, Sightseeing, Enjoying	51	7	0.2	0.2
Sports	52	47	1.4	1.4
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	49	1.4	1.4
Hobbies	55	136	4.0	4.0
Mastering Technical Skills And Technology	56	18	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	38	1.1	1.1
Commuting To School	72	5	0.1	0.1
Other Travel	73	144	4.2	4.2
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	3	0.1	0.1
Books	83	14	0.4	0.4
Cable TV	84	44	1.3	1.3
Satellite TV	85	2	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	35	1.0	1.0
Entertainment	92	14	0.4	0.4
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V129 [1st day 10:30-10:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	5	0.1	1.2
Personal Chores	3	5	0.1	1.2
Work	4	9	0.3	2.2
Network Radio	5	32	0.9	7.9
Network Television	6	61	1.8	15.1
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	2	0.1	0.5
Cleaning	22	4	0.1	1.0
Laundry	23	7	0.2	1.7
Household Chores	27	1	0.0	0.2
Personal Meetings	31	5	0.1	1.2
Rest	41	15	0.4	3.7
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Listening To Music	61	30	0.9	7.4
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	5	0.1	1.2
Other Travel	73	3	0.1	0.7
Newspapers	81	15	0.4	3.7
Cable TV	84	48	1.4	11.9
Satellite TV	85	4	0.1	1.0
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	1.0
Search For Information	91	63	1.8	15.6
Entertainment	92	5	0.1	1.2
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	73	2.1	18.0
NA	0	3,024	88.2	
Total		3,429	100.0	100.0

V130 [1st day 10:30-10:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,450	71.4	71.4
At home	1	979	28.6	28.6
Total		3,429	100.0	100.0

V131 [1st day 10:45-11:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	149	4.3	4.3
Meals	2	65	1.9	1.9
Personal Chores	3	155	4.5	4.5
Work	4	1,207	35.2	35.2
Network Radio	5	5	0.1	0.1
Network Television	6	127	3.7	3.7
Class, School Events	11	328	9.6	9.6
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	61	1.8	1.8
Cooking	21	18	0.5	0.5
Cleaning	22	84	2.4	2.5
Laundry	23	78	2.3	2.3
Purchasing Commodities	25	19	0.6	0.6
Caring For Child	26	22	0.6	0.6
Household Chores	27	57	1.7	1.7
Personal Meetings	31	117	3.4	3.4
Social Encounters	32	54	1.6	1.6
Rest	41	219	6.4	6.4
Illness, Recuperation	42	29	0.8	0.8
Watching, Sightseeing, Enjoying	51	7	0.2	0.2
Sports	52	49	1.4	1.4
Competition	53	11	0.3	0.3
Amusement, Taking A Walk	54	51	1.5	1.5
Hobbies	55	138	4.0	4.0
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	15	0.4	0.4
Commuting To Work	71	27	0.8	0.8
Commuting To School	72	4	0.1	0.1
Other Travel	73	133	3.9	3.9
Newspapers	81	9	0.3	0.3
Magazines, Comics	82	2	0.1	0.1
Books	83	13	0.4	0.4
Cable TV	84	47	1.4	1.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	2	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	36	1.0	1.1
Entertainment	92	14	0.4	0.4
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V132 [1st day 10:45-11:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	3	0.1	0.7
Personal Chores	3	6	0.2	1.4
Work	4	9	0.3	2.2
Network Radio	5	33	1.0	8.0
Network Television	6	57	1.7	13.7
Cooking	21	3	0.1	0.7
Cleaning	22	4	0.1	1.0
Laundry	23	6	0.2	1.4
Household Chores	27	1	0.0	0.2
Personal Meetings	31	5	0.1	1.2
Rest	41	20	0.6	4.8
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Listening To Music	61	29	0.8	7.0
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	6	0.2	1.4
Other Travel	73	3	0.1	0.7
Newspapers	81	14	0.4	3.4
Cable TV	84	46	1.3	11.1
Satellite TV	85	5	0.1	1.2
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	1.0
Search For Information	91	68	2.0	16.4
Entertainment	92	4	0.1	1.0
Communications	93	3	0.1	0.7
Cellular Phones (Smart Phones)	95	81	2.4	19.5
NA	0	3,014	87.9	
Total		3,429	100.0	100.0

V133 [1st day 10:45-11:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,468	72.0	72.0
At home	1	961	28.0	28.0
Total		3,429	100.0	100.0

V134 [1st day 11:00-11:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	123	3.6	3.6
Meals	2	62	1.8	1.8
Personal Chores	3	157	4.6	4.6
Work	4	1,192	34.8	34.8
Network Radio	5	4	0.1	0.1
Network Television	6	107	3.1	3.1
Class, School Events	11	363	10.6	10.6
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	64	1.9	1.9
Cooking	21	30	0.9	0.9
Cleaning	22	64	1.9	1.9
Laundry	23	57	1.7	1.7
Purchasing Commodities	25	22	0.6	0.6
Caring For Child	26	26	0.8	0.8
Household Chores	27	62	1.8	1.8
Personal Meetings	31	123	3.6	3.6
Social Encounters	32	64	1.9	1.9
Rest	41	222	6.5	6.5
Illness, Recuperation	42	26	0.8	0.8
Watching, Sightseeing, Enjoying	51	10	0.3	0.3
Sports	52	51	1.5	1.5
Competition	53	15	0.4	0.4
Amusement, Taking A Walk	54	39	1.1	1.1
Hobbies	55	132	3.8	3.9
Mastering Technical Skills And Technology	56	22	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	12	0.3	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	4	0.1	0.1
Other Travel	73	163	4.8	4.8
Newspapers	81	9	0.3	0.3
Magazines, Comics	82	2	0.1	0.1
Books	83	13	0.4	0.4
Cable TV	84	48	1.4	1.4
Satellite TV	85	7	0.2	0.2
IPTV	86	5	0.1	0.1
Search For Information	91	38	1.1	1.1
Entertainment	92	16	0.5	0.5
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	26	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V135 [1st day 11:00-11:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	5	0.1	1.3
Personal Chores	3	5	0.1	1.3
Work	4	7	0.2	1.8
Network Radio	5	27	0.8	7.1
Network Television	6	58	1.7	15.2
Cleaning	22	2	0.1	0.5
Laundry	23	7	0.2	1.8
Caring For Child	26	2	0.1	0.5
Household Chores	27	1	0.0	0.3
Personal Meetings	31	3	0.1	0.8
Rest	41	20	0.6	5.2
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	2	0.1	0.5
Hobbies	55	1	0.0	0.3
Listening To Music	61	23	0.7	6.0
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	7	0.2	1.8
Commuting To School	72	1	0.0	0.3
Other Travel	73	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	12	0.3	3.1
Books	83	1	0.0	0.3
Cable TV	84	32	0.9	8.4
Satellite TV	85	3	0.1	0.8
IPTV	86	1	0.0	0.3
DMB	87	3	0.1	0.8
Search For Information	91	56	1.6	14.7
Entertainment	92	4	0.1	1.0
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	90	2.6	23.6
NA	0	3,048	88.9	
Total		3,429	100.0	100.0

V136 [1st day 11:00-11:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,541	74.1	74.1
At home	1	888	25.9	25.9
Total		3,429	100.0	100.0

V137 [1st day 11:15-11:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	120	3.5	3.5
Meals	2	71	2.1	2.1
Personal Chores	3	118	3.4	3.4
Work	4	1,227	35.8	35.8
Network Radio	5	4	0.1	0.1
Network Television	6	119	3.5	3.5
Class, School Events	11	365	10.6	10.6
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	71	2.1	2.1
Cooking	21	37	1.1	1.1
Cleaning	22	65	1.9	1.9
Laundry	23	52	1.5	1.5
Purchasing Commodities	25	24	0.7	0.7
Caring For Child	26	26	0.8	0.8
Household Chores	27	64	1.9	1.9
Personal Meetings	31	141	4.1	4.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	75	2.2	2.2
Rest	41	196	5.7	5.7
Illness, Recuperation	42	24	0.7	0.7
Watching, Sightseeing, Enjoying	51	10	0.3	0.3
Sports	52	51	1.5	1.5
Competition	53	15	0.4	0.4
Amusement, Taking A Walk	54	41	1.2	1.2
Hobbies	55	134	3.9	3.9
Mastering Technical Skills And Technology	56	23	0.7	0.7
Children'S Games	57	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	12	0.3	0.4
Commuting To School	72	7	0.2	0.2
Other Travel	73	129	3.8	3.8
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	12	0.3	0.4
Cable TV	84	47	1.4	1.4
Satellite TV	85	7	0.2	0.2
IPTV	86	5	0.1	0.1
Search For Information	91	40	1.2	1.2
Entertainment	92	16	0.5	0.5
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V138 [1st day 11:15-11:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.6
Meals	2	4	0.1	1.1
Personal Chores	3	5	0.1	1.4
Work	4	6	0.2	1.7
Network Radio	5	28	0.8	7.8
Network Television	6	55	1.6	15.4
Cleaning	22	2	0.1	0.6
Laundry	23	6	0.2	1.7
Caring For Child	26	2	0.1	0.6
Household Chores	27	2	0.1	0.6
Personal Meetings	31	4	0.1	1.1
Rest	41	13	0.4	3.6
Competition	53	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	23	0.7	6.4
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	8	0.2	2.2
Other Travel	73	1	0.0	0.3
Newspapers	81	12	0.3	3.4
Books	83	1	0.0	0.3
Cable TV	84	30	0.9	8.4
Satellite TV	85	2	0.1	0.6
IPTV	86	1	0.0	0.3
DMB	87	4	0.1	1.1
Search For Information	91	53	1.5	14.8
Entertainment	92	5	0.1	1.4
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	83	2.4	23.2
NA	0	3,072	89.6	
Total		3,429	100.0	100.0

V139 [1st day 11:15-11:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,542	74.1	74.1
At home	1	887	25.9	25.9
Total		3,429	100.0	100.0

V140 [1st day 11:30-11:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	114	3.3	3.3
Meals	2	110	3.2	3.2
Personal Chores	3	99	2.9	2.9
Work	4	1,214	35.4	35.4
Network Radio	5	3	0.1	0.1
Network Television	6	122	3.6	3.6
Class, School Events	11	342	10.0	10.0
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	69	2.0	2.0
Cooking	21	55	1.6	1.6
Cleaning	22	68	2.0	2.0
Laundry	23	44	1.3	1.3
Purchasing Commodities	25	24	0.7	0.7
Caring For Child	26	28	0.8	0.8
Household Chores	27	57	1.7	1.7
Personal Meetings	31	138	4.0	4.0
Social Encounters	32	75	2.2	2.2
Rest	41	196	5.7	5.7
Illness, Recuperation	42	21	0.6	0.6
Watching, Sightseeing, Enjoying	51	12	0.3	0.4
Sports	52	45	1.3	1.3
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	45	1.3	1.3
Hobbies	55	135	3.9	3.9
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	16	0.5	0.5
Commuting To School	72	19	0.6	0.6
Other Travel	73	145	4.2	4.2
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	10	0.3	0.3
Cable TV	84	44	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	7	0.2	0.2
IPTV	86	4	0.1	0.1
Search For Information	91	42	1.2	1.2
Entertainment	92	17	0.5	0.5
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V141 [1st day 11:30-11:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.7
Meals	2	3	0.1	1.0
Personal Chores	3	7	0.2	2.4
Work	4	8	0.2	2.7
Network Radio	5	27	0.8	9.2
Network Television	6	51	1.5	17.5
Cooking	21	3	0.1	1.0
Cleaning	22	2	0.1	0.7
Laundry	23	3	0.1	1.0
Caring For Child	26	2	0.1	0.7
Personal Meetings	31	5	0.1	1.7
Rest	41	8	0.2	2.7
Competition	53	1	0.0	0.3
Hobbies	55	2	0.1	0.7
Listening To Music	61	20	0.6	6.8
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	8	0.2	2.7
Other Travel	73	1	0.0	0.3
Newspapers	81	6	0.2	2.1
Books	83	1	0.0	0.3
Cable TV	84	25	0.7	8.6
Satellite TV	85	1	0.0	0.3
IPTV	86	1	0.0	0.3
DMB	87	3	0.1	1.0
Search For Information	91	32	0.9	11.0
Entertainment	92	5	0.1	1.7
Cellular Phones (Smart Phones)	95	64	1.9	21.9
NA	0	3,137	91.5	
Total		3,429	100.0	100.0

V142 [1st day 11:30-11:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,570	74.9	74.9
At home	1	859	25.1	25.1
Total		3,429	100.0	100.0

V143 [1st day 11:45-12:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	114	3.3	3.3
Meals	2	127	3.7	3.7
Personal Chores	3	115	3.4	3.4
Work	4	1,201	35.0	35.0
Network Radio	5	4	0.1	0.1
Network Television	6	122	3.6	3.6
Class, School Events	11	313	9.1	9.1
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	66	1.9	1.9
Cooking	21	60	1.7	1.8
Cleaning	22	69	2.0	2.0
Laundry	23	39	1.1	1.1
Purchasing Commodities	25	23	0.7	0.7
Caring For Child	26	29	0.8	0.8
Household Chores	27	56	1.6	1.6
Personal Meetings	31	139	4.1	4.1
Social Encounters	32	73	2.1	2.1
Rest	41	207	6.0	6.0
Illness, Recuperation	42	18	0.5	0.5
Watching, Sightseeing, Enjoying	51	12	0.3	0.4
Sports	52	42	1.2	1.2
Competition	53	14	0.4	0.4
Amusement, Taking A Walk	54	44	1.3	1.3
Hobbies	55	130	3.8	3.8
Mastering Technical Skills And Technology	56	17	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	13	0.4	0.4
Commuting To Work	71	15	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	22	0.6	0.6
Other Travel	73	159	4.6	4.6
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	10	0.3	0.3
Cable TV	84	43	1.3	1.3
Satellite TV	85	7	0.2	0.2
IPTV	86	4	0.1	0.1
Search For Information	91	41	1.2	1.2
Entertainment	92	16	0.5	0.5
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V144 [1st day 11:45-12:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.8
Meals	2	5	0.1	2.0
Personal Chores	3	5	0.1	2.0
Work	4	8	0.2	3.1
Network Radio	5	23	0.7	9.0
Network Television	6	51	1.5	20.0
Cooking	21	2	0.1	0.8
Cleaning	22	2	0.1	0.8
Laundry	23	3	0.1	1.2
Caring For Child	26	2	0.1	0.8
Personal Meetings	31	5	0.1	2.0
Rest	41	5	0.1	2.0
Competition	53	1	0.0	0.4
Hobbies	55	2	0.1	0.8
Listening To Music	61	19	0.6	7.5
Watching Videos	62	1	0.0	0.4
Playing Computer Games	64	7	0.2	2.7
Other Travel	73	2	0.1	0.8
Newspapers	81	6	0.2	2.4
Books	83	1	0.0	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	23	0.7	9.0
Satellite TV	85	1	0.0	0.4
IPTV	86	1	0.0	0.4
DMB	87	3	0.1	1.2
Search For Information	91	28	0.8	11.0
Entertainment	92	4	0.1	1.6
Cellular Phones (Smart Phones)	95	43	1.3	16.9
NA	0	3,174	92.6	
Total		3,429	100.0	100.0

V145 [1st day 11:45-12:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,567	74.9	74.9
At home	1	862	25.1	25.1
Total		3,429	100.0	100.0

V146 [1st day 12:00-12:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	76	2.2	2.2
Meals	2	1,084	31.6	31.6
Personal Chores	3	143	4.2	4.2
Work	4	642	18.7	18.7
Network Radio	5	6	0.2	0.2
Network Television	6	76	2.2	2.2
Class, School Events	11	249	7.3	7.3
Outside Of School Learning	13	51	1.5	1.5
Cooking	21	85	2.5	2.5
Cleaning	22	34	1.0	1.0
Laundry	23	24	0.7	0.7
Purchasing Commodities	25	23	0.7	0.7
Caring For Child	26	16	0.5	0.5
Household Chores	27	45	1.3	1.3
Personal Meetings	31	91	2.7	2.7
Social Encounters	32	53	1.5	1.5
Rest	41	129	3.8	3.8
Illness, Recuperation	42	5	0.1	0.1
Watching, Sightseeing, Enjoying	51	11	0.3	0.3
Sports	52	22	0.6	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	33	1.0	1.0
Hobbies	55	92	2.7	2.7
Mastering Technical Skills And Technology	56	8	0.2	0.2
Children'S Games	57	2	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	29	0.8	0.8
Commuting To School	72	56	1.6	1.6
Other Travel	73	181	5.3	5.3
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	6	0.2	0.2
Cable TV	84	27	0.8	0.8
Satellite TV	85	2	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	27	0.8	0.8
Entertainment	92	10	0.3	0.3
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V147 [1st day 12:00-12:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.4
Meals	2	16	0.5	6.5
Personal Chores	3	3	0.1	1.2
Work	4	6	0.2	2.4
Network Radio	5	17	0.5	6.9
Network Television	6	47	1.4	19.0
Cooking	21	1	0.0	0.4
Cleaning	22	4	0.1	1.6
Laundry	23	2	0.1	0.8
Caring For Child	26	2	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	1	0.0	0.4
Personal Meetings	31	3	0.1	1.2
Rest	41	6	0.2	2.4
Competition	53	2	0.1	0.8
Hobbies	55	1	0.0	0.4
Listening To Music	61	17	0.5	6.9
Playing Computer Games	64	4	0.1	1.6
Other Travel	73	4	0.1	1.6
Newspapers	81	3	0.1	1.2
Cable TV	84	24	0.7	9.7
Satellite TV	85	1	0.0	0.4
DMB	87	4	0.1	1.6
Search For Information	91	16	0.5	6.5
Entertainment	92	4	0.1	1.6
Communications	93	1	0.0	0.4
Cellular Phones (Smart Phones)	95	58	1.7	23.4
NA	0	3,181	92.8	
Total		3,429	100.0	100.0

V148 [1st day 12:00-12:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,536	74.0	74.0
At home	1	893	26.0	26.0
Total		3,429	100.0	100.0

V149 [1st day 12:15-12:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	76	2.2	2.2
Meals	2	1,180	34.4	34.4
Personal Chores	3	117	3.4	3.4
Work	4	643	18.8	18.8
Network Radio	5	6	0.2	0.2
Network Television	6	71	2.1	2.1
Class, School Events	11	229	6.7	6.7
Outside Of School Learning	13	52	1.5	1.5
Cooking	21	86	2.5	2.5
Cleaning	22	32	0.9	0.9
Laundry	23	27	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Purchasing Commodities	25	25	0.7	0.7
Caring For Child	26	16	0.5	0.5
Household Chores	27	42	1.2	1.2
Personal Meetings	31	95	2.8	2.8
Social Encounters	32	54	1.6	1.6
Rest	41	122	3.6	3.6
Illness, Recuperation	42	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	11	0.3	0.3
Sports	52	20	0.6	0.6
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	32	0.9	0.9
Hobbies	55	99	2.9	2.9
Mastering Technical Skills And Technology	56	6	0.2	0.2
Children'S Games	57	2	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	19	0.6	0.6
Commuting To Work	71	25	0.7	0.7
Commuting To School	72	51	1.5	1.5
Other Travel	73	141	4.1	4.1
Newspapers	81	8	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	6	0.2	0.2
Cable TV	84	29	0.8	0.8
Satellite TV	85	2	0.1	0.1
IPTV	86	5	0.1	0.1
Search For Information	91	29	0.8	0.8
Entertainment	92	11	0.3	0.3
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V150 [1st day 12:15-12:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.4
Meals	2	17	0.5	6.0
Personal Chores	3	3	0.1	1.1
Work	4	4	0.1	1.4
Network Radio	5	18	0.5	6.3
Network Television	6	54	1.6	19.0
Outside Of School Learning	13	1	0.0	0.4
Cleaning	22	4	0.1	1.4
Laundry	23	1	0.0	0.4
Caring For Child	26	2	0.1	0.7
Personal Meetings	31	4	0.1	1.4
Rest	41	8	0.2	2.8
Competition	53	3	0.1	1.1
Hobbies	55	1	0.0	0.4
Listening To Music	61	20	0.6	7.0
Playing Computer Games	64	5	0.1	1.8
Other Travel	73	3	0.1	1.1
Newspapers	81	4	0.1	1.4
Cable TV	84	31	0.9	10.9
Satellite TV	85	1	0.0	0.4
DMB	87	6	0.2	2.1
Search For Information	91	18	0.5	6.3
Entertainment	92	4	0.1	1.4
Communications	93	1	0.0	0.4
Cellular Phones (Smart Phones)	95	70	2.0	24.6
NA	0	3,145	91.7	
Total		3,429	100.0	100.0

V151 [1st day 12:15-12:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,512	73.3	73.3
At home	1	917	26.7	26.7
Total		3,429	100.0	100.0

V152 [1st day 12:30-12:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	80	2.3	2.3
Meals	2	1,318	38.4	38.4
Personal Chores	3	104	3.0	3.0
Work	4	521	15.2	15.2
Network Radio	5	5	0.1	0.1
Network Television	6	71	2.1	2.1
Class, School Events	11	133	3.9	3.9
Outside Of School Learning	13	48	1.4	1.4
Cooking	21	75	2.2	2.2
Cleaning	22	28	0.8	0.8
Laundry	23	20	0.6	0.6
Purchasing Commodities	25	27	0.8	0.8
Caring For Child	26	13	0.4	0.4
Household Chores	27	33	1.0	1.0
Personal Meetings	31	101	2.9	2.9
Social Encounters	32	55	1.6	1.6
Rest	41	175	5.1	5.1
Illness, Recuperation	42	5	0.1	0.1
Watching, Sightseeing, Enjoying	51	13	0.4	0.4
Sports	52	24	0.7	0.7
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	35	1.0	1.0
Hobbies	55	93	2.7	2.7
Mastering Technical Skills And Technology	56	6	0.2	0.2
Children'S Games	57	2	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	24	0.7	0.7
Commuting To Work	71	32	0.9	0.9
Commuting To School	72	85	2.5	2.5
Other Travel	73	143	4.2	4.2
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	8	0.2	0.2
Cable TV	84	31	0.9	0.9
Satellite TV	85	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	31	0.9	0.9
Entertainment	92	11	0.3	0.3
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	25	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V153 [1st day 12:30-12:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	32	0.9	8.8
Personal Chores	3	2	0.1	0.5
Work	4	8	0.2	2.2
Network Radio	5	21	0.6	5.8
Network Television	6	54	1.6	14.8
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	3	0.1	0.8
Laundry	23	2	0.1	0.5
Caring For Child	26	2	0.1	0.5
Household Chores	27	1	0.0	0.3
Personal Meetings	31	4	0.1	1.1
Rest	41	10	0.3	2.7
Competition	53	2	0.1	0.5
Hobbies	55	1	0.0	0.3
Listening To Music	61	20	0.6	5.5
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	4	0.1	1.1
Commuting To Work	71	1	0.0	0.3
Commuting To School	72	1	0.0	0.3
Other Travel	73	5	0.1	1.4
Newspapers	81	9	0.3	2.5
Cable TV	84	32	0.9	8.8
Satellite TV	85	2	0.1	0.5
IPTV	86	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	6	0.2	1.6
Search For Information	91	22	0.6	6.0
Entertainment	92	7	0.2	1.9
Communications	93	1	0.0	0.3
Cellular Phones (Smart Phones)	95	108	3.1	29.6
NA	0	3,064	89.4	
Total		3,429	100.0	100.0

V154 [1st day 12:30-12:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,490	72.6	72.6
At home	1	939	27.4	27.4
Total		3,429	100.0	100.0

V155 [1st day 12:45-13:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	88	2.6	2.6
Meals	2	1,293	37.7	37.7
Personal Chores	3	93	2.7	2.7
Work	4	526	15.3	15.3
Network Radio	5	5	0.1	0.1
Network Television	6	74	2.2	2.2
Class, School Events	11	97	2.8	2.8
Outside Of School Learning	13	50	1.5	1.5
Cooking	21	72	2.1	2.1
Cleaning	22	33	1.0	1.0
Laundry	23	21	0.6	0.6
Purchasing Commodities	25	25	0.7	0.7
Caring For Child	26	15	0.4	0.4
Household Chores	27	35	1.0	1.0
Personal Meetings	31	108	3.1	3.2
Social Encounters	32	55	1.6	1.6
Rest	41	217	6.3	6.3
Illness, Recuperation	42	4	0.1	0.1
Watching, Sightseeing, Enjoying	51	10	0.3	0.3
Sports	52	23	0.7	0.7
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	31	0.9	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	91	2.7	2.7
Mastering Technical Skills And Technology	56	8	0.2	0.2
Children'S Games	57	2	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	6	0.2	0.2
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	26	0.8	0.8
Commuting To Work	71	33	1.0	1.0
Commuting To School	72	76	2.2	2.2
Other Travel	73	156	4.5	4.6
Newspapers	81	5	0.1	0.1
Books	83	7	0.2	0.2
Cable TV	84	36	1.0	1.1
Satellite TV	85	2	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	32	0.9	0.9
Entertainment	92	11	0.3	0.3
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	24	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V156 [1st day 12:45-13:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	39	1.1	10.4
Personal Chores	3	4	0.1	1.1
Work	4	6	0.2	1.6
Network Radio	5	18	0.5	4.8
Network Television	6	54	1.6	14.4
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	2	0.1	0.5
Cleaning	22	2	0.1	0.5
Laundry	23	2	0.1	0.5
Caring For Child	26	2	0.1	0.5
Household Chores	27	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	5	0.1	1.3
Rest	41	14	0.4	3.7
Competition	53	3	0.1	0.8
Hobbies	55	2	0.1	0.5
Listening To Music	61	25	0.7	6.7
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	4	0.1	1.1
Commuting To Work	71	1	0.0	0.3
Commuting To School	72	2	0.1	0.5
Other Travel	73	1	0.0	0.3
Newspapers	81	10	0.3	2.7
Cable TV	84	35	1.0	9.3
Satellite TV	85	2	0.1	0.5
IPTV	86	1	0.0	0.3
DMB	87	5	0.1	1.3
Search For Information	91	24	0.7	6.4
Entertainment	92	7	0.2	1.9
Communications	93	1	0.0	0.3
Cellular Phones (Smart Phones)	95	100	2.9	26.7
NA	0	3,054	89.1	
Total		3,429	100.0	100.0

V157 [1st day 12:45-13:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,461	71.8	71.8
At home	1	968	28.2	28.2
Total		3,429	100.0	100.0

V158 [1st day 13:00-13:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	87	2.5	2.5
Meals	2	944	27.5	27.5
Personal Chores	3	153	4.5	4.5
Work	4	648	18.9	18.9
Network Radio	5	6	0.2	0.2
Network Television	6	77	2.2	2.2
Class, School Events	11	48	1.4	1.4
Extra-Curricular Activities	12	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	63	1.8	1.8
Cooking	21	67	2.0	2.0
Cleaning	22	32	0.9	0.9
Laundry	23	25	0.7	0.7
Purchasing Commodities	25	20	0.6	0.6
Caring For Child	26	24	0.7	0.7
Household Chores	27	43	1.3	1.3
Personal Meetings	31	119	3.5	3.5
Social Encounters	32	52	1.5	1.5
Rest	41	251	7.3	7.3
Illness, Recuperation	42	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	14	0.4	0.4
Sports	52	33	1.0	1.0
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	35	1.0	1.0
Hobbies	55	76	2.2	2.2
Mastering Technical Skills And Technology	56	14	0.4	0.4
Listening To Music	61	4	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	39	1.1	1.1
Commuting To Work	71	53	1.5	1.5
Commuting To School	72	67	2.0	2.0
Other Travel	73	250	7.3	7.3
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	8	0.2	0.2
Cable TV	84	42	1.2	1.2
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	30	0.9	0.9
Entertainment	92	14	0.4	0.4
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	30	0.9	0.9
NA	0	1	0.0	
Total		3,429	100.0	100.0

V159 [1st day 13:00-13:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	46	1.3	11.0
Personal Chores	3	3	0.1	0.7
Work	4	9	0.3	2.1
Network Radio	5	22	0.6	5.2
Network Television	6	55	1.6	13.1
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	2	0.1	0.5
Cleaning	22	2	0.1	0.5
Laundry	23	2	0.1	0.5
Purchasing Commodities	25	1	0.0	0.2
Personal Meetings	31	5	0.1	1.2
Social Encounters	32	1	0.0	0.2
Rest	41	18	0.5	4.3
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Sports	52	1	0.0	0.2
Competition	53	2	0.1	0.5
Listening To Music	61	23	0.7	5.5
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	10	0.3	2.4
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	3	0.1	0.7
Newspapers	81	9	0.3	2.1
Books	83	1	0.0	0.2
Cable TV	84	38	1.1	9.0
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	1.0
Search For Information	91	20	0.6	4.8
Entertainment	92	6	0.2	1.4
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	4	0.1	1.0
Cellular Phones (Smart Phones)	95	121	3.5	28.8
NA	0	3,009	87.8	
Total		3,429	100.0	100.0

V160 [1st day 13:00-13:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,470	72.0	72.0
At home	1	959	28.0	28.0
Total		3,429	100.0	100.0

V161 [1st day 13:15-13:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	98	2.9	2.9
Meals	2	894	26.1	26.1
Personal Chores	3	120	3.5	3.5
Work	4	739	21.6	21.6
Network Radio	5	8	0.2	0.2
Network Television	6	82	2.4	2.4
Class, School Events	11	39	1.1	1.1
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	66	1.9	1.9
Cooking	21	57	1.7	1.7
Cleaning	22	35	1.0	1.0
Laundry	23	24	0.7	0.7
Purchasing Commodities	25	25	0.7	0.7
Caring For Child	26	23	0.7	0.7
Household Chores	27	46	1.3	1.3
Personal Meetings	31	136	4.0	4.0
Social Encounters	32	59	1.7	1.7
Rest	41	252	7.3	7.4
Illness, Recuperation	42	5	0.1	0.1
Watching, Sightseeing, Enjoying	51	17	0.5	0.5
Sports	52	37	1.1	1.1
Competition	53	17	0.5	0.5
Amusement, Taking A Walk	54	37	1.1	1.1
Hobbies	55	80	2.3	2.3
Mastering Technical Skills And Technology	56	14	0.4	0.4
Listening To Music	61	3	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	48	1.4	1.4
Commuting To Work	71	49	1.4	1.4
Commuting To School	72	43	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	207	6.0	6.0
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	11	0.3	0.3
Cable TV	84	44	1.3	1.3
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	35	1.0	1.0
Entertainment	92	15	0.4	0.4
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V162 [1st day 13:15-13:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	42	1.2	10.0
Personal Chores	3	3	0.1	0.7
Work	4	8	0.2	1.9
Network Radio	5	24	0.7	5.7
Network Television	6	54	1.6	12.8
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	2	0.1	0.5
Cleaning	22	2	0.1	0.5
Laundry	23	2	0.1	0.5
Purchasing Commodities	25	1	0.0	0.2
Personal Meetings	31	6	0.2	1.4
Rest	41	18	0.5	4.3
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Competition	53	3	0.1	0.7
Listening To Music	61	23	0.7	5.5
Watching Videos	62	3	0.1	0.7
Playing Computer Games	64	13	0.4	3.1
Other Travel	73	3	0.1	0.7
Newspapers	81	10	0.3	2.4
Magazines, Comics	82	2	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	40	1.2	9.5
IPTV	86	2	0.1	0.5
DMB	87	6	0.2	1.4
Search For Information	91	22	0.6	5.2
Entertainment	92	15	0.4	3.6
Communications	93	3	0.1	0.7
Shopping And Electronic Transactions	94	4	0.1	0.9
Cellular Phones (Smart Phones)	95	106	3.1	25.1
NA	0	3,007	87.7	
Total		3,429	100.0	100.0

V163 [1st day 13:15-13:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,445	71.3	71.3
At home	1	984	28.7	28.7
Total		3,429	100.0	100.0

V164 [1st day 13:30-13:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	112	3.3	3.3
Meals	2	617	18.0	18.0
Personal Chores	3	127	3.7	3.7
Work	4	862	25.1	25.1
Network Radio	5	7	0.2	0.2
Network Television	6	100	2.9	2.9
Class, School Events	11	42	1.2	1.2
Extra-Curricular Activities	12	7	0.2	0.2
Outside Of School Learning	13	85	2.5	2.5
Cooking	21	56	1.6	1.6
Cleaning	22	30	0.9	0.9
Laundry	23	17	0.5	0.5
Purchasing Commodities	25	27	0.8	0.8
Caring For Child	26	23	0.7	0.7
Household Chores	27	58	1.7	1.7
Personal Meetings	31	173	5.0	5.0
Social Encounters	32	67	2.0	2.0
Rest	41	238	6.9	6.9
Illness, Recuperation	42	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	21	0.6	0.6
Sports	52	39	1.1	1.1
Competition	53	21	0.6	0.6
Amusement, Taking A Walk	54	42	1.2	1.2
Hobbies	55	108	3.1	3.2
Mastering Technical Skills And Technology	56	16	0.5	0.5
Listening To Music	61	2	0.1	0.1
Watching Videos	62	10	0.3	0.3
Watching Movies	63	10	0.3	0.3
Playing Computer Games	64	55	1.6	1.6
Commuting To Work	71	34	1.0	1.0
Commuting To School	72	36	1.0	1.1
Other Travel	73	194	5.7	5.7
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	49	1.4	1.4
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	44	1.3	1.3
Entertainment	92	16	0.5	0.5
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	29	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V165 [1st day 13:30-13:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	35	1.0	8.3
Personal Chores	3	2	0.1	0.5
Work	4	20	0.6	4.8
Network Radio	5	26	0.8	6.2
Network Television	6	40	1.2	9.5
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	3	0.1	0.7
Laundry	23	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Personal Meetings	31	7	0.2	1.7
Rest	41	18	0.5	4.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Listening To Music	61	22	0.6	5.2
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	16	0.5	3.8
Commuting To Work	71	1	0.0	0.2
Other Travel	73	4	0.1	1.0
Newspapers	81	6	0.2	1.4
Magazines, Comics	82	2	0.1	0.5
Books	83	1	0.0	0.2
Cable TV	84	44	1.3	10.5
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	1.0
Search For Information	91	39	1.1	9.3
Entertainment	92	13	0.4	3.1
Communications	93	5	0.1	1.2
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	98	2.9	23.3
NA	0	3,009	87.8	
Total		3,429	100.0	100.0

V166 [1st day 13:30-13:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,451	71.5	71.5
At home	1	978	28.5	28.5
Total		3,429	100.0	100.0

V167 [1st day 13:45-14:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	113	3.3	3.3
Meals	2	566	16.5	16.5
Personal Chores	3	90	2.6	2.6
Work	4	907	26.5	26.5
Network Radio	5	7	0.2	0.2
Network Television	6	97	2.8	2.8
Class, School Events	11	40	1.2	1.2
Extra-Curricular Activities	12	7	0.2	0.2
Outside Of School Learning	13	91	2.7	2.7
Cooking	21	50	1.5	1.5
Cleaning	22	31	0.9	0.9
Laundry	23	19	0.6	0.6
Purchasing Commodities	25	26	0.8	0.8
Caring For Child	26	26	0.8	0.8
Household Chores	27	60	1.7	1.8
Personal Meetings	31	189	5.5	5.5
Social Encounters	32	69	2.0	2.0
Rest	41	241	7.0	7.0
Illness, Recuperation	42	9	0.3	0.3
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	40	1.2	1.2
Competition	53	23	0.7	0.7
Amusement, Taking A Walk	54	42	1.2	1.2
Hobbies	55	113	3.3	3.3
Mastering Technical Skills And Technology	56	16	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	11	0.3	0.3
Watching Movies	63	11	0.3	0.3
Playing Computer Games	64	56	1.6	1.6
Commuting To Work	71	32	0.9	0.9
Commuting To School	72	26	0.8	0.8
Other Travel	73	198	5.8	5.8
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	57	1.7	1.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	50	1.5	1.5
Entertainment	92	16	0.5	0.5
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	24	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V168 [1st day 13:45-14:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	34	1.0	8.4
Personal Chores	3	5	0.1	1.2
Work	4	20	0.6	4.9
Network Radio	5	27	0.8	6.7
Network Television	6	40	1.2	9.9
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	1	0.0	0.2
Laundry	23	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Personal Meetings	31	4	0.1	1.0
Rest	41	13	0.4	3.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Listening To Music	61	19	0.6	4.7
Watching Videos	62	4	0.1	1.0
Playing Computer Games	64	15	0.4	3.7
Other Travel	73	5	0.1	1.2
Newspapers	81	5	0.1	1.2
Magazines, Comics	82	2	0.1	0.5
Books	83	1	0.0	0.2
Cable TV	84	40	1.2	9.9
Satellite TV	85	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	2	0.1	0.5
DMB	87	3	0.1	0.7
Search For Information	91	35	1.0	8.6
Entertainment	92	14	0.4	3.5
Communications	93	4	0.1	1.0
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	100	2.9	24.7
NA	0	3,024	88.2	
Total		3,429	100.0	100.0

V169 [1st day 13:45-14:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,450	71.4	71.4
At home	1	979	28.6	28.6
Total		3,429	100.0	100.0

V170 [1st day 14:00-14:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	124	3.6	3.6
Meals	2	312	9.1	9.1
Personal Chores	3	120	3.5	3.5
Work	4	998	29.1	29.1
Network Radio	5	7	0.2	0.2
Network Television	6	103	3.0	3.0
Class, School Events	11	44	1.3	1.3
Extra-Curricular Activities	12	8	0.2	0.2
Outside Of School Learning	13	116	3.4	3.4
Cooking	21	42	1.2	1.2
Cleaning	22	24	0.7	0.7
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	39	1.1	1.1
Caring For Child	26	32	0.9	0.9
Household Chores	27	68	2.0	2.0
Personal Meetings	31	205	6.0	6.0
Social Encounters	32	65	1.9	1.9
Rest	41	197	5.7	5.7
Illness, Recuperation	42	13	0.4	0.4
Watching, Sightseeing, Enjoying	51	31	0.9	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	42	1.2	1.2
Competition	53	30	0.9	0.9
Amusement, Taking A Walk	54	50	1.5	1.5
Hobbies	55	122	3.6	3.6
Mastering Technical Skills And Technology	56	16	0.5	0.5
Children'S Games	57	3	0.1	0.1
Listening To Music	61	3	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	15	0.4	0.4
Playing Computer Games	64	59	1.7	1.7
Commuting To Work	71	26	0.8	0.8
Commuting To School	72	18	0.5	0.5
Other Travel	73	258	7.5	7.5
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	10	0.3	0.3
Cable TV	84	62	1.8	1.8
Satellite TV	85	6	0.2	0.2
IPTV	86	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	57	1.7	1.7
Entertainment	92	19	0.6	0.6
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	35	1.0	1.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V171 [1st day 14:00-14:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	20	0.6	4.2
Personal Chores	3	3	0.1	0.6
Work	4	14	0.4	3.0
Network Radio	5	32	0.9	6.8
Network Television	6	69	2.0	14.6
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	2	0.1	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	1	0.0	0.2
Personal Meetings	31	4	0.1	0.8
Social Encounters	32	2	0.1	0.4
Rest	41	16	0.5	3.4
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	1	0.0	0.2
Hobbies	55	2	0.1	0.4
Listening To Music	61	23	0.7	4.9
Watching Videos	62	5	0.1	1.1
Playing Computer Games	64	18	0.5	3.8
Other Travel	73	6	0.2	1.3
Newspapers	81	11	0.3	2.3
Books	83	2	0.1	0.4
Cable TV	84	38	1.1	8.1
Satellite TV	85	1	0.0	0.2
IPTV	86	3	0.1	0.6
DMB	87	12	0.3	2.5
Search For Information	91	56	1.6	11.9
Entertainment	92	15	0.4	3.2
Communications	93	5	0.1	1.1
Shopping And Electronic Transactions	94	4	0.1	0.8
Cellular Phones (Smart Phones)	95	103	3.0	21.8
NA	0	2,957	86.2	
Total		3,429	100.0	100.0

V172 [1st day 14:00-14:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,503	73.0	73.0
At home	1	926	27.0	27.0
Total		3,429	100.0	100.0

V173 [1st day 14:15-14:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	134	3.9	3.9
Meals	2	270	7.9	7.9
Personal Chores	3	91	2.7	2.7
Work	4	1,040	30.3	30.3
Network Radio	5	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	112	3.3	3.3
Class, School Events	11	46	1.3	1.3
Extra-Curricular Activities	12	9	0.3	0.3
Outside Of School Learning	13	128	3.7	3.7
Cooking	21	42	1.2	1.2
Cleaning	22	28	0.8	0.8
Laundry	23	14	0.4	0.4
Purchasing Commodities	25	51	1.5	1.5
Caring For Child	26	35	1.0	1.0
Household Chores	27	71	2.1	2.1
Personal Meetings	31	224	6.5	6.5
Social Encounters	32	73	2.1	2.1
Rest	41	178	5.2	5.2
Illness, Recuperation	42	14	0.4	0.4
Watching, Sightseeing, Enjoying	51	35	1.0	1.0
Sports	52	49	1.4	1.4
Competition	53	33	1.0	1.0
Amusement, Taking A Walk	54	49	1.4	1.4
Hobbies	55	132	3.8	3.9
Mastering Technical Skills And Technology	56	18	0.5	0.5
Children'S Games	57	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	15	0.4	0.4
Playing Computer Games	64	61	1.8	1.8
Commuting To Work	71	27	0.8	0.8
Commuting To School	72	14	0.4	0.4
Other Travel	73	198	5.8	5.8
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	13	0.4	0.4
Cable TV	84	63	1.8	1.8
Satellite TV	85	6	0.2	0.2
IPTV	86	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	59	1.7	1.7
Entertainment	92	23	0.7	0.7
Communications	93	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V174 [1st day 14:15-14:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	13	0.4	2.9
Personal Chores	3	4	0.1	0.9
Work	4	14	0.4	3.1
Network Radio	5	34	1.0	7.5
Network Television	6	70	2.0	15.5
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Personal Meetings	31	5	0.1	1.1
Social Encounters	32	1	0.0	0.2
Rest	41	16	0.5	3.5
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	2	0.1	0.4
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	3	0.1	0.7
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	19	0.6	4.2
Watching Videos	62	6	0.2	1.3
Watching Movies	63	1	0.0	0.2
Playing Computer Games	64	21	0.6	4.6
Other Travel	73	5	0.1	1.1
Newspapers	81	9	0.3	2.0
Books	83	2	0.1	0.4
Cable TV	84	39	1.1	8.6
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	13	0.4	2.9
Search For Information	91	55	1.6	12.1
Entertainment	92	14	0.4	3.1
Communications	93	5	0.1	1.1
Shopping And Electronic Transactions	94	4	0.1	0.9
Cellular Phones (Smart Phones)	95	88	2.6	19.4
NA	0	2,976	86.8	
Total		3,429	100.0	100.0

V175 [1st day 14:15-14:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,520	73.5	73.5
At home	1	909	26.5	26.5
Total		3,429	100.0	100.0

V176 [1st day 14:30-14:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	132	3.8	3.9
Meals	2	164	4.8	4.8
Personal Chores	3	112	3.3	3.3
Work	4	1,054	30.7	30.7
Network Radio	5	8	0.2	0.2
Network Television	6	127	3.7	3.7
Class, School Events	11	48	1.4	1.4
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	136	4.0	4.0
Cooking	21	29	0.8	0.8
Cleaning	22	32	0.9	0.9
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	56	1.6	1.6
Caring For Child	26	40	1.2	1.2
Household Chores	27	77	2.2	2.2
Personal Meetings	31	223	6.5	6.5
Social Encounters	32	72	2.1	2.1
Rest	41	174	5.1	5.1
Illness, Recuperation	42	14	0.4	0.4
Watching, Sightseeing, Enjoying	51	41	1.2	1.2
Sports	52	54	1.6	1.6
Competition	53	33	1.0	1.0
Amusement, Taking A Walk	54	56	1.6	1.6
Hobbies	55	151	4.4	4.4
Mastering Technical Skills And Technology	56	17	0.5	0.5
Children'S Games	57	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	19	0.6	0.6
Playing Computer Games	64	58	1.7	1.7
Commuting To Work	71	26	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	6	0.2	0.2
Other Travel	73	198	5.8	5.8
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	20	0.6	0.6
Cable TV	84	64	1.9	1.9
Satellite TV	85	6	0.2	0.2
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	57	1.7	1.7
Entertainment	92	29	0.8	0.8
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	11	0.3	0.3
Cellular Phones (Smart Phones)	95	27	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V177 [1st day 14:30-14:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	13	0.4	2.7
Personal Chores	3	4	0.1	0.8
Work	4	16	0.5	3.3
Network Radio	5	33	1.0	6.8
Network Television	6	73	2.1	15.0
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	2	0.1	0.4
Caring For Child	26	2	0.1	0.4
Household Chores	27	1	0.0	0.2
Personal Meetings	31	5	0.1	1.0
Rest	41	13	0.4	2.7
Watching, Sightseeing, Enjoying	51	2	0.1	0.4
Competition	53	8	0.2	1.6
Hobbies	55	4	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	18	0.5	3.7
Watching Videos	62	6	0.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching Movies	63	1	0.0	0.2
Playing Computer Games	64	28	0.8	5.7
Commuting To Work	71	1	0.0	0.2
Other Travel	73	6	0.2	1.2
Newspapers	81	7	0.2	1.4
Cable TV	84	42	1.2	8.6
IPTV	86	1	0.0	0.2
DMB	87	10	0.3	2.1
Search For Information	91	54	1.6	11.1
Entertainment	92	15	0.4	3.1
Communications	93	4	0.1	0.8
Shopping And Electronic Transactions	94	4	0.1	0.8
Cellular Phones (Smart Phones)	95	109	3.2	22.4
NA	0	2,942	85.8	
Total		3,429	100.0	100.0

V178 [1st day 14:30-14:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,542	74.1	74.1
At home	1	887	25.9	25.9
Total		3,429	100.0	100.0

V179 [1st day 14:45-15:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	140	4.1	4.1
Meals	2	151	4.4	4.4
Personal Chores	3	89	2.6	2.6
Work	4	1,067	31.1	31.1
Network Radio	5	9	0.3	0.3
Network Television	6	132	3.8	3.9
Class, School Events	11	45	1.3	1.3
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	136	4.0	4.0
Cooking	21	21	0.6	0.6
Cleaning	22	32	0.9	0.9
Laundry	23	19	0.6	0.6
Purchasing Commodities	25	58	1.7	1.7
Caring For Child	26	38	1.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	82	2.4	2.4
Personal Meetings	31	225	6.6	6.6
Social Encounters	32	73	2.1	2.1
Rest	41	189	5.5	5.5
Illness, Recuperation	42	14	0.4	0.4
Watching, Sightseeing, Enjoying	51	41	1.2	1.2
Sports	52	56	1.6	1.6
Competition	53	34	1.0	1.0
Amusement, Taking A Walk	54	56	1.6	1.6
Hobbies	55	162	4.7	4.7
Mastering Technical Skills And Technology	56	15	0.4	0.4
Children'S Games	57	3	0.1	0.1
Listening To Music	61	8	0.2	0.2
Watching Videos	62	6	0.2	0.2
Watching Movies	63	22	0.6	0.6
Playing Computer Games	64	61	1.8	1.8
Commuting To Work	71	26	0.8	0.8
Commuting To School	72	4	0.1	0.1
Other Travel	73	184	5.4	5.4
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	19	0.6	0.6
Cable TV	84	64	1.9	1.9
Satellite TV	85	6	0.2	0.2
IPTV	86	7	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	53	1.5	1.5
Entertainment	92	29	0.8	0.8
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	11	0.3	0.3
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V180 [1st day 14:45-15:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	11	0.3	2.4
Personal Chores	3	10	0.3	2.2
Work	4	15	0.4	3.2
Network Radio	5	31	0.9	6.7
Network Television	6	73	2.1	15.8
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	2	0.1	0.4
Laundry	23	1	0.0	0.2
Caring For Child	26	2	0.1	0.4
Household Chores	27	1	0.0	0.2
Personal Meetings	31	5	0.1	1.1
Rest	41	11	0.3	2.4
Watching, Sightseeing, Enjoying	51	2	0.1	0.4
Competition	53	8	0.2	1.7
Hobbies	55	5	0.1	1.1
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	16	0.5	3.5
Watching Videos	62	3	0.1	0.6
Playing Computer Games	64	29	0.8	6.3
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	5	0.1	1.1
Newspapers	81	7	0.2	1.5
Cable TV	84	42	1.2	9.1
IPTV	86	1	0.0	0.2
DMB	87	10	0.3	2.2
Search For Information	91	52	1.5	11.2
Entertainment	92	17	0.5	3.7
Communications	93	4	0.1	0.9
Shopping And Electronic Transactions	94	4	0.1	0.9
Cellular Phones (Smart Phones)	95	90	2.6	19.4
NA	0	2,966	86.5	
Total		3,429	100.0	100.0

V181 [1st day 14:45-15:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,547	74.3	74.3
At home	1	882	25.7	25.7
Total		3,429	100.0	100.0

V182 [1st day 15:00-15:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	155	4.5	4.5
Meals	2	93	2.7	2.7
Personal Chores	3	104	3.0	3.0
Work	4	976	28.5	28.5
Network Radio	5	9	0.3	0.3
Network Television	6	135	3.9	3.9
Class, School Events	11	43	1.3	1.3
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	155	4.5	4.5
Cooking	21	17	0.5	0.5
Cleaning	22	26	0.8	0.8
Laundry	23	27	0.8	0.8
Purchasing Commodities	25	69	2.0	2.0
Caring For Child	26	40	1.2	1.2
Household Chores	27	75	2.2	2.2
Personal Meetings	31	220	6.4	6.4
Social Encounters	32	66	1.9	1.9
Rest	41	209	6.1	6.1
Illness, Recuperation	42	9	0.3	0.3
Watching, Sightseeing, Enjoying	51	46	1.3	1.3
Sports	52	53	1.5	1.5
Competition	53	30	0.9	0.9
Amusement, Taking A Walk	54	58	1.7	1.7
Hobbies	55	167	4.9	4.9
Mastering Technical Skills And Technology	56	14	0.4	0.4
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	32	0.9	0.9
Playing Computer Games	64	48	1.4	1.4
Commuting To Work	71	44	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	6	0.2	0.2
Other Travel	73	244	7.1	7.1
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	14	0.4	0.4
Cable TV	84	67	2.0	2.0
Satellite TV	85	5	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	3	0.1	0.1
Search For Information	91	54	1.6	1.6
Entertainment	92	27	0.8	0.8
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	15	0.4	0.4
Cellular Phones (Smart Phones)	95	34	1.0	1.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V183 [1st day 15:00-15:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	10	0.3	2.0
Personal Chores	3	5	0.1	1.0
Work	4	14	0.4	2.8
Network Radio	5	31	0.9	6.2
Network Television	6	70	2.0	13.9
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	2	0.1	0.4
Cleaning	22	1	0.0	0.2
Laundry	23	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	7	0.2	1.4
Rest	41	22	0.6	4.4
Watching, Sightseeing, Enjoying	51	2	0.1	0.4
Competition	53	8	0.2	1.6
Hobbies	55	6	0.2	1.2
Mastering Technical Skills And Technology	56	2	0.1	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Listening To Music	61	27	0.8	5.4
Watching Videos	62	3	0.1	0.6
Watching Movies	63	1	0.0	0.2
Playing Computer Games	64	23	0.7	4.6
Commuting To Work	71	1	0.0	0.2
Other Travel	73	4	0.1	0.8
Newspapers	81	6	0.2	1.2
Cable TV	84	46	1.3	9.1
IPTV	86	1	0.0	0.2
DMB	87	9	0.3	1.8
Search For Information	91	45	1.3	8.9
Entertainment	92	15	0.4	3.0
Communications	93	7	0.2	1.4
Shopping And Electronic Transactions	94	5	0.1	1.0
Cellular Phones (Smart Phones)	95	122	3.6	24.3
NA	0	2,926	85.3	
Total		3,429	100.0	100.0

V184 [1st day 15:00-15:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,580	75.2	75.2
At home	1	849	24.8	24.8
Total		3,429	100.0	100.0

V185 [1st day 15:15-15:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	165	4.8	4.8
Meals	2	80	2.3	2.3
Personal Chores	3	80	2.3	2.3
Work	4	1,014	29.6	29.6
Network Radio	5	9	0.3	0.3
Network Television	6	138	4.0	4.0
Class, School Events	11	46	1.3	1.3
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	168	4.9	4.9
Cooking	21	20	0.6	0.6
Cleaning	22	25	0.7	0.7
Laundry	23	28	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Purchasing Commodities	25	70	2.0	2.0
Caring For Child	26	41	1.2	1.2
Household Chores	27	81	2.4	2.4
Personal Meetings	31	238	6.9	6.9
Social Encounters	32	70	2.0	2.0
Rest	41	185	5.4	5.4
Illness, Recuperation	42	12	0.3	0.4
Watching, Sightseeing, Enjoying	51	46	1.3	1.3
Sports	52	58	1.7	1.7
Competition	53	30	0.9	0.9
Amusement, Taking A Walk	54	57	1.7	1.7
Hobbies	55	171	5.0	5.0
Mastering Technical Skills And Technology	56	18	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	32	0.9	0.9
Playing Computer Games	64	49	1.4	1.4
Commuting To Work	71	35	1.0	1.0
Commuting To School	72	6	0.2	0.2
Other Travel	73	204	5.9	6.0
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	65	1.9	1.9
Satellite TV	85	4	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	4	0.1	0.1
Search For Information	91	54	1.6	1.6
Entertainment	92	30	0.9	0.9
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	14	0.4	0.4
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V186 [1st day 15:15-15:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	10	0.3	2.2
Personal Chores	3	4	0.1	0.9
Work	4	12	0.3	2.6
Network Radio	5	31	0.9	6.7
Network Television	6	68	2.0	14.7
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	2	0.1	0.4
Cleaning	22	2	0.1	0.4
Laundry	23	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Personal Meetings	31	5	0.1	1.1
Social Encounters	32	1	0.0	0.2
Rest	41	21	0.6	4.5
Illness, Recuperation	42	1	0.0	0.2
Watching, Sightseeing, Enjoying	51	2	0.1	0.4
Competition	53	8	0.2	1.7
Hobbies	55	5	0.1	1.1
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	28	0.8	6.1
Watching Videos	62	2	0.1	0.4
Watching Movies	63	1	0.0	0.2
Playing Computer Games	64	22	0.6	4.8
Commuting To Work	71	1	0.0	0.2
Other Travel	73	3	0.1	0.6
Newspapers	81	8	0.2	1.7
Cable TV	84	46	1.3	10.0
IPTV	86	1	0.0	0.2
DMB	87	10	0.3	2.2
Search For Information	91	45	1.3	9.7
Entertainment	92	17	0.5	3.7
Communications	93	7	0.2	1.5
Shopping And Electronic Transactions	94	5	0.1	1.1
Cellular Phones (Smart Phones)	95	85	2.5	18.4
NA	0	2,967	86.5	
Total		3,429	100.0	100.0

V187 [1st day 15:15-15:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,571	75.0	75.0
At home	1	858	25.0	25.0
Total		3,429	100.0	100.0

V188 [1st day 15:30-15:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	159	4.6	4.6
Meals	2	41	1.2	1.2
Personal Chores	3	97	2.8	2.8
Work	4	1,020	29.7	29.8
Network Radio	5	6	0.2	0.2
Network Television	6	144	4.2	4.2
Class, School Events	11	45	1.3	1.3
Extra-Curricular Activities	12	9	0.3	0.3
Outside Of School Learning	13	171	5.0	5.0
Cooking	21	16	0.5	0.5
Cleaning	22	28	0.8	0.8
Laundry	23	34	1.0	1.0
Purchasing Commodities	25	84	2.4	2.5
Caring For Child	26	45	1.3	1.3
Household Chores	27	82	2.4	2.4
Personal Meetings	31	247	7.2	7.2
Social Encounters	32	74	2.2	2.2
Rest	41	195	5.7	5.7
Illness, Recuperation	42	10	0.3	0.3
Watching, Sightseeing, Enjoying	51	45	1.3	1.3
Sports	52	56	1.6	1.6
Competition	53	30	0.9	0.9
Amusement, Taking A Walk	54	63	1.8	1.8
Hobbies	55	174	5.1	5.1
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	6	0.2	0.2
Watching Videos	62	3	0.1	0.1
Watching Movies	63	34	1.0	1.0
Playing Computer Games	64	49	1.4	1.4
Commuting To Work	71	26	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	8	0.2	0.2
Other Travel	73	182	5.3	5.3
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	67	2.0	2.0
Satellite TV	85	3	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	48	1.4	1.4
Entertainment	92	29	0.8	0.8
Communications	93	11	0.3	0.3
Shopping And Electronic Transactions	94	14	0.4	0.4
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V189 [1st day 15:30-15:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	7	0.2	1.6
Personal Chores	3	5	0.1	1.1
Work	4	11	0.3	2.5
Network Radio	5	31	0.9	7.0
Network Television	6	69	2.0	15.5
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	3	0.1	0.7
Cleaning	22	2	0.1	0.5
Laundry	23	2	0.1	0.5
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Personal Meetings	31	6	0.2	1.4
Rest	41	17	0.5	3.8
Illness, Recuperation	42	1	0.0	0.2
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Competition	53	6	0.2	1.4
Hobbies	55	6	0.2	1.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Listening To Music	61	18	0.5	4.1
Watching Videos	62	1	0.0	0.2
Watching Movies	63	1	0.0	0.2
Playing Computer Games	64	18	0.5	4.1
Commuting To Work	71	1	0.0	0.2
Other Travel	73	4	0.1	0.9
Newspapers	81	6	0.2	1.4
Cable TV	84	45	1.3	10.1
DMB	87	8	0.2	1.8
Search For Information	91	46	1.3	10.4
Entertainment	92	15	0.4	3.4
Communications	93	5	0.1	1.1
Shopping And Electronic Transactions	94	5	0.1	1.1
Cellular Phones (Smart Phones)	95	95	2.8	21.4
NA	0	2,985	87.1	
Total		3,429	100.0	100.0

V190 [1st day 15:30-15:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,555	74.5	74.5
At home	1	874	25.5	25.5
Total		3,429	100.0	100.0

V191 [1st day 15:45-16:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	161	4.7	4.7
Meals	2	38	1.1	1.1
Personal Chores	3	97	2.8	2.8
Work	4	1,040	30.3	30.3
Network Radio	5	5	0.1	0.1
Network Television	6	144	4.2	4.2
Class, School Events	11	49	1.4	1.4
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	164	4.8	4.8
Cooking	21	19	0.6	0.6
Cleaning	22	33	1.0	1.0
Laundry	23	27	0.8	0.8
Purchasing Commodities	25	83	2.4	2.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	44	1.3	1.3
Household Chores	27	81	2.4	2.4
Personal Meetings	31	250	7.3	7.3
Social Encounters	32	69	2.0	2.0
Rest	41	187	5.5	5.5
Illness, Recuperation	42	9	0.3	0.3
Watching, Sightseeing, Enjoying	51	43	1.3	1.3
Sports	52	57	1.7	1.7
Competition	53	32	0.9	0.9
Amusement, Taking A Walk	54	62	1.8	1.8
Hobbies	55	178	5.2	5.2
Mastering Technical Skills And Technology	56	21	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	6	0.2	0.2
Watching Videos	62	3	0.1	0.1
Watching Movies	63	34	1.0	1.0
Playing Computer Games	64	49	1.4	1.4
Commuting To Work	71	23	0.7	0.7
Commuting To School	72	6	0.2	0.2
Other Travel	73	179	5.2	5.2
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	15	0.4	0.4
Cable TV	84	68	2.0	2.0
Satellite TV	85	3	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	4	0.1	0.1
Search For Information	91	45	1.3	1.3
Entertainment	92	28	0.8	0.8
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	15	0.4	0.4
Cellular Phones (Smart Phones)	95	25	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V192 [1st day 15:45-16:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	6	0.2	1.5
Personal Chores	3	1	0.0	0.2
Work	4	10	0.3	2.4
Network Radio	5	34	1.0	8.2
Network Television	6	71	2.1	17.2
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	2	0.1	0.5
Cleaning	22	2	0.1	0.5
Laundry	23	2	0.1	0.5
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	6	0.2	1.5
Rest	41	16	0.5	3.9
Illness, Recuperation	42	1	0.0	0.2
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Competition	53	7	0.2	1.7
Hobbies	55	6	0.2	1.5
Listening To Music	61	17	0.5	4.1
Playing Computer Games	64	18	0.5	4.4
Commuting To Work	71	1	0.0	0.2
Other Travel	73	5	0.1	1.2
Newspapers	81	3	0.1	0.7
Cable TV	84	42	1.2	10.2
DMB	87	6	0.2	1.5
Search For Information	91	49	1.4	11.9
Entertainment	92	14	0.4	3.4
Communications	93	4	0.1	1.0
Shopping And Electronic Transactions	94	4	0.1	1.0
Cellular Phones (Smart Phones)	95	77	2.2	18.6
NA	0	3,016	88.0	
Total		3,429	100.0	100.0

V193 [1st day 15:45-16:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,551	74.4	74.4
At home	1	878	25.6	25.6
Total		3,429	100.0	100.0

V194 [1st day 16:00-16:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	133	3.9	3.9
Meals	2	32	0.9	0.9
Personal Chores	3	125	3.6	3.6
Work	4	961	28.0	28.0
Network Radio	5	4	0.1	0.1
Network Television	6	129	3.8	3.8
Class, School Events	11	46	1.3	1.3
Extra-Curricular Activities	12	11	0.3	0.3
Outside Of School Learning	13	164	4.8	4.8
Cooking	21	28	0.8	0.8
Cleaning	22	36	1.0	1.1
Laundry	23	28	0.8	0.8
Purchasing Commodities	25	100	2.9	2.9
Caring For Child	26	29	0.8	0.8
Household Chores	27	75	2.2	2.2
Personal Meetings	31	234	6.8	6.8
Social Encounters	32	60	1.7	1.8
Rest	41	208	6.1	6.1
Illness, Recuperation	42	8	0.2	0.2
Watching, Sightseeing, Enjoying	51	41	1.2	1.2
Sports	52	52	1.5	1.5
Competition	53	27	0.8	0.8
Amusement, Taking A Walk	54	55	1.6	1.6
Hobbies	55	160	4.7	4.7
Mastering Technical Skills And Technology	56	22	0.6	0.6
Children'S Games	57	2	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	3	0.1	0.1
Watching Movies	63	31	0.9	0.9
Playing Computer Games	64	49	1.4	1.4
Commuting To Work	71	46	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	8	0.2	0.2
Other Travel	73	290	8.5	8.5
Newspapers	81	8	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	21	0.6	0.6
Cable TV	84	58	1.7	1.7
Satellite TV	85	2	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	5	0.1	0.1
Search For Information	91	45	1.3	1.3
Entertainment	92	25	0.7	0.7
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	38	1.1	1.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V195 [1st day 16:00-16:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	4	0.1	0.9
Personal Chores	3	3	0.1	0.7
Work	4	8	0.2	1.8
Network Radio	5	28	0.8	6.2
Network Television	6	58	1.7	12.9
Outside Of School Learning	13	4	0.1	0.9
Cooking	21	4	0.1	0.9
Cleaning	22	1	0.0	0.2
Laundry	23	2	0.1	0.4
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	3	0.1	0.7
Social Encounters	32	1	0.0	0.2
Rest	41	26	0.8	5.8
Watching, Sightseeing, Enjoying	51	2	0.1	0.4
Sports	52	1	0.0	0.2
Competition	53	9	0.3	2.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	4	0.1	0.9
Listening To Music	61	21	0.6	4.7
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	15	0.4	3.3
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	6	0.2	1.3
Newspapers	81	4	0.1	0.9
Books	83	2	0.1	0.4
Cable TV	84	35	1.0	7.8
IPTV	86	1	0.0	0.2
DMB	87	8	0.2	1.8
Search For Information	91	45	1.3	10.0
Entertainment	92	14	0.4	3.1
Communications	93	4	0.1	0.9
Shopping And Electronic Transactions	94	6	0.2	1.3
Cellular Phones (Smart Phones)	95	125	3.6	27.7
NA	0	2,978	86.8	
Total		3,429	100.0	100.0

V196 [1st day 16:00-16:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,580	75.2	75.2
At home	1	849	24.8	24.8
Total		3,429	100.0	100.0

V197 [1st day 16:15-16:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	140	4.1	4.1
Meals	2	37	1.1	1.1
Personal Chores	3	89	2.6	2.6
Work	4	997	29.1	29.1
Network Radio	5	4	0.1	0.1
Network Television	6	131	3.8	3.8
Class, School Events	11	47	1.4	1.4
Extra-Curricular Activities	12	11	0.3	0.3
Outside Of School Learning	13	174	5.1	5.1
Cooking	21	29	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	31	0.9	0.9
Laundry	23	30	0.9	0.9
Purchasing Commodities	25	111	3.2	3.2
Caring For Child	26	27	0.8	0.8
Household Chores	27	82	2.4	2.4
Personal Meetings	31	241	7.0	7.0
Social Encounters	32	62	1.8	1.8
Rest	41	204	5.9	6.0
Illness, Recuperation	42	8	0.2	0.2
Watching, Sightseeing, Enjoying	51	41	1.2	1.2
Sports	52	50	1.5	1.5
Competition	53	28	0.8	0.8
Amusement, Taking A Walk	54	60	1.7	1.8
Hobbies	55	174	5.1	5.1
Mastering Technical Skills And Technology	56	23	0.7	0.7
Children'S Games	57	2	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	4	0.1	0.1
Watching Movies	63	32	0.9	0.9
Playing Computer Games	64	49	1.4	1.4
Commuting To Work	71	43	1.3	1.3
Commuting To School	72	10	0.3	0.3
Other Travel	73	227	6.6	6.6
Newspapers	81	8	0.2	0.2
Books	83	20	0.6	0.6
Cable TV	84	59	1.7	1.7
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	48	1.4	1.4
Entertainment	92	27	0.8	0.8
Communications	93	11	0.3	0.3
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	34	1.0	1.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V198 [1st day 16:15-16:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	3	0.1	0.8
Personal Chores	3	2	0.1	0.5
Work	4	14	0.4	3.5
Network Radio	5	31	0.9	7.8
Network Television	6	57	1.7	14.4
Outside Of School Learning	13	5	0.1	1.3
Cooking	21	5	0.1	1.3
Cleaning	22	1	0.0	0.3
Laundry	23	2	0.1	0.5
Purchasing Commodities	25	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Personal Meetings	31	4	0.1	1.0
Rest	41	17	0.5	4.3
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Sports	52	1	0.0	0.3
Competition	53	7	0.2	1.8
Hobbies	55	1	0.0	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	19	0.6	4.8
Playing Computer Games	64	17	0.5	4.3
Commuting To Work	71	1	0.0	0.3
Other Travel	73	6	0.2	1.5
Newspapers	81	3	0.1	0.8
Books	83	1	0.0	0.3
Cable TV	84	34	1.0	8.6
IPTV	86	1	0.0	0.3
DMB	87	7	0.2	1.8
Search For Information	91	40	1.2	10.1
Entertainment	92	17	0.5	4.3
Communications	93	4	0.1	1.0
Shopping And Electronic Transactions	94	8	0.2	2.0
Cellular Phones (Smart Phones)	95	82	2.4	20.7
NA	0	3,033	88.5	
Total		3,429	100.0	100.0

V199 [1st day 16:15-16:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,557	74.6	74.6
At home	1	872	25.4	25.4
Total		3,429	100.0	100.0

V200 [1st day 16:30-16:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	120	3.5	3.5
Meals	2	44	1.3	1.3
Personal Chores	3	114	3.3	3.3
Work	4	1,007	29.4	29.4
Network Radio	5	6	0.2	0.2
Network Television	6	131	3.8	3.8
Class, School Events	11	43	1.3	1.3
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	165	4.8	4.8
Cooking	21	49	1.4	1.4
Cleaning	22	35	1.0	1.0
Laundry	23	24	0.7	0.7
Purchasing Commodities	25	117	3.4	3.4
Caring For Child	26	29	0.8	0.8
Household Chores	27	85	2.5	2.5
Personal Meetings	31	251	7.3	7.3
Social Encounters	32	60	1.7	1.8
Rest	41	206	6.0	6.0
Illness, Recuperation	42	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	38	1.1	1.1
Sports	52	52	1.5	1.5
Competition	53	24	0.7	0.7
Amusement, Taking A Walk	54	62	1.8	1.8
Hobbies	55	177	5.2	5.2
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	2	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	4	0.1	0.1
Watching Movies	63	29	0.8	0.8
Playing Computer Games	64	43	1.3	1.3
Commuting To Work	71	26	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	12	0.3	0.4
Other Travel	73	211	6.2	6.2
Newspapers	81	12	0.3	0.4
Books	83	23	0.7	0.7
Cable TV	84	61	1.8	1.8
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	48	1.4	1.4
Entertainment	92	27	0.8	0.8
Communications	93	12	0.3	0.4
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V201 [1st day 16:30-16:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	3	0.1	0.7
Personal Chores	3	2	0.1	0.5
Work	4	12	0.3	3.0
Network Radio	5	26	0.8	6.4
Network Television	6	59	1.7	14.6
Extra-Curricular Activities	12	1	0.0	0.2
Outside Of School Learning	13	5	0.1	1.2
Cooking	21	3	0.1	0.7
Cleaning	22	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	6	0.2	1.5
Rest	41	11	0.3	2.7
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	7	0.2	1.7
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	18	0.5	4.4
Playing Computer Games	64	19	0.6	4.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To Work	71	1	0.0	0.2
Other Travel	73	5	0.1	1.2
Newspapers	81	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	36	1.0	8.9
IPTV	86	1	0.0	0.2
DMB	87	8	0.2	2.0
Search For Information	91	36	1.0	8.9
Entertainment	92	17	0.5	4.2
Communications	93	6	0.2	1.5
Shopping And Electronic Transactions	94	6	0.2	1.5
Cellular Phones (Smart Phones)	95	108	3.1	26.7
NA	0	3,024	88.2	
Total		3,429	100.0	100.0

V202 [1st day 16:30-16:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,499	72.9	72.9
At home	1	930	27.1	27.1
Total		3,429	100.0	100.0

V203 [1st day 16:45-17:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	119	3.5	3.5
Meals	2	46	1.3	1.3
Personal Chores	3	115	3.4	3.4
Work	4	1,007	29.4	29.4
Network Radio	5	6	0.2	0.2
Network Television	6	134	3.9	3.9
Class, School Events	11	45	1.3	1.3
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	166	4.8	4.8
Cooking	21	50	1.5	1.5
Cleaning	22	33	1.0	1.0
Laundry	23	22	0.6	0.6
Purchasing Commodities	25	121	3.5	3.5
Caring For Child	26	27	0.8	0.8
Household Chores	27	82	2.4	2.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	246	7.2	7.2
Social Encounters	32	62	1.8	1.8
Rest	41	210	6.1	6.1
Illness, Recuperation	42	5	0.1	0.1
Watching, Sightseeing, Enjoying	51	37	1.1	1.1
Sports	52	54	1.6	1.6
Competition	53	24	0.7	0.7
Amusement, Taking A Walk	54	60	1.7	1.8
Hobbies	55	174	5.1	5.1
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	2	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	29	0.8	0.8
Playing Computer Games	64	44	1.3	1.3
Commuting To Work	71	26	0.8	0.8
Commuting To School	72	11	0.3	0.3
Other Travel	73	213	6.2	6.2
Newspapers	81	13	0.4	0.4
Books	83	23	0.7	0.7
Cable TV	84	64	1.9	1.9
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	4	0.1	0.1
Search For Information	91	49	1.4	1.4
Entertainment	92	27	0.8	0.8
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V204 [1st day 16:45-17:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	4	0.1	1.0
Personal Chores	3	4	0.1	1.0
Work	4	11	0.3	2.8
Network Radio	5	27	0.8	6.8
Network Television	6	62	1.8	15.5
Outside Of School Learning	13	5	0.1	1.3
Cooking	21	3	0.1	0.8
Cleaning	22	1	0.0	0.3
Personal Meetings	31	7	0.2	1.8
Rest	41	13	0.4	3.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Competition	53	6	0.2	1.5
Hobbies	55	2	0.1	0.5
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	16	0.5	4.0
Playing Computer Games	64	19	0.6	4.8
Commuting To Work	71	1	0.0	0.3
Other Travel	73	4	0.1	1.0
Newspapers	81	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	34	1.0	8.5
IPTV	86	1	0.0	0.3
DMB	87	7	0.2	1.8
Search For Information	91	39	1.1	9.8
Entertainment	92	19	0.6	4.8
Communications	93	6	0.2	1.5
Shopping And Electronic Transactions	94	4	0.1	1.0
Cellular Phones (Smart Phones)	95	100	2.9	25.0
NA	0	3,029	88.3	
Total		3,429	100.0	100.0

V205 [1st day 16:45-17:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,488	72.6	72.6
At home	1	941	27.4	27.4
Total		3,429	100.0	100.0

V206 [1st day 17:00-17:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	92	2.7	2.7
Meals	2	107	3.1	3.1
Personal Chores	3	163	4.8	4.8
Work	4	897	26.2	26.2
Network Radio	5	7	0.2	0.2
Network Television	6	148	4.3	4.3
Class, School Events	11	29	0.8	0.8
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	151	4.4	4.4
Cooking	21	132	3.8	3.9
Cleaning	22	39	1.1	1.1
Laundry	23	14	0.4	0.4
Purchasing Commodities	25	115	3.4	3.4
Caring For Child	26	25	0.7	0.7
Household Chores	27	76	2.2	2.2
Personal Meetings	31	192	5.6	5.6
Social Encounters	32	58	1.7	1.7
Rest	41	215	6.3	6.3
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	30	0.9	0.9
Sports	52	48	1.4	1.4
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	40	1.2	1.2
Hobbies	55	130	3.8	3.8
Mastering Technical Skills And Technology	56	15	0.4	0.4
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	20	0.6	0.6
Playing Computer Games	64	38	1.1	1.1
Commuting To Work	71	71	2.1	2.1
Commuting To School	72	15	0.4	0.4
Other Travel	73	313	9.1	9.1
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	20	0.6	0.6
Cable TV	84	55	1.6	1.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	45	1.3	1.3
Entertainment	92	24	0.7	0.7
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	38	1.1	1.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V207 [1st day 17:00-17:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	5	0.1	1.2
Personal Chores	3	6	0.2	1.4
Work	4	7	0.2	1.7
Network Radio	5	27	0.8	6.4
Network Television	6	64	1.9	15.3
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	1	0.0	0.2
Laundry	23	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	5	0.1	1.2
Rest	41	22	0.6	5.3
Competition	53	3	0.1	0.7
Hobbies	55	3	0.1	0.7
Listening To Music	61	17	0.5	4.1
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	23	0.7	5.5
Other Travel	73	2	0.1	0.5
Newspapers	81	3	0.1	0.7
Cable TV	84	29	0.8	6.9
Satellite TV	85	2	0.1	0.5
IPTV	86	2	0.1	0.5
DMB	87	6	0.2	1.4
Search For Information	91	36	1.0	8.6
Entertainment	92	20	0.6	4.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	5	0.1	1.2
Shopping And Electronic Transactions	94	3	0.1	0.7
Cellular Phones (Smart Phones)	95	120	3.5	28.6
NA	0	3,010	87.8	
Total		3,429	100.0	100.0

V208 [1st day 17:00-17:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,403	70.1	70.1
At home	1	1,026	29.9	29.9
Total		3,429	100.0	100.0

V209 [1st day 17:15~17:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	96	2.8	2.8
Meals	2	124	3.6	3.6
Personal Chores	3	146	4.3	4.3
Work	4	918	26.8	26.8
Network Radio	5	6	0.2	0.2
Network Television	6	155	4.5	4.5
Class, School Events	11	30	0.9	0.9
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	152	4.4	4.4
Cooking	21	149	4.3	4.3
Cleaning	22	43	1.3	1.3
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	129	3.8	3.8
Caring For Child	26	21	0.6	0.6
Household Chores	27	73	2.1	2.1
Personal Meetings	31	189	5.5	5.5
Social Encounters	32	60	1.7	1.8
Rest	41	219	6.4	6.4
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	33	1.0	1.0
Sports	52	49	1.4	1.4
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	36	1.0	1.1
Hobbies	55	129	3.8	3.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	15	0.4	0.4
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	17	0.5	0.5
Playing Computer Games	64	42	1.2	1.2
Commuting To Work	71	69	2.0	2.0
Commuting To School	72	14	0.4	0.4
Other Travel	73	253	7.4	7.4
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	21	0.6	0.6
Cable TV	84	59	1.7	1.7
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	47	1.4	1.4
Entertainment	92	26	0.8	0.8
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	10	0.3	0.3
Cellular Phones (Smart Phones)	95	29	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V210 [1st day 17:15~17:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	5	0.1	1.3
Personal Chores	3	3	0.1	0.8
Work	4	5	0.1	1.3
Network Radio	5	26	0.8	6.6
Network Television	6	79	2.3	20.0
Outside Of School Learning	13	4	0.1	1.0
Cooking	21	1	0.0	0.3
Laundry	23	1	0.0	0.3
Personal Meetings	31	6	0.2	1.5
Rest	41	20	0.6	5.1
Competition	53	3	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	2	0.1	0.5
Listening To Music	61	17	0.5	4.3
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	25	0.7	6.3
Newspapers	81	3	0.1	0.8
Cable TV	84	32	0.9	8.1
Satellite TV	85	2	0.1	0.5
IPTV	86	2	0.1	0.5
DMB	87	8	0.2	2.0
Search For Information	91	33	1.0	8.4
Entertainment	92	20	0.6	5.1
Communications	93	4	0.1	1.0
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	87	2.5	22.0
NA	0	3,034	88.5	
Total		3,429	100.0	100.0

V211 [1st day 17:15~17:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,347	68.4	68.4
At home	1	1,082	31.6	31.6
Total		3,429	100.0	100.0

V212 [1st day 17:30-17:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	81	2.4	2.4
Meals	2	200	5.8	5.8
Personal Chores	3	166	4.8	4.8
Work	4	873	25.5	25.5
Network Radio	5	5	0.1	0.1
Network Television	6	187	5.5	5.5
Class, School Events	11	25	0.7	0.7
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	147	4.3	4.3
Cooking	21	185	5.4	5.4
Cleaning	22	46	1.3	1.3
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	124	3.6	3.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	18	0.5	0.5
Household Chores	27	73	2.1	2.1
Personal Meetings	31	178	5.2	5.2
Social Encounters	32	55	1.6	1.6
Rest	41	209	6.1	6.1
Watching, Sightseeing, Enjoying	51	35	1.0	1.0
Sports	52	40	1.2	1.2
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	38	1.1	1.1
Hobbies	55	121	3.5	3.5
Mastering Technical Skills And Technology	56	16	0.5	0.5
Listening To Music	61	9	0.3	0.3
Watching Videos	62	5	0.1	0.1
Watching Movies	63	14	0.4	0.4
Playing Computer Games	64	41	1.2	1.2
Commuting To Work	71	59	1.7	1.7
Commuting To School	72	8	0.2	0.2
Other Travel	73	225	6.6	6.6
Newspapers	81	4	0.1	0.1
Books	83	22	0.6	0.6
Cable TV	84	54	1.6	1.6
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	50	1.5	1.5
Entertainment	92	28	0.8	0.8
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	26	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V213 [1st day 17:30-17:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	9	0.3	2.3
Personal Chores	3	6	0.2	1.5
Work	4	7	0.2	1.8
Network Radio	5	21	0.6	5.4
Network Television	6	95	2.8	24.2
Outside Of School Learning	13	4	0.1	1.0
Cleaning	22	1	0.0	0.3
Laundry	23	2	0.1	0.5
Personal Meetings	31	6	0.2	1.5
Rest	41	15	0.4	3.8
Competition	53	4	0.1	1.0
Hobbies	55	1	0.0	0.3
Listening To Music	61	17	0.5	4.3
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	22	0.6	5.6
Other Travel	73	5	0.1	1.3
Newspapers	81	3	0.1	0.8
Cable TV	84	30	0.9	7.7
Satellite TV	85	1	0.0	0.3
IPTV	86	2	0.1	0.5
DMB	87	9	0.3	2.3
Search For Information	91	24	0.7	6.1
Entertainment	92	17	0.5	4.3
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	4	0.1	1.0
Cellular Phones (Smart Phones)	95	83	2.4	21.2
NA	0	3,037	88.6	
Total		3,429	100.0	100.0

V214 [1st day 17:30-17:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,248	65.6	65.6
At home	1	1,181	34.4	34.4
Total		3,429	100.0	100.0

V215 [1st day 17:45-18:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	77	2.2	2.2
Meals	2	228	6.6	6.7
Personal Chores	3	156	4.5	4.6
Work	4	868	25.3	25.3
Network Radio	5	5	0.1	0.1
Network Television	6	199	5.8	5.8
Class, School Events	11	23	0.7	0.7
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	139	4.1	4.1
Cooking	21	194	5.7	5.7
Cleaning	22	44	1.3	1.3
Laundry	23	20	0.6	0.6
Purchasing Commodities	25	105	3.1	3.1
Caring For Child	26	18	0.5	0.5
Household Chores	27	71	2.1	2.1
Personal Meetings	31	172	5.0	5.0
Social Encounters	32	55	1.6	1.6
Rest	41	210	6.1	6.1
Watching, Sightseeing, Enjoying	51	34	1.0	1.0
Sports	52	42	1.2	1.2
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	34	1.0	1.0
Hobbies	55	116	3.4	3.4
Mastering Technical Skills And Technology	56	13	0.4	0.4
Listening To Music	61	8	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	14	0.4	0.4
Playing Computer Games	64	43	1.3	1.3
Commuting To Work	71	63	1.8	1.8
Commuting To School	72	6	0.2	0.2
Other Travel	73	245	7.1	7.1
Newspapers	81	7	0.2	0.2
Books	83	19	0.6	0.6
Cable TV	84	57	1.7	1.7
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	48	1.4	1.4
Entertainment	92	28	0.8	0.8
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V216 [1st day 17:45-18:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	12	0.3	3.1
Personal Chores	3	7	0.2	1.8
Work	4	7	0.2	1.8
Network Radio	5	23	0.7	5.9
Network Television	6	105	3.1	26.7
Outside Of School Learning	13	4	0.1	1.0
Cooking	21	3	0.1	0.8
Laundry	23	1	0.0	0.3
Personal Meetings	31	6	0.2	1.5
Social Encounters	32	2	0.1	0.5
Rest	41	14	0.4	3.6
Competition	53	4	0.1	1.0
Hobbies	55	1	0.0	0.3
Listening To Music	61	20	0.6	5.1
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	20	0.6	5.1
Other Travel	73	1	0.0	0.3
Newspapers	81	4	0.1	1.0
Cable TV	84	33	1.0	8.4
Satellite TV	85	2	0.1	0.5
IPTV	86	2	0.1	0.5
DMB	87	9	0.3	2.3
Search For Information	91	21	0.6	5.3
Entertainment	92	17	0.5	4.3
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	4	0.1	1.0
Cellular Phones (Smart Phones)	95	67	2.0	17.0
NA	0	3,036	88.5	
Total		3,429	100.0	100.0

V217 [1st day 17:45-18:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,221	64.8	64.8
At home	1	1,208	35.2	35.2
Total		3,429	100.0	100.0

V218 [1st day 18:00-18:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	49	1.4	1.4
Meals	2	555	16.2	16.2
Personal Chores	3	171	5.0	5.0
Work	4	648	18.9	18.9
Network Radio	5	2	0.1	0.1
Network Television	6	236	6.9	6.9
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	96	2.8	2.8
Cooking	21	259	7.6	7.6
Cleaning	22	39	1.1	1.1
Laundry	23	8	0.2	0.2
Purchasing Commodities	25	58	1.7	1.7
Caring For Child	26	18	0.5	0.5
Household Chores	27	50	1.5	1.5
Personal Meetings	31	121	3.5	3.5
Social Encounters	32	40	1.2	1.2
Rest	41	190	5.5	5.5
Watching, Sightseeing, Enjoying	51	19	0.6	0.6
Sports	52	32	0.9	0.9
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	24	0.7	0.7
Hobbies	55	74	2.2	2.2
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	7	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	13	0.4	0.4
Playing Computer Games	64	37	1.1	1.1
Commuting To Work	71	162	4.7	4.7
Commuting To School	72	14	0.4	0.4
Other Travel	73	311	9.1	9.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	9	0.3	0.3
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	42	1.2	1.2
Satellite TV	85	4	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	2	0.1	0.1
Search For Information	91	29	0.8	0.8
Entertainment	92	17	0.5	0.5
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	27	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V219 [1st day 18:00-18:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	34	1.0	7.6
Personal Chores	3	8	0.2	1.8
Work	4	2	0.1	0.4
Network Radio	5	25	0.7	5.6
Network Television	6	127	3.7	28.3
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	8	0.2	1.8
Cleaning	22	1	0.0	0.2
Laundry	23	3	0.1	0.7
Household Chores	27	2	0.1	0.4
Personal Meetings	31	6	0.2	1.3
Social Encounters	32	1	0.0	0.2
Rest	41	17	0.5	3.8
Sports	52	1	0.0	0.2
Competition	53	2	0.1	0.4
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	28	0.8	6.2
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	10	0.3	2.2
Commuting To Work	71	5	0.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	3	0.1	0.7
Cable TV	84	31	0.9	6.9
Satellite TV	85	2	0.1	0.4
DMB	87	11	0.3	2.4
Search For Information	91	17	0.5	3.8
Entertainment	92	16	0.5	3.6
Communications	93	2	0.1	0.4
Shopping And Electronic Transactions	94	3	0.1	0.7
Cellular Phones (Smart Phones)	95	77	2.2	17.1
NA	0	2,980	86.9	
Total		3,429	100.0	100.0

V220 [1st day 18:00-18:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,053	59.9	59.9
At home	1	1,376	40.1	40.1
Total		3,429	100.0	100.0

V221 [1st day 18:15-18:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	47	1.4	1.4
Meals	2	632	18.4	18.4
Personal Chores	3	156	4.5	4.6
Work	4	644	18.8	18.8
Network Radio	5	2	0.1	0.1
Network Television	6	248	7.2	7.2
Class, School Events	11	11	0.3	0.3
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	97	2.8	2.8
Cooking	21	261	7.6	7.6
Cleaning	22	41	1.2	1.2
Laundry	23	9	0.3	0.3
Purchasing Commodities	25	60	1.7	1.8
Caring For Child	26	17	0.5	0.5
Household Chores	27	54	1.6	1.6
Personal Meetings	31	127	3.7	3.7
Social Encounters	32	41	1.2	1.2
Rest	41	186	5.4	5.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	17	0.5	0.5
Sports	52	35	1.0	1.0
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	26	0.8	0.8
Hobbies	55	71	2.1	2.1
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	13	0.4	0.4
Playing Computer Games	64	36	1.0	1.1
Commuting To Work	71	155	4.5	4.5
Commuting To School	72	14	0.4	0.4
Other Travel	73	250	7.3	7.3
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	41	1.2	1.2
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	2	0.1	0.1
Search For Information	91	27	0.8	0.8
Entertainment	92	19	0.6	0.6
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V222 [1st day 18:15-18:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	36	1.0	8.2
Personal Chores	3	3	0.1	0.7
Work	4	6	0.2	1.4
Network Radio	5	24	0.7	5.5
Network Television	6	139	4.1	31.7
Outside Of School Learning	13	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	8	0.2	1.8
Cleaning	22	1	0.0	0.2
Laundry	23	2	0.1	0.5
Household Chores	27	2	0.1	0.5
Personal Meetings	31	4	0.1	0.9
Social Encounters	32	1	0.0	0.2
Rest	41	13	0.4	3.0
Competition	53	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	27	0.8	6.2
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	10	0.3	2.3
Commuting To Work	71	6	0.2	1.4
Other Travel	73	3	0.1	0.7
Magazines, Comics	82	1	0.0	0.2
Cable TV	84	29	0.8	6.6
Satellite TV	85	4	0.1	0.9
DMB	87	8	0.2	1.8
Search For Information	91	19	0.6	4.3
Entertainment	92	15	0.4	3.4
Communications	93	3	0.1	0.7
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	64	1.9	14.6
NA	0	2,991	87.2	
Total		3,429	100.0	100.0

V223 [1st day 18:15-18:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,989	58.0	58.0
At home	1	1,440	42.0	42.0
Total		3,429	100.0	100.0

V224 [1st day 18:30-18:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	41	1.2	1.2
Meals	2	825	24.1	24.1
Personal Chores	3	162	4.7	4.7
Work	4	585	17.1	17.1
Network Radio	5	3	0.1	0.1
Network Television	6	333	9.7	9.7
Class, School Events	11	13	0.4	0.4
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	93	2.7	2.7
Cooking	21	260	7.6	7.6
Cleaning	22	26	0.8	0.8
Laundry	23	10	0.3	0.3
Purchasing Commodities	25	41	1.2	1.2
Caring For Child	26	19	0.6	0.6
Household Chores	27	35	1.0	1.0
Personal Meetings	31	125	3.6	3.6
Social Encounters	32	39	1.1	1.1
Rest	41	180	5.2	5.3
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	17	0.5	0.5
Sports	52	28	0.8	0.8
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	20	0.6	0.6
Hobbies	55	50	1.5	1.5
Mastering Technical Skills And Technology	56	4	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	14	0.4	0.4
Playing Computer Games	64	29	0.8	0.8
Commuting To Work	71	122	3.6	3.6
Commuting To School	72	8	0.2	0.2
Other Travel	73	200	5.8	5.8
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	11	0.3	0.3
Cable TV	84	33	1.0	1.0
Satellite TV	85	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	16	0.5	0.5
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V225 [1st day 18:30-18:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	47	1.4	8.6
Personal Chores	3	5	0.1	0.9
Work	4	2	0.1	0.4
Network Radio	5	22	0.6	4.0
Network Television	6	243	7.1	44.3
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	11	0.3	2.0
Laundry	23	2	0.1	0.4
Household Chores	27	1	0.0	0.2
Personal Meetings	31	7	0.2	1.3
Rest	41	12	0.3	2.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	22	0.6	4.0
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	9	0.3	1.6
Commuting To Work	71	5	0.1	0.9
Other Travel	73	5	0.1	0.9
Newspapers	81	2	0.1	0.4
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	27	0.8	4.9
Satellite TV	85	4	0.1	0.7
DMB	87	10	0.3	1.8
Search For Information	91	20	0.6	3.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	11	0.3	2.0
Communications	93	2	0.1	0.4
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	69	2.0	12.6
NA	0	2,881	84.0	
Total		3,429	100.0	100.0

V226 [1st day 18:30-18:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,818	53.0	53.0
At home	1	1,611	47.0	47.0
Total		3,429	100.0	100.0

V227 [1st day 18:45-19:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	41	1.2	1.2
Meals	2	858	25.0	25.0
Personal Chores	3	152	4.4	4.4
Work	4	584	17.0	17.0
Network Radio	5	2	0.1	0.1
Network Television	6	363	10.6	10.6
Class, School Events	11	13	0.4	0.4
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	97	2.8	2.8
Cooking	21	253	7.4	7.4
Cleaning	22	26	0.8	0.8
Laundry	23	10	0.3	0.3
Purchasing Commodities	25	31	0.9	0.9
Caring For Child	26	18	0.5	0.5
Household Chores	27	32	0.9	0.9
Personal Meetings	31	133	3.9	3.9
Social Encounters	32	38	1.1	1.1
Rest	41	173	5.0	5.0
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	18	0.5	0.5
Sports	52	26	0.8	0.8
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	21	0.6	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	50	1.5	1.5
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	3	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	16	0.5	0.5
Playing Computer Games	64	30	0.9	0.9
Commuting To Work	71	115	3.4	3.4
Commuting To School	72	6	0.2	0.2
Other Travel	73	176	5.1	5.1
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	11	0.3	0.3
Cable TV	84	34	1.0	1.0
Satellite TV	85	3	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	13	0.4	0.4
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V228 [1st day 18:45-19:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.6
Meals	2	49	1.4	9.0
Personal Chores	3	4	0.1	0.7
Work	4	3	0.1	0.6
Network Radio	5	21	0.6	3.9
Network Television	6	246	7.2	45.4
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	11	0.3	2.0
Cleaning	22	1	0.0	0.2
Laundry	23	2	0.1	0.4
Household Chores	27	1	0.0	0.2
Personal Meetings	31	6	0.2	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	15	0.4	2.8
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	22	0.6	4.1
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	6	0.2	1.1
Commuting To Work	71	4	0.1	0.7
Other Travel	73	4	0.1	0.7
Newspapers	81	2	0.1	0.4
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	26	0.8	4.8
Satellite TV	85	3	0.1	0.6
DMB	87	9	0.3	1.7
Search For Information	91	21	0.6	3.9
Entertainment	92	11	0.3	2.0
Communications	93	2	0.1	0.4
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	63	1.8	11.6
NA	0	2,887	84.2	
Total		3,429	100.0	100.0

V229 [1st day 18:45-19:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,771	51.6	51.6
At home	1	1,658	48.4	48.4
Total		3,429	100.0	100.0

V230 [1st day 19:00-19:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	23	0.7	0.7
Meals	2	952	27.8	27.8
Personal Chores	3	164	4.8	4.8
Work	4	475	13.9	13.9
Network Radio	5	2	0.1	0.1
Network Television	6	442	12.9	12.9
Class, School Events	11	17	0.5	0.5
Extra-Curricular Activities	12	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	76	2.2	2.2
Cooking	21	213	6.2	6.2
Cleaning	22	21	0.6	0.6
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	24	0.7	0.7
Caring For Child	26	18	0.5	0.5
Household Chores	27	18	0.5	0.5
Personal Meetings	31	143	4.2	4.2
Social Encounters	32	40	1.2	1.2
Rest	41	180	5.2	5.3
Watching, Sightseeing, Enjoying	51	16	0.5	0.5
Sports	52	23	0.7	0.7
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	26	0.8	0.8
Hobbies	55	36	1.0	1.1
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	3	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	16	0.5	0.5
Playing Computer Games	64	22	0.6	0.6
Commuting To Work	71	111	3.2	3.2
Commuting To School	72	5	0.1	0.1
Other Travel	73	204	5.9	6.0
Magazines, Comics	82	1	0.0	0.0
Books	83	15	0.4	0.4
Cable TV	84	37	1.1	1.1
Satellite TV	85	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	9	0.3	0.3
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	23	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V231 [1st day 19:00-19:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.5
Meals	2	98	2.9	15.8
Personal Chores	3	6	0.2	1.0
Work	4	7	0.2	1.1
Network Radio	5	17	0.5	2.7
Network Television	6	289	8.4	46.5
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	13	0.4	2.1
Cleaning	22	1	0.0	0.2
Laundry	23	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	3	0.1	0.5
Rest	41	19	0.6	3.1
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	22	0.6	3.5
Playing Computer Games	64	9	0.3	1.4
Commuting To Work	71	3	0.1	0.5
Other Travel	73	3	0.1	0.5
Newspapers	81	3	0.1	0.5
Magazines, Comics	82	1	0.0	0.2
Books	83	2	0.1	0.3
Cable TV	84	23	0.7	3.7
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	0.6
Search For Information	91	17	0.5	2.7
Entertainment	92	9	0.3	1.4
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	58	1.7	9.3
NA	0	2,808	81.9	
Total		3,429	100.0	100.0

V232 [1st day 19:00-19:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,642	47.9	47.9
At home	1	1,787	52.1	52.1
Total		3,429	100.0	100.0

V233 [1st day 19:15-19:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	21	0.6	0.6
Meals	2	930	27.1	27.1
Personal Chores	3	159	4.6	4.6
Work	4	479	14.0	14.0
Network Radio	5	2	0.1	0.1
Network Television	6	463	13.5	13.5
Class, School Events	11	17	0.5	0.5
Extra-Curricular Activities	12	8	0.2	0.2
Outside Of School Learning	13	88	2.6	2.6
Cooking	21	207	6.0	6.0
Cleaning	22	29	0.8	0.8
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	21	0.6	0.6
Caring For Child	26	19	0.6	0.6
Household Chores	27	19	0.6	0.6
Personal Meetings	31	151	4.4	4.4
Social Encounters	32	43	1.3	1.3
Rest	41	193	5.6	5.6
Watching, Sightseeing, Enjoying	51	16	0.5	0.5
Sports	52	28	0.8	0.8
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	29	0.8	0.8
Hobbies	55	37	1.1	1.1
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	2	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	15	0.4	0.4
Playing Computer Games	64	24	0.7	0.7
Commuting To Work	71	102	3.0	3.0
Commuting To School	72	5	0.1	0.1
Other Travel	73	173	5.0	5.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	16	0.5	0.5
Cable TV	84	39	1.1	1.1
Satellite TV	85	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	12	0.3	0.4
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	11	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V234 [1st day 19:15-19:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.3
Meals	2	93	2.7	15.6
Personal Chores	3	6	0.2	1.0
Work	4	9	0.3	1.5
Network Radio	5	19	0.6	3.2
Network Television	6	273	8.0	45.9
Outside Of School Learning	13	4	0.1	0.7
Cooking	21	13	0.4	2.2
Cleaning	22	1	0.0	0.2
Laundry	23	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	2	0.1	0.3
Rest	41	19	0.6	3.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	2	0.1	0.3
Listening To Music	61	21	0.6	3.5
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	11	0.3	1.8
Commuting To Work	71	3	0.1	0.5
Other Travel	73	3	0.1	0.5
Newspapers	81	4	0.1	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Magazines, Comics	82	1	0.0	0.2
Books	83	2	0.1	0.3
Cable TV	84	24	0.7	4.0
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	0.7
Search For Information	91	14	0.4	2.4
Entertainment	92	9	0.3	1.5
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	47	1.4	7.9
NA	0	2,834	82.6	
Total		3,429	100.0	100.0

V235 [1st day 19:15-19:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,603	46.7	46.7
At home	1	1,826	53.3	53.3
Total		3,429	100.0	100.0

V236 [1st day 19:15-19:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	24	0.7	0.7
Meals	2	758	22.1	22.1
Personal Chores	3	167	4.9	4.9
Work	4	465	13.6	13.6
Network Radio	5	2	0.1	0.1
Network Television	6	513	15.0	15.0
Class, School Events	11	18	0.5	0.5
Extra-Curricular Activities	12	7	0.2	0.2
Outside Of School Learning	13	95	2.8	2.8
Cooking	21	159	4.6	4.6
Cleaning	22	36	1.0	1.1
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	13	0.4	0.4
Caring For Child	26	26	0.8	0.8
Household Chores	27	29	0.8	0.8
Personal Meetings	31	176	5.1	5.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	44	1.3	1.3
Rest	41	279	8.1	8.1
Watching, Sightseeing, Enjoying	51	14	0.4	0.4
Sports	52	26	0.8	0.8
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	37	1.1	1.1
Hobbies	55	35	1.0	1.0
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	3	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	15	0.4	0.4
Playing Computer Games	64	25	0.7	0.7
Commuting To Work	71	81	2.4	2.4
Commuting To School	72	3	0.1	0.1
Other Travel	73	163	4.8	4.8
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	22	0.6	0.6
Cable TV	84	57	1.7	1.7
Satellite TV	85	3	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	36	1.0	1.1
Entertainment	92	23	0.7	0.7
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V237 [1st day 19:15-19:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	76	2.2	14.1
Personal Chores	3	8	0.2	1.5
Work	4	8	0.2	1.5
Network Radio	5	14	0.4	2.6
Network Television	6	203	5.9	37.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	10	0.3	1.9
Cleaning	22	1	0.0	0.2
Laundry	23	1	0.0	0.2
Caring For Child	26	5	0.1	0.9
Household Chores	27	1	0.0	0.2
Personal Meetings	31	3	0.1	0.6
Rest	41	40	1.2	7.4
Competition	53	2	0.1	0.4
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	16	0.5	3.0
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	16	0.5	3.0
Other Travel	73	1	0.0	0.2
Newspapers	81	1	0.0	0.2
Magazines, Comics	82	1	0.0	0.2
Books	83	2	0.1	0.4
Cable TV	84	26	0.8	4.8
Satellite TV	85	1	0.0	0.2
IPTV	86	2	0.1	0.4
DMB	87	3	0.1	0.6
Search For Information	91	16	0.5	3.0
Entertainment	92	10	0.3	1.9
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	63	1.8	11.7
NA	0	2,889	84.3	
Total		3,429	100.0	100.0

V238 [1st day 19:15-19:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,515	44.2	44.2
At home	1	1,914	55.8	55.8
Total		3,429	100.0	100.0

V239 [1st day 19:45-20:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	24	0.7	0.7
Meals	2	730	21.3	21.3
Personal Chores	3	160	4.7	4.7
Work	4	460	13.4	13.4
Network Radio	5	3	0.1	0.1
Network Television	6	499	14.6	14.6
Class, School Events	11	18	0.5	0.5
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	102	3.0	3.0
Cooking	21	152	4.4	4.4
Cleaning	22	41	1.2	1.2
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	12	0.3	0.4
Caring For Child	26	29	0.8	0.8
Household Chores	27	33	1.0	1.0
Personal Meetings	31	179	5.2	5.2
Social Encounters	32	41	1.2	1.2
Rest	41	315	9.2	9.2
Watching, Sightseeing, Enjoying	51	14	0.4	0.4
Sports	52	25	0.7	0.7
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	37	1.1	1.1
Hobbies	55	34	1.0	1.0
Mastering Technical Skills And Technology	56	9	0.3	0.3
Listening To Music	61	3	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	14	0.4	0.4
Playing Computer Games	64	26	0.8	0.8
Commuting To Work	71	71	2.1	2.1
Commuting To School	72	3	0.1	0.1
Other Travel	73	168	4.9	4.9
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	27	0.8	0.8
Cable TV	84	60	1.7	1.8
Satellite TV	85	4	0.1	0.1
IPTV	86	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	1	0.0	0.0
Search For Information	91	38	1.1	1.1
Entertainment	92	25	0.7	0.7
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V240 [1st day 19:45-20:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	66	1.9	13.0
Personal Chores	3	10	0.3	2.0
Work	4	8	0.2	1.6
Network Radio	5	13	0.4	2.6
Network Television	6	192	5.6	37.8
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	8	0.2	1.6
Cleaning	22	2	0.1	0.4
Laundry	23	1	0.0	0.2
Caring For Child	26	5	0.1	1.0
Household Chores	27	2	0.1	0.4
Personal Meetings	31	2	0.1	0.4
Rest	41	38	1.1	7.5
Competition	53	3	0.1	0.6
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	16	0.5	3.1
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	18	0.5	3.5
Other Travel	73	1	0.0	0.2
Newspapers	81	2	0.1	0.4
Magazines, Comics	82	1	0.0	0.2
Books	83	2	0.1	0.4
Cable TV	84	26	0.8	5.1
Satellite TV	85	2	0.1	0.4
IPTV	86	2	0.1	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	2	0.1	0.4
Search For Information	91	16	0.5	3.1
Entertainment	92	11	0.3	2.2
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	50	1.5	9.8
NA	0	2,921	85.2	
Total		3,429	100.0	100.0

V241 [1st day 19:45-20:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,477	43.1	43.1
At home	1	1,952	56.9	56.9
Total		3,429	100.0	100.0

V242 [1st day 20:00-20:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	29	0.8	0.8
Meals	2	478	13.9	13.9
Personal Chores	3	190	5.5	5.5
Work	4	372	10.8	10.9
Network Radio	5	3	0.1	0.1
Network Television	6	726	21.2	21.2
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	135	3.9	3.9
Cooking	21	91	2.7	2.7
Cleaning	22	32	0.9	0.9
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	34	1.0	1.0
Household Chores	27	42	1.2	1.2
Personal Meetings	31	193	5.6	5.6
Social Encounters	32	40	1.2	1.2
Rest	41	299	8.7	8.7
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	16	0.5	0.5
Sports	52	24	0.7	0.7
Competition	53	10	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Amusement, Taking A Walk	54	42	1.2	1.2
Hobbies	55	45	1.3	1.3
Mastering Technical Skills And Technology	56	11	0.3	0.3
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	12	0.3	0.4
Playing Computer Games	64	41	1.2	1.2
Commuting To Work	71	107	3.1	3.1
Commuting To School	72	11	0.3	0.3
Other Travel	73	187	5.5	5.5
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	23	0.7	0.7
Cable TV	84	60	1.7	1.8
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	45	1.3	1.3
Entertainment	92	32	0.9	0.9
Communications	93	14	0.4	0.4
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V243 [1st day 20:00-20:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	38	1.1	5.8
Personal Chores	3	12	0.3	1.8
Work	4	8	0.2	1.2
Network Radio	5	11	0.3	1.7
Network Television	6	343	10.0	52.0
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	7	0.2	1.1
Cleaning	22	3	0.1	0.5
Laundry	23	1	0.0	0.2
Caring For Child	26	3	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	1	0.0	0.2
Personal Meetings	31	6	0.2	0.9
Rest	41	43	1.3	6.5
Competition	53	6	0.2	0.9
Hobbies	55	2	0.1	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	20	0.6	3.0
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	16	0.5	2.4
Commuting To Work	71	2	0.1	0.3
Other Travel	73	3	0.1	0.5
Newspapers	81	2	0.1	0.3
Books	83	2	0.1	0.3
Cable TV	84	25	0.7	3.8
Satellite TV	85	2	0.1	0.3
IPTV	86	2	0.1	0.3
DMB	87	5	0.1	0.8
Search For Information	91	17	0.5	2.6
Entertainment	92	19	0.6	2.9
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	3	0.1	0.5
Cellular Phones (Smart Phones)	95	49	1.4	7.4
NA	0	2,769	80.8	
Total		3,429	100.0	100.0

V244 [1st day 20:00-20:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,386	40.4	40.4
At home	1	2,043	59.6	59.6
Total		3,429	100.0	100.0

V245 [1st day 20:15-20:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	32	0.9	0.9
Meals	2	450	13.1	13.1
Personal Chores	3	164	4.8	4.8
Work	4	373	10.9	10.9
Network Radio	5	4	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	797	23.2	23.2
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	141	4.1	4.1
Cooking	21	82	2.4	2.4
Cleaning	22	31	0.9	0.9
Laundry	23	13	0.4	0.4
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	35	1.0	1.0
Household Chores	27	44	1.3	1.3
Personal Meetings	31	203	5.9	5.9
Social Encounters	32	40	1.2	1.2
Rest	41	313	9.1	9.1
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	19	0.6	0.6
Sports	52	30	0.9	0.9
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	46	1.3	1.3
Hobbies	55	45	1.3	1.3
Mastering Technical Skills And Technology	56	10	0.3	0.3
Listening To Music	61	7	0.2	0.2
Watching Videos	62	4	0.1	0.1
Watching Movies	63	11	0.3	0.3
Playing Computer Games	64	46	1.3	1.3
Commuting To Work	71	89	2.6	2.6
Commuting To School	72	6	0.2	0.2
Other Travel	73	138	4.0	4.0
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	5	0.1	0.1
Books	83	23	0.7	0.7
Cable TV	84	61	1.8	1.8
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	51	1.5	1.5
Entertainment	92	33	1.0	1.0
Communications	93	16	0.5	0.5
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V246 [1st day 20:15-20:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	34	1.0	5.4
Personal Chores	3	14	0.4	2.2
Work	4	8	0.2	1.3
Network Radio	5	11	0.3	1.7
Network Television	6	321	9.4	50.6
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	6	0.2	0.9
Cleaning	22	2	0.1	0.3
Laundry	23	3	0.1	0.5
Caring For Child	26	4	0.1	0.6
Household Chores	27	1	0.0	0.2
Personal Meetings	31	5	0.1	0.8
Rest	41	48	1.4	7.6
Competition	53	6	0.2	0.9
Hobbies	55	2	0.1	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	21	0.6	3.3
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	18	0.5	2.8
Commuting To Work	71	3	0.1	0.5
Other Travel	73	4	0.1	0.6
Newspapers	81	1	0.0	0.2
Books	83	2	0.1	0.3
Cable TV	84	26	0.8	4.1
Satellite TV	85	1	0.0	0.2
IPTV	86	3	0.1	0.5
DMB	87	6	0.2	0.9
Search For Information	91	17	0.5	2.7
Entertainment	92	20	0.6	3.1
Shopping And Electronic Transactions	94	4	0.1	0.6
Cellular Phones (Smart Phones)	95	36	1.0	5.7
NA	0	2,794	81.5	
Total		3,429	100.0	100.0

V247 [1st day 20:15-20:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,336	39.0	39.0
At home	1	2,093	61.0	61.0
Total		3,429	100.0	100.0

V248 [1st day 20:30-20:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	37	1.1	1.1
Meals	2	277	8.1	8.1
Personal Chores	3	185	5.4	5.4
Work	4	340	9.9	9.9
Network Radio	5	4	0.1	0.1
Network Television	6	897	26.2	26.2
Class, School Events	11	9	0.3	0.3
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	146	4.3	4.3
Cooking	21	62	1.8	1.8
Cleaning	22	30	0.9	0.9
Laundry	23	15	0.4	0.4
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	40	1.2	1.2
Household Chores	27	45	1.3	1.3
Personal Meetings	31	211	6.2	6.2
Social Encounters	32	44	1.3	1.3
Rest	41	366	10.7	10.7
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	31	0.9	0.9
Competition	53	12	0.3	0.4
Amusement, Taking A Walk	54	43	1.3	1.3
Hobbies	55	48	1.4	1.4
Mastering Technical Skills And Technology	56	11	0.3	0.3
Listening To Music	61	10	0.3	0.3
Watching Videos	62	5	0.1	0.1
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	52	1.5	1.5
Commuting To Work	71	77	2.2	2.2
Commuting To School	72	3	0.1	0.1
Other Travel	73	121	3.5	3.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	4	0.1	0.1
Books	83	24	0.7	0.7
Cable TV	84	73	2.1	2.1
Satellite TV	85	6	0.2	0.2
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	58	1.7	1.7
Entertainment	92	36	1.0	1.1
Communications	93	20	0.6	0.6
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	25	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V249 [1st day 20:30-20:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.3
Meals	2	21	0.6	3.6
Personal Chores	3	8	0.2	1.4
Work	4	7	0.2	1.2
Network Radio	5	7	0.2	1.2
Network Television	6	279	8.1	48.4
Outside Of School Learning	13	2	0.1	0.3
Cooking	21	4	0.1	0.7
Cleaning	22	4	0.1	0.7
Laundry	23	2	0.1	0.3
Caring For Child	26	5	0.1	0.9
Household Chores	27	3	0.1	0.5
Personal Meetings	31	3	0.1	0.5
Social Encounters	32	1	0.0	0.2
Rest	41	60	1.7	10.4
Competition	53	7	0.2	1.2
Hobbies	55	2	0.1	0.3
Mastering Technical Skills And Technology	56	3	0.1	0.5
Listening To Music	61	19	0.6	3.3
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	17	0.5	2.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To Work	71	4	0.1	0.7
Other Travel	73	1	0.0	0.2
Newspapers	81	1	0.0	0.2
Books	83	2	0.1	0.3
Cable TV	84	24	0.7	4.2
Satellite TV	85	4	0.1	0.7
IPTV	86	3	0.1	0.5
DMB	87	5	0.1	0.9
Search For Information	91	17	0.5	2.9
Entertainment	92	16	0.5	2.8
Shopping And Electronic Transactions	94	2	0.1	0.3
Cellular Phones (Smart Phones)	95	41	1.2	7.1
NA	0	2,852	83.2	
Total		3,429	100.0	100.0

V250 [1st day 20:30-20:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,218	35.5	35.5
At home	1	2,211	64.5	64.5
Total		3,429	100.0	100.0

V251 [1st day 20:45-21:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	40	1.2	1.2
Meals	2	267	7.8	7.8
Personal Chores	3	176	5.1	5.1
Work	4	338	9.9	9.9
Network Radio	5	4	0.1	0.1
Network Television	6	912	26.6	26.6
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	153	4.5	4.5
Cooking	21	55	1.6	1.6
Cleaning	22	30	0.9	0.9
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	8	0.2	0.2
Caring For Child	26	42	1.2	1.2
Household Chores	27	50	1.5	1.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	210	6.1	6.1
Social Encounters	32	47	1.4	1.4
Rest	41	380	11.1	11.1
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	31	0.9	0.9
Competition	53	14	0.4	0.4
Amusement, Taking A Walk	54	45	1.3	1.3
Hobbies	55	49	1.4	1.4
Mastering Technical Skills And Technology	56	10	0.3	0.3
Listening To Music	61	9	0.3	0.3
Watching Videos	62	7	0.2	0.2
Watching Movies	63	10	0.3	0.3
Playing Computer Games	64	52	1.5	1.5
Commuting To Work	71	68	2.0	2.0
Commuting To School	72	2	0.1	0.1
Other Travel	73	110	3.2	3.2
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	4	0.1	0.1
Books	83	22	0.6	0.6
Cable TV	84	75	2.2	2.2
Satellite TV	85	6	0.2	0.2
IPTV	86	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	61	1.8	1.8
Entertainment	92	36	1.0	1.1
Communications	93	20	0.6	0.6
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V252 [1st day 20:45-21:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	19	0.6	3.3
Personal Chores	3	10	0.3	1.8
Work	4	6	0.2	1.1
Network Radio	5	6	0.2	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	268	7.8	47.1
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	4	0.1	0.7
Cleaning	22	3	0.1	0.5
Laundry	23	4	0.1	0.7
Caring For Child	26	6	0.2	1.1
Household Chores	27	6	0.2	1.1
Personal Meetings	31	3	0.1	0.5
Rest	41	61	1.8	10.7
Sports	52	1	0.0	0.2
Competition	53	8	0.2	1.4
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	3	0.1	0.5
Listening To Music	61	20	0.6	3.5
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	16	0.5	2.8
Commuting To Work	71	5	0.1	0.9
Other Travel	73	1	0.0	0.2
Newspapers	81	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	24	0.7	4.2
Satellite TV	85	5	0.1	0.9
IPTV	86	4	0.1	0.7
DMB	87	4	0.1	0.7
Search For Information	91	16	0.5	2.8
Entertainment	92	16	0.5	2.8
Shopping And Electronic Transactions	94	3	0.1	0.5
Cellular Phones (Smart Phones)	95	39	1.1	6.9
NA	0	2,860	83.4	
Total		3,429	100.0	100.0

V253 [1st day 20:45-21:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,189	34.7	34.7
At home	1	2,240	65.3	65.3
Total		3,429	100.0	100.0

V254 [1st day 21:00-21:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	99	2.9	2.9
Meals	2	140	4.1	4.1
Personal Chores	3	198	5.8	5.8
Work	4	223	6.5	6.5
Network Radio	5	4	0.1	0.1
Network Television	6	1,035	30.2	30.2
Class, School Events	11	5	0.1	0.1
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	161	4.7	4.7
Cooking	21	31	0.9	0.9
Cleaning	22	21	0.6	0.6
Laundry	23	13	0.4	0.4
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	49	1.4	1.4
Household Chores	27	56	1.6	1.6
Personal Meetings	31	191	5.6	5.6
Social Encounters	32	31	0.9	0.9
Rest	41	359	10.5	10.5
Watching, Sightseeing, Enjoying	51	21	0.6	0.6
Sports	52	24	0.7	0.7
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	31	0.9	0.9
Hobbies	55	45	1.3	1.3
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	11	0.3	0.3
Watching Videos	62	8	0.2	0.2
Watching Movies	63	11	0.3	0.3
Playing Computer Games	64	51	1.5	1.5
Commuting To Work	71	130	3.8	3.8
Commuting To School	72	12	0.3	0.4
Other Travel	73	181	5.3	5.3
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	31	0.9	0.9
Cable TV	84	63	1.8	1.8
Satellite TV	85	5	0.1	0.1
IPTV	86	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	1	0.0	0.0
Search For Information	91	58	1.7	1.7
Entertainment	92	43	1.3	1.3
Communications	93	23	0.7	0.7
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V255 [1st day 21:00-21:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.5
Meals	2	6	0.2	0.9
Personal Chores	3	16	0.5	2.5
Work	4	5	0.1	0.8
Network Radio	5	8	0.2	1.3
Network Television	6	321	9.4	50.2
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	3	0.1	0.5
Cleaning	22	3	0.1	0.5
Laundry	23	5	0.1	0.8
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	4	0.1	0.6
Household Chores	27	7	0.2	1.1
Personal Meetings	31	2	0.1	0.3
Rest	41	79	2.3	12.4
Sports	52	1	0.0	0.2
Competition	53	5	0.1	0.8
Hobbies	55	3	0.1	0.5
Mastering Technical Skills And Technology	56	2	0.1	0.3
Listening To Music	61	27	0.8	4.2
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	23	0.7	3.6
Commuting To Work	71	6	0.2	0.9
Other Travel	73	1	0.0	0.2
Newspapers	81	4	0.1	0.6
Cable TV	84	14	0.4	2.2
Satellite TV	85	6	0.2	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	3	0.1	0.5
DMB	87	6	0.2	0.9
Search For Information	91	18	0.5	2.8
Entertainment	92	14	0.4	2.2
Communications	93	2	0.1	0.3
Shopping And Electronic Transactions	94	2	0.1	0.3
Cellular Phones (Smart Phones)	95	35	1.0	5.5
NA	0	2,790	81.4	
Total		3,429	100.0	100.0

V256 [1st day 21:00-21:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,089	31.8	31.8
At home	1	2,340	68.2	68.2
Total		3,429	100.0	100.0

V257 [1st day 21:15-21:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	111	3.2	3.2
Meals	2	136	4.0	4.0
Personal Chores	3	178	5.2	5.2
Work	4	220	6.4	6.4
Network Radio	5	2	0.1	0.1
Network Television	6	1,072	31.3	31.3
Class, School Events	11	4	0.1	0.1
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	170	5.0	5.0
Cooking	21	25	0.7	0.7
Cleaning	22	25	0.7	0.7
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	52	1.5	1.5
Household Chores	27	55	1.6	1.6
Personal Meetings	31	195	5.7	5.7
Social Encounters	32	31	0.9	0.9
Rest	41	377	11.0	11.0
Watching, Sightseeing, Enjoying	51	22	0.6	0.6
Sports	52	24	0.7	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	11	0.3	0.3
Amusement, Taking A Walk	54	27	0.8	0.8
Hobbies	55	44	1.3	1.3
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	10	0.3	0.3
Watching Videos	62	7	0.2	0.2
Watching Movies	63	12	0.3	0.4
Playing Computer Games	64	56	1.6	1.6
Commuting To Work	71	110	3.2	3.2
Commuting To School	72	12	0.3	0.4
Other Travel	73	146	4.3	4.3
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	28	0.8	0.8
Cable TV	84	67	2.0	2.0
Satellite TV	85	5	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	65	1.9	1.9
Entertainment	92	45	1.3	1.3
Communications	93	25	0.7	0.7
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	11	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V258 [1st day 21:15-21:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	0.6
Meals	2	6	0.2	1.0
Personal Chores	3	13	0.4	2.1
Work	4	5	0.1	0.8
Network Radio	5	8	0.2	1.3
Network Television	6	315	9.2	50.1
Outside Of School Learning	13	2	0.1	0.3
Cooking	21	5	0.1	0.8
Cleaning	22	3	0.1	0.5
Laundry	23	3	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	4	0.1	0.6
Household Chores	27	7	0.2	1.1
Personal Meetings	31	2	0.1	0.3
Rest	41	83	2.4	13.2
Sports	52	1	0.0	0.2
Competition	53	4	0.1	0.6
Hobbies	55	3	0.1	0.5
Mastering Technical Skills And Technology	56	2	0.1	0.3
Listening To Music	61	28	0.8	4.5
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	25	0.7	4.0
Commuting To Work	71	3	0.1	0.5
Other Travel	73	1	0.0	0.2
Newspapers	81	3	0.1	0.5
Cable TV	84	15	0.4	2.4
Satellite TV	85	7	0.2	1.1
IPTV	86	3	0.1	0.5
DMB	87	7	0.2	1.1
Search For Information	91	17	0.5	2.7
Entertainment	92	15	0.4	2.4
Communications	93	3	0.1	0.5
Shopping And Electronic Transactions	94	2	0.1	0.3
Cellular Phones (Smart Phones)	95	28	0.8	4.5
NA	0	2,800	81.7	
Total		3,429	100.0	100.0

V259 [1st day 21:15-21:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,024	29.9	29.9
At home	1	2,405	70.1	70.1
Total		3,429	100.0	100.0

V260 [1st day 21:30-21:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	165	4.8	4.8
Meals	2	100	2.9	2.9
Personal Chores	3	219	6.4	6.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	199	5.8	5.8
Network Radio	5	2	0.1	0.1
Network Television	6	1,118	32.6	32.6
Class, School Events	11	4	0.1	0.1
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	176	5.1	5.1
Cooking	21	17	0.5	0.5
Cleaning	22	32	0.9	0.9
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	10	0.3	0.3
Caring For Child	26	44	1.3	1.3
Household Chores	27	60	1.7	1.8
Personal Meetings	31	203	5.9	5.9
Social Encounters	32	28	0.8	0.8
Rest	41	380	11.1	11.1
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	17	0.5	0.5
Sports	52	19	0.6	0.6
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	21	0.6	0.6
Hobbies	55	38	1.1	1.1
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	8	0.2	0.2
Watching Videos	62	8	0.2	0.2
Watching Movies	63	11	0.3	0.3
Playing Computer Games	64	58	1.7	1.7
Commuting To Work	71	71	2.1	2.1
Commuting To School	72	6	0.2	0.2
Other Travel	73	125	3.6	3.6
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	28	0.8	0.8
Cable TV	84	69	2.0	2.0
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	58	1.7	1.7
Entertainment	92	47	1.4	1.4
Communications	93	24	0.7	0.7
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V261 [1st day 21:30-21:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	0.7
Meals	2	6	0.2	1.0
Personal Chores	3	13	0.4	2.2
Work	4	4	0.1	0.7
Network Radio	5	5	0.1	0.9
Network Television	6	266	7.8	45.6
Outside Of School Learning	13	4	0.1	0.7
Cooking	21	3	0.1	0.5
Cleaning	22	4	0.1	0.7
Laundry	23	2	0.1	0.3
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	8	0.2	1.4
Household Chores	27	8	0.2	1.4
Personal Meetings	31	2	0.1	0.3
Rest	41	78	2.3	13.4
Sports	52	2	0.1	0.3
Competition	53	3	0.1	0.5
Hobbies	55	4	0.1	0.7
Listening To Music	61	29	0.8	5.0
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	29	0.8	5.0
Commuting To Work	71	4	0.1	0.7
Other Travel	73	2	0.1	0.3
Newspapers	81	2	0.1	0.3
Books	83	2	0.1	0.3
Cable TV	84	13	0.4	2.2
Satellite TV	85	5	0.1	0.9
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	0.7
Search For Information	91	20	0.6	3.4
Entertainment	92	17	0.5	2.9
Communications	93	4	0.1	0.7
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	31	0.9	5.3
NA	0	2,846	83.0	
Total		3,429	100.0	100.0

V262 [1st day 21:30-21:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	889	25.9	25.9
At home	1	2,540	74.1	74.1
Total		3,429	100.0	100.0

V263 [1st day 21:45-22:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	194	5.7	5.7
Meals	2	82	2.4	2.4
Personal Chores	3	236	6.9	6.9
Work	4	197	5.7	5.7
Network Radio	5	3	0.1	0.1
Network Television	6	1,086	31.7	31.7
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	174	5.1	5.1
Cooking	21	19	0.6	0.6
Cleaning	22	32	0.9	0.9
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	42	1.2	1.2
Household Chores	27	66	1.9	1.9
Personal Meetings	31	206	6.0	6.0
Social Encounters	32	27	0.8	0.8
Rest	41	391	11.4	11.4
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	18	0.5	0.5
Sports	52	18	0.5	0.5
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	21	0.6	0.6
Hobbies	55	34	1.0	1.0
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	8	0.2	0.2
Watching Videos	62	8	0.2	0.2
Watching Movies	63	11	0.3	0.3
Playing Computer Games	64	61	1.8	1.8
Commuting To Work	71	59	1.7	1.7
Commuting To School	72	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	119	3.5	3.5
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	25	0.7	0.7
Cable TV	84	69	2.0	2.0
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	64	1.9	1.9
Entertainment	92	48	1.4	1.4
Communications	93	26	0.8	0.8
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V264 [1st day 21:45-22:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	0.7
Meals	2	6	0.2	1.1
Personal Chores	3	24	0.7	4.3
Work	4	4	0.1	0.7
Network Radio	5	3	0.1	0.5
Network Television	6	239	7.0	43.1
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	4	0.1	0.7
Cleaning	22	3	0.1	0.5
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	6	0.2	1.1
Household Chores	27	6	0.2	1.1
Personal Meetings	31	3	0.1	0.5
Rest	41	73	2.1	13.2
Sports	52	2	0.1	0.4
Competition	53	3	0.1	0.5
Hobbies	55	4	0.1	0.7
Listening To Music	61	25	0.7	4.5
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	29	0.8	5.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To Work	71	4	0.1	0.7
Other Travel	73	3	0.1	0.5
Newspapers	81	4	0.1	0.7
Books	83	2	0.1	0.4
Cable TV	84	17	0.5	3.1
Satellite TV	85	3	0.1	0.5
DMB	87	2	0.1	0.4
Search For Information	91	20	0.6	3.6
Entertainment	92	19	0.6	3.4
Communications	93	5	0.1	0.9
Cellular Phones (Smart Phones)	95	32	0.9	5.8
NA	0	2,874	83.8	
Total		3,429	100.0	100.0

V265 [1st day 21:45-22:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	851	24.8	24.8
At home	1	2,578	75.2	75.2
Total		3,429	100.0	100.0

V266 [1st day 22:00-22:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	537	15.7	15.7
Meals	2	47	1.4	1.4
Personal Chores	3	289	8.4	8.4
Work	4	109	3.2	3.2
Network Radio	5	1	0.0	0.0
Network Television	6	788	23.0	23.0
Class, School Events	11	1	0.0	0.0
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	171	5.0	5.0
Cooking	21	14	0.4	0.4
Cleaning	22	10	0.3	0.3
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	10	0.3	0.3
Caring For Child	26	36	1.0	1.1
Household Chores	27	75	2.2	2.2
Personal Meetings	31	177	5.2	5.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	23	0.7	0.7
Rest	41	392	11.4	11.4
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	12	0.3	0.4
Sports	52	16	0.5	0.5
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	10	0.3	0.3
Hobbies	55	20	0.6	0.6
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	12	0.3	0.4
Watching Videos	62	8	0.2	0.2
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	58	1.7	1.7
Commuting To Work	71	96	2.8	2.8
Commuting To School	72	11	0.3	0.3
Other Travel	73	135	3.9	3.9
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	42	1.2	1.2
Cable TV	84	90	2.6	2.6
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	84	2.4	2.5
Entertainment	92	42	1.2	1.2
Communications	93	25	0.7	0.7
Shopping And Electronic Transactions	94	12	0.3	0.4
Cellular Phones (Smart Phones)	95	24	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V267 [1st day 22:00-22:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	6	0.2	1.3
Meals	2	5	0.1	1.1
Personal Chores	3	14	0.4	3.0
Work	4	2	0.1	0.4
Network Radio	5	7	0.2	1.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	183	5.3	38.8
Extra-Curricular Activities	12	1	0.0	0.2
Outside Of School Learning	13	3	0.1	0.6
Cooking	21	2	0.1	0.4
Cleaning	22	3	0.1	0.6
Caring For Child	26	3	0.1	0.6
Household Chores	27	7	0.2	1.5
Personal Meetings	31	2	0.1	0.4
Rest	41	58	1.7	12.3
Sports	52	1	0.0	0.2
Competition	53	2	0.1	0.4
Hobbies	55	3	0.1	0.6
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	20	0.6	4.2
Watching Videos	62	4	0.1	0.8
Playing Computer Games	64	26	0.8	5.5
Commuting To Work	71	1	0.0	0.2
Other Travel	73	1	0.0	0.2
Newspapers	81	1	0.0	0.2
Books	83	7	0.2	1.5
Cable TV	84	27	0.8	5.7
Satellite TV	85	2	0.1	0.4
DMB	87	4	0.1	0.8
Search For Information	91	20	0.6	4.2
Entertainment	92	21	0.6	4.4
Communications	93	4	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	30	0.9	6.4
NA	0	2,957	86.2	
Total		3,429	100.0	100.0

V268 [1st day 22:00-22:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	715	20.9	20.9
At home	1	2,714	79.1	79.1
Total		3,429	100.0	100.0

V269 [1st day 22:15-22:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	595	17.4	17.4
Meals	2	44	1.3	1.3
Personal Chores	3	231	6.7	6.7
Work	4	109	3.2	3.2
Network Radio	5	2	0.1	0.1
Network Television	6	803	23.4	23.4
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	170	5.0	5.0
Cooking	21	13	0.4	0.4
Cleaning	22	12	0.3	0.4
Laundry	23	9	0.3	0.3
Purchasing Commodities	25	8	0.2	0.2
Caring For Child	26	34	1.0	1.0
Household Chores	27	72	2.1	2.1
Personal Meetings	31	181	5.3	5.3
Social Encounters	32	23	0.7	0.7
Rest	41	407	11.9	11.9
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	12	0.3	0.4
Sports	52	16	0.5	0.5
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	10	0.3	0.3
Hobbies	55	22	0.6	0.6
Mastering Technical Skills And Technology	56	9	0.3	0.3
Listening To Music	61	13	0.4	0.4
Watching Videos	62	8	0.2	0.2
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	59	1.7	1.7
Commuting To Work	71	79	2.3	2.3
Commuting To School	72	6	0.2	0.2
Other Travel	73	115	3.4	3.4
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	44	1.3	1.3
Cable TV	84	92	2.7	2.7
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	1	0.0	0.0
Search For Information	91	92	2.7	2.7
Entertainment	92	47	1.4	1.4
Communications	93	28	0.8	0.8
Shopping And Electronic Transactions	94	12	0.3	0.4
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V270 [1st day 22:15-22:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	5	0.1	1.1
Meals	2	4	0.1	0.9
Personal Chores	3	10	0.3	2.2
Work	4	1	0.0	0.2
Network Radio	5	8	0.2	1.8
Network Television	6	182	5.3	39.9
Extra-Curricular Activities	12	1	0.0	0.2
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	1	0.0	0.2
Cleaning	22	1	0.0	0.2
Caring For Child	26	3	0.1	0.7
Household Chores	27	7	0.2	1.5
Personal Meetings	31	3	0.1	0.7
Rest	41	61	1.8	13.4
Sports	52	1	0.0	0.2
Competition	53	3	0.1	0.7
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	15	0.4	3.3
Watching Videos	62	4	0.1	0.9
Playing Computer Games	64	26	0.8	5.7
Other Travel	73	1	0.0	0.2
Books	83	8	0.2	1.8
Cable TV	84	29	0.8	6.4
Satellite TV	85	2	0.1	0.4
DMB	87	4	0.1	0.9
Search For Information	91	21	0.6	4.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	20	0.6	4.4
Communications	93	5	0.1	1.1
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	23	0.7	5.0
NA	0	2,973	86.7	
Total		3,429	100.0	100.0

V271 [1st day 22:15-22:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	666	19.4	19.4
At home	1	2,763	80.6	80.6
Total		3,429	100.0	100.0

V272 [1st day 22:30-22:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	782	22.8	22.8
Meals	2	33	1.0	1.0
Personal Chores	3	235	6.9	6.9
Work	4	98	2.9	2.9
Network Radio	5	3	0.1	0.1
Network Television	6	815	23.8	23.8
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	171	5.0	5.0
Cooking	21	12	0.3	0.4
Cleaning	22	15	0.4	0.4
Laundry	23	7	0.2	0.2
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	25	0.7	0.7
Household Chores	27	56	1.6	1.6
Personal Meetings	31	157	4.6	4.6
Social Encounters	32	21	0.6	0.6
Rest	41	354	10.3	10.3
Watching, Sightseeing, Enjoying	51	6	0.2	0.2
Sports	52	15	0.4	0.4
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	6	0.2	0.2
Hobbies	55	18	0.5	0.5
Mastering Technical Skills And Technology	56	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Listening To Music	61	10	0.3	0.3
Watching Videos	62	10	0.3	0.3
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	58	1.7	1.7
Commuting To Work	71	49	1.4	1.4
Commuting To School	72	4	0.1	0.1
Other Travel	73	76	2.2	2.2
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	1	0.0	0.0
Books	83	43	1.3	1.3
Cable TV	84	94	2.7	2.7
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	107	3.1	3.1
Entertainment	92	48	1.4	1.4
Communications	93	25	0.7	0.7
Shopping And Electronic Transactions	94	12	0.3	0.4
Cellular Phones (Smart Phones)	95	24	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V273 [1st day 22:30-22:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	8	0.2	1.8
Meals	2	4	0.1	0.9
Personal Chores	3	13	0.4	2.9
Work	4	1	0.0	0.2
Network Radio	5	5	0.1	1.1
Network Television	6	165	4.8	37.2
Extra-Curricular Activities	12	1	0.0	0.2
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	1	0.0	0.2
Cleaning	22	1	0.0	0.2
Laundry	23	2	0.1	0.5
Caring For Child	26	1	0.0	0.2
Household Chores	27	6	0.2	1.4
Personal Meetings	31	2	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	54	1.6	12.2
Sports	52	1	0.0	0.2
Competition	53	6	0.2	1.4
Hobbies	55	2	0.1	0.5
Mastering Technical Skills And Technology	56	2	0.1	0.5
Listening To Music	61	10	0.3	2.3
Watching Videos	62	4	0.1	0.9
Playing Computer Games	64	27	0.8	6.1
Commuting To Work	71	1	0.0	0.2
Other Travel	73	2	0.1	0.5
Newspapers	81	1	0.0	0.2
Books	83	8	0.2	1.8
Cable TV	84	30	0.9	6.8
Satellite TV	85	3	0.1	0.7
DMB	87	4	0.1	0.9
Search For Information	91	25	0.7	5.6
Entertainment	92	24	0.7	5.4
Communications	93	4	0.1	0.9
Shopping And Electronic Transactions	94	3	0.1	0.7
Cellular Phones (Smart Phones)	95	19	0.6	4.3
NA	0	2,986	87.1	
Total		3,429	100.0	100.0

V274 [1st day 22:30-22:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	534	15.6	15.6
At home	1	2,895	84.4	84.4
Total		3,429	100.0	100.0

V275 [1st day 22:45-23:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	847	24.7	24.7
Meals	2	33	1.0	1.0
Personal Chores	3	237	6.9	6.9
Work	4	94	2.7	2.7
Network Radio	5	3	0.1	0.1
Network Television	6	814	23.7	23.7
Extra-Curricular Activities	12	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	174	5.1	5.1
Cooking	21	8	0.2	0.2
Cleaning	22	16	0.5	0.5
Laundry	23	7	0.2	0.2
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	23	0.7	0.7
Household Chores	27	54	1.6	1.6
Personal Meetings	31	150	4.4	4.4
Social Encounters	32	19	0.6	0.6
Rest	41	342	10.0	10.0
Watching, Sightseeing, Enjoying	51	6	0.2	0.2
Sports	52	15	0.4	0.4
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	2	0.1	0.1
Hobbies	55	16	0.5	0.5
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	8	0.2	0.2
Watching Videos	62	11	0.3	0.3
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	59	1.7	1.7
Commuting To Work	71	37	1.1	1.1
Commuting To School	72	3	0.1	0.1
Other Travel	73	68	2.0	2.0
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	42	1.2	1.2
Cable TV	84	97	2.8	2.8
Satellite TV	85	5	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	102	3.0	3.0
Entertainment	92	49	1.4	1.4
Communications	93	23	0.7	0.7
Shopping And Electronic Transactions	94	11	0.3	0.3
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V276 [1st day 22:45-23:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	11	0.3	2.5
Meals	2	4	0.1	0.9
Personal Chores	3	14	0.4	3.2
Work	4	1	0.0	0.2
Network Radio	5	4	0.1	0.9
Network Television	6	164	4.8	37.4
Extra-Curricular Activities	12	1	0.0	0.2
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	1	0.0	0.2
Cleaning	22	1	0.0	0.2
Laundry	23	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	9	0.3	2.1
Personal Meetings	31	2	0.1	0.5
Rest	41	51	1.5	11.6
Sports	52	1	0.0	0.2
Competition	53	5	0.1	1.1
Hobbies	55	2	0.1	0.5
Mastering Technical Skills And Technology	56	2	0.1	0.5
Listening To Music	61	11	0.3	2.5
Watching Videos	62	4	0.1	0.9
Playing Computer Games	64	26	0.8	5.9
Commuting To Work	71	1	0.0	0.2
Other Travel	73	1	0.0	0.2
Newspapers	81	1	0.0	0.2
Books	83	6	0.2	1.4
Cable TV	84	32	0.9	7.3
Satellite TV	85	2	0.1	0.5
DMB	87	5	0.1	1.1
Search For Information	91	21	0.6	4.8
Entertainment	92	23	0.7	5.3
Communications	93	3	0.1	0.7
Shopping And Electronic Transactions	94	4	0.1	0.9
Cellular Phones (Smart Phones)	95	20	0.6	4.6
NA	0	2,991	87.2	
Total		3,429	100.0	100.0

V277 [1st day 22:45-23:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	497	14.5	14.5
At home	1	2,932	85.5	85.5
Total		3,429	100.0	100.0

V278 [1st day 23:00-23:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,534	44.7	44.7
Meals	2	23	0.7	0.7
Personal Chores	3	286	8.3	8.3
Work	4	68	2.0	2.0
Network Radio	5	2	0.1	0.1
Network Television	6	373	10.9	10.9
Outside Of School Learning	13	134	3.9	3.9
Cooking	21	5	0.1	0.1
Cleaning	22	14	0.4	0.4
Laundry	23	5	0.1	0.1
Caring For Child	26	8	0.2	0.2
Household Chores	27	71	2.1	2.1
Personal Meetings	31	107	3.1	3.1
Social Encounters	32	11	0.3	0.3
Rest	41	211	6.2	6.2
Watching, Sightseeing, Enjoying	51	10	0.3	0.3
Sports	52	7	0.2	0.2
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	4	0.1	0.1
Hobbies	55	17	0.5	0.5
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	9	0.3	0.3
Watching Videos	62	13	0.4	0.4
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	50	1.5	1.5
Commuting To Work	71	35	1.0	1.0
Commuting To School	72	1	0.0	0.0
Other Travel	73	84	2.4	2.5
Newspapers	81	2	0.1	0.1
Books	83	30	0.9	0.9
Cable TV	84	100	2.9	2.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	2	0.1	0.1
IPTV	86	8	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	94	2.7	2.7
Entertainment	92	45	1.3	1.3
Communications	93	15	0.4	0.4
Shopping And Electronic Transactions	94	10	0.3	0.3
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V279 [1st day 23:00-23:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	11	0.3	4.2
Meals	2	1	0.0	0.4
Personal Chores	3	9	0.3	3.5
Work	4	1	0.0	0.4
Network Radio	5	6	0.2	2.3
Network Television	6	68	2.0	26.2
Extra-Curricular Activities	12	1	0.0	0.4
Outside Of School Learning	13	4	0.1	1.5
Cooking	21	2	0.1	0.8
Laundry	23	1	0.0	0.4
Household Chores	27	3	0.1	1.2
Personal Meetings	31	2	0.1	0.8
Rest	41	20	0.6	7.7
Competition	53	5	0.1	1.9
Mastering Technical Skills And Technology	56	2	0.1	0.8
Listening To Music	61	12	0.3	4.6
Watching Videos	62	1	0.0	0.4
Playing Computer Games	64	21	0.6	8.1
Commuting To School	72	1	0.0	0.4
Other Travel	73	1	0.0	0.4
Books	83	1	0.0	0.4
Cable TV	84	28	0.8	10.8
Satellite TV	85	3	0.1	1.2
DMB	87	2	0.1	0.8
Search For Information	91	14	0.4	5.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	22	0.6	8.5
Communications	93	3	0.1	1.2
Cellular Phones (Smart Phones)	95	15	0.4	5.8
NA	0	3,169	92.4	
Total		3,429	100.0	100.0

V280 [1st day 23:00-23:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	418	12.2	12.2
At home	1	3,011	87.8	87.8
Total		3,429	100.0	100.0

V281 [1st day 23:15-23:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,719	50.1	50.1
Meals	2	19	0.6	0.6
Personal Chores	3	222	6.5	6.5
Work	4	66	1.9	1.9
Network Radio	5	2	0.1	0.1
Network Television	6	337	9.8	9.8
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	130	3.8	3.8
Cooking	21	6	0.2	0.2
Cleaning	22	7	0.2	0.2
Laundry	23	6	0.2	0.2
Caring For Child	26	5	0.1	0.1
Household Chores	27	54	1.6	1.6
Personal Meetings	31	101	2.9	2.9
Social Encounters	32	12	0.3	0.4
Rest	41	193	5.6	5.6
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	7	0.2	0.2
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	4	0.1	0.1
Hobbies	55	17	0.5	0.5
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	9	0.3	0.3
Watching Videos	62	13	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	48	1.4	1.4
Commuting To Work	71	27	0.8	0.8
Commuting To School	72	2	0.1	0.1
Other Travel	73	64	1.9	1.9
Newspapers	81	1	0.0	0.0
Books	83	25	0.7	0.7
Cable TV	84	112	3.3	3.3
Satellite TV	85	3	0.1	0.1
IPTV	86	8	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	95	2.8	2.8
Entertainment	92	47	1.4	1.4
Communications	93	12	0.3	0.4
Shopping And Electronic Transactions	94	12	0.3	0.4
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V282 [1st day 23:15-23:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	12	0.3	5.1
Personal Chores	3	10	0.3	4.3
Work	4	1	0.0	0.4
Network Radio	5	6	0.2	2.6
Network Television	6	50	1.5	21.4
Outside Of School Learning	13	4	0.1	1.7
Cooking	21	1	0.0	0.4
Laundry	23	2	0.1	0.9
Household Chores	27	3	0.1	1.3
Personal Meetings	31	1	0.0	0.4
Rest	41	19	0.6	8.1
Competition	53	5	0.1	2.1
Mastering Technical Skills And Technology	56	2	0.1	0.9
Listening To Music	61	14	0.4	6.0
Watching Videos	62	1	0.0	0.4
Playing Computer Games	64	22	0.6	9.4
Books	83	1	0.0	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	27	0.8	11.5
Satellite TV	85	2	0.1	0.9
DMB	87	2	0.1	0.9
Search For Information	91	12	0.3	5.1
Entertainment	92	21	0.6	9.0
Communications	93	3	0.1	1.3
Shopping And Electronic Transactions	94	1	0.0	0.4
Cellular Phones (Smart Phones)	95	12	0.3	5.1
NA	0	3,195	93.2	
Total		3,429	100.0	100.0

V283 [1st day 23:15-23:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	382	11.1	11.1
At home	1	3,047	88.9	88.9
Total		3,429	100.0	100.0

V284 [1st day 23:30-23:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,070	60.4	60.4
Meals	2	14	0.4	0.4
Personal Chores	3	147	4.3	4.3
Work	4	59	1.7	1.7
Network Radio	5	3	0.1	0.1
Network Television	6	289	8.4	8.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	106	3.1	3.1
Cooking	21	5	0.1	0.1
Cleaning	22	6	0.2	0.2
Laundry	23	6	0.2	0.2
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	3	0.1	0.1
Household Chores	27	40	1.2	1.2
Personal Meetings	31	71	2.1	2.1
Social Encounters	32	8	0.2	0.2
Rest	41	144	4.2	4.2
Watching, Sightseeing, Enjoying	51	10	0.3	0.3
Sports	52	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	2	0.1	0.1
Hobbies	55	14	0.4	0.4
Mastering Technical Skills And Technology	56	4	0.1	0.1
Listening To Music	61	10	0.3	0.3
Watching Videos	62	11	0.3	0.3
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	41	1.2	1.2
Commuting To Work	71	13	0.4	0.4
Commuting To School	72	1	0.0	0.0
Other Travel	73	65	1.9	1.9
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	91	2.7	2.7
Satellite TV	85	5	0.1	0.1
IPTV	86	7	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	74	2.2	2.2
Entertainment	92	37	1.1	1.1
Communications	93	15	0.4	0.4
Shopping And Electronic Transactions	94	11	0.3	0.3
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V285 [1st day 23:30-23:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	12	0.3	6.7
Meals	2	1	0.0	0.6
Personal Chores	3	8	0.2	4.5
Work	4	2	0.1	1.1
Network Radio	5	4	0.1	2.2
Network Television	6	30	0.9	16.9
Outside Of School Learning	13	3	0.1	1.7
Cleaning	22	1	0.0	0.6
Laundry	23	2	0.1	1.1
Household Chores	27	6	0.2	3.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	1	0.0	0.6
Rest	41	13	0.4	7.3
Competition	53	4	0.1	2.2
Mastering Technical Skills And Technology	56	1	0.0	0.6
Listening To Music	61	10	0.3	5.6
Playing Computer Games	64	17	0.5	9.6
Cable TV	84	19	0.6	10.7
DMB	87	1	0.0	0.6
Search For Information	91	10	0.3	5.6
Entertainment	92	21	0.6	11.8
Communications	93	4	0.1	2.2
Shopping And Electronic Transactions	94	1	0.0	0.6
Cellular Phones (Smart Phones)	95	7	0.2	3.9
NA	0	3,251	94.8	
Total		3,429	100.0	100.0

V286 [1st day 23:30-23:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	314	9.2	9.2
At home	1	3,115	90.8	90.8
Total		3,429	100.0	100.0

V287 [1st day 23:45-24:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,179	63.5	63.6
Meals	2	14	0.4	0.4
Personal Chores	3	121	3.5	3.5
Work	4	58	1.7	1.7
Network Radio	5	3	0.1	0.1
Network Television	6	267	7.8	7.8
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	95	2.8	2.8
Cooking	21	3	0.1	0.1
Cleaning	22	2	0.1	0.1
Laundry	23	6	0.2	0.2
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	3	0.1	0.1
Household Chores	27	44	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	65	1.9	1.9
Social Encounters	32	8	0.2	0.2
Rest	41	133	3.9	3.9
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	3	0.1	0.1
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	11	0.3	0.3
Mastering Technical Skills And Technology	56	4	0.1	0.1
Listening To Music	61	9	0.3	0.3
Watching Videos	62	11	0.3	0.3
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	41	1.2	1.2
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	1	0.0	0.0
Other Travel	73	61	1.8	1.8
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	88	2.6	2.6
Satellite TV	85	5	0.1	0.1
IPTV	86	7	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	67	2.0	2.0
Entertainment	92	38	1.1	1.1
Communications	93	14	0.4	0.4
Shopping And Electronic Transactions	94	11	0.3	0.3
Cellular Phones (Smart Phones)	95	13	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V288 [1st day 23:45-24:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	10	0.3	6.2
Meals	2	1	0.0	0.6
Personal Chores	3	8	0.2	4.9
Work	4	1	0.0	0.6
Network Radio	5	4	0.1	2.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	26	0.8	16.0
Outside Of School Learning	13	2	0.1	1.2
Cleaning	22	1	0.0	0.6
Laundry	23	2	0.1	1.2
Household Chores	27	6	0.2	3.7
Personal Meetings	31	1	0.0	0.6
Rest	41	13	0.4	8.0
Competition	53	4	0.1	2.5
Mastering Technical Skills And Technology	56	1	0.0	0.6
Listening To Music	61	7	0.2	4.3
Playing Computer Games	64	19	0.6	11.7
Cable TV	84	13	0.4	8.0
DMB	87	1	0.0	0.6
Search For Information	91	9	0.3	5.6
Entertainment	92	21	0.6	13.0
Communications	93	4	0.1	2.5
Shopping And Electronic Transactions	94	1	0.0	0.6
Cellular Phones (Smart Phones)	95	7	0.2	4.3
NA	0	3,267	95.3	
Total		3,429	100.0	100.0

V289 [1st day 23:45-24:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	291	8.5	8.5
At home	1	3,138	91.5	91.5
Total		3,429	100.0	100.0

V290 [2nd day 00:00-00:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,766	80.7	80.7
Meals	2	9	0.3	0.3
Personal Chores	3	70	2.0	2.0
Work	4	40	1.2	1.2
Network Television	6	30	0.9	0.9
Outside Of School Learning	13	60	1.7	1.8
Laundry	23	3	0.1	0.1
Caring For Child	26	2	0.1	0.1
Household Chores	27	22	0.6	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	40	1.2	1.2
Social Encounters	32	3	0.1	0.1
Rest	41	42	1.2	1.2
Watching, Sightseeing, Enjoying	51	5	0.1	0.1
Sports	52	1	0.0	0.0
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	2	0.1	0.1
Hobbies	55	5	0.1	0.1
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	9	0.3	0.3
Playing Computer Games	64	35	1.0	1.0
Commuting To Work	71	13	0.4	0.4
Other Travel	73	49	1.4	1.4
Magazines, Comics	82	1	0.0	0.0
Books	83	9	0.3	0.3
Cable TV	84	84	2.4	2.5
Satellite TV	85	5	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	34	1.0	1.0
Entertainment	92	33	1.0	1.0
Communications	93	14	0.4	0.4
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V291 [2nd day 00:00-00:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	1	0.0	1.4
Work	4	1	0.0	1.4
Network Radio	5	2	0.1	2.7
Network Television	6	1	0.0	1.4
Outside Of School Learning	13	1	0.0	1.4
Laundry	23	1	0.0	1.4
Caring For Child	26	1	0.0	1.4
Household Chores	27	1	0.0	1.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	1	0.0	1.4
Competition	53	5	0.1	6.8
Mastering Technical Skills And Technology	56	1	0.0	1.4
Listening To Music	61	5	0.1	6.8
Watching Videos	62	2	0.1	2.7
Playing Computer Games	64	12	0.3	16.2
Newspapers	81	2	0.1	2.7
Cable TV	84	6	0.2	8.1
DMB	87	1	0.0	1.4
Search For Information	91	3	0.1	4.1
Entertainment	92	21	0.6	28.4
Communications	93	3	0.1	4.1
Cellular Phones (Smart Phones)	95	3	0.1	4.1
NA	0	3,355	97.8	
Total		3,429	100.0	100.0

V292 [2nd day 00:00-00:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	202	5.9	5.9
At home	1	3,227	94.1	94.1
Total		3,429	100.0	100.0

V293 [2nd day 00:15-00:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,799	81.6	81.7
Meals	2	9	0.3	0.3
Personal Chores	3	60	1.7	1.8
Work	4	41	1.2	1.2
Network Television	6	27	0.8	0.8
Outside Of School Learning	13	62	1.8	1.8
Cooking	21	1	0.0	0.0
Laundry	23	3	0.1	0.1
Caring For Child	26	2	0.1	0.1
Household Chores	27	15	0.4	0.4
Personal Meetings	31	42	1.2	1.2
Social Encounters	32	3	0.1	0.1
Rest	41	42	1.2	1.2
Watching, Sightseeing, Enjoying	51	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	1	0.0	0.0
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	5	0.1	0.1
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	10	0.3	0.3
Playing Computer Games	64	35	1.0	1.0
Commuting To Work	71	10	0.3	0.3
Other Travel	73	30	0.9	0.9
Magazines, Comics	82	1	0.0	0.0
Books	83	8	0.2	0.2
Cable TV	84	86	2.5	2.5
Satellite TV	85	5	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	33	1.0	1.0
Entertainment	92	35	1.0	1.0
Communications	93	16	0.5	0.5
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V294 [2nd day 00:15-00:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	1	0.0	1.3
Network Radio	5	2	0.1	2.5
Network Television	6	1	0.0	1.3
Outside Of School Learning	13	1	0.0	1.3
Laundry	23	1	0.0	1.3
Caring For Child	26	1	0.0	1.3
Household Chores	27	1	0.0	1.3
Rest	41	1	0.0	1.3
Competition	53	5	0.1	6.3
Mastering Technical Skills And Technology	56	1	0.0	1.3
Listening To Music	61	4	0.1	5.1
Watching Videos	62	3	0.1	3.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Playing Computer Games	64	13	0.4	16.5
Newspapers	81	2	0.1	2.5
Cable TV	84	6	0.2	7.6
Satellite TV	85	1	0.0	1.3
DMB	87	1	0.0	1.3
Search For Information	91	6	0.2	7.6
Entertainment	92	21	0.6	26.6
Communications	93	2	0.1	2.5
Cellular Phones (Smart Phones)	95	5	0.1	6.3
NA	0	3,350	97.7	
Total		3,429	100.0	100.0

V295 [2nd day 00:15-00:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	174	5.1	5.1
At home	1	3,255	94.9	94.9
Total		3,429	100.0	100.0

V296 [2nd day 00:30-00:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,867	83.6	83.6
Meals	2	7	0.2	0.2
Personal Chores	3	54	1.6	1.6
Work	4	39	1.1	1.1
Network Radio	5	1	0.0	0.0
Network Television	6	23	0.7	0.7
Outside Of School Learning	13	54	1.6	1.6
Cooking	21	1	0.0	0.0
Laundry	23	4	0.1	0.1
Caring For Child	26	2	0.1	0.1
Household Chores	27	11	0.3	0.3
Personal Meetings	31	40	1.2	1.2
Social Encounters	32	4	0.1	0.1
Rest	41	31	0.9	0.9
Watching, Sightseeing, Enjoying	51	5	0.1	0.1
Sports	52	1	0.0	0.0
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	4	0.1	0.1
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	10	0.3	0.3
Playing Computer Games	64	35	1.0	1.0
Commuting To Work	71	4	0.1	0.1
Other Travel	73	15	0.4	0.4
Magazines, Comics	82	1	0.0	0.0
Books	83	7	0.2	0.2
Cable TV	84	80	2.3	2.3
Satellite TV	85	5	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	36	1.0	1.1
Entertainment	92	33	1.0	1.0
Communications	93	17	0.5	0.5
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	8	0.2	0.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V297 [2nd day 00:30-00:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	1	0.0	1.3
Network Radio	5	2	0.1	2.5
Network Television	6	1	0.0	1.3
Outside Of School Learning	13	1	0.0	1.3
Household Chores	27	1	0.0	1.3
Rest	41	1	0.0	1.3
Competition	53	5	0.1	6.3
Mastering Technical Skills And Technology	56	1	0.0	1.3
Listening To Music	61	5	0.1	6.3
Watching Videos	62	4	0.1	5.1
Playing Computer Games	64	10	0.3	12.7
Newspapers	81	4	0.1	5.1
Magazines, Comics	82	1	0.0	1.3
Cable TV	84	4	0.1	5.1
Satellite TV	85	1	0.0	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	2	0.1	2.5
Search For Information	91	6	0.2	7.6
Entertainment	92	20	0.6	25.3
Communications	93	2	0.1	2.5
Cellular Phones (Smart Phones)	95	7	0.2	8.9
NA	0	3,350	97.7	
Total		3,429	100.0	100.0

V298 [2nd day 00:30-00:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	143	4.2	4.2
At home	1	3,286	95.8	95.8
Total		3,429	100.0	100.0

V299 [2nd day 00:45-01:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,903	84.7	84.7
Meals	2	7	0.2	0.2
Personal Chores	3	49	1.4	1.4
Work	4	39	1.1	1.1
Network Radio	5	1	0.0	0.0
Network Television	6	24	0.7	0.7
Outside Of School Learning	13	50	1.5	1.5
Cooking	21	1	0.0	0.0
Laundry	23	3	0.1	0.1
Caring For Child	26	1	0.0	0.0
Household Chores	27	9	0.3	0.3
Personal Meetings	31	38	1.1	1.1
Social Encounters	32	4	0.1	0.1
Rest	41	27	0.8	0.8
Watching, Sightseeing, Enjoying	51	5	0.1	0.1
Sports	52	1	0.0	0.0
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	9	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Playing Computer Games	64	34	1.0	1.0
Commuting To Work	71	2	0.1	0.1
Other Travel	73	14	0.4	0.4
Magazines, Comics	82	1	0.0	0.0
Books	83	8	0.2	0.2
Cable TV	84	74	2.2	2.2
Satellite TV	85	3	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	36	1.0	1.1
Entertainment	92	29	0.8	0.8
Communications	93	18	0.5	0.5
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	8	0.2	0.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V300 [2nd day 00:45-01:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	2	0.1	2.7
Work	4	1	0.0	1.4
Network Radio	5	2	0.1	2.7
Network Television	6	1	0.0	1.4
Outside Of School Learning	13	1	0.0	1.4
Household Chores	27	1	0.0	1.4
Rest	41	1	0.0	1.4
Competition	53	4	0.1	5.4
Mastering Technical Skills And Technology	56	1	0.0	1.4
Listening To Music	61	5	0.1	6.8
Watching Videos	62	2	0.1	2.7
Playing Computer Games	64	9	0.3	12.2
Newspapers	81	4	0.1	5.4
Magazines, Comics	82	1	0.0	1.4
Cable TV	84	4	0.1	5.4
Satellite TV	85	1	0.0	1.4
DMB	87	1	0.0	1.4
Search For Information	91	4	0.1	5.4
Entertainment	92	19	0.6	25.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	1	0.0	1.4
Cellular Phones (Smart Phones)	95	9	0.3	12.2
NA	0	3,355	97.8	
Total		3,429	100.0	100.0

V301 [2nd day 00:45-01:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	136	4.0	4.0
At home	1	3,293	96.0	96.0
Total		3,429	100.0	100.0

V302 [2nd day 01:00-01:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,054	89.1	89.1
Meals	2	4	0.1	0.1
Personal Chores	3	44	1.3	1.3
Work	4	34	1.0	1.0
Network Television	6	16	0.5	0.5
Outside Of School Learning	13	31	0.9	0.9
Cooking	21	3	0.1	0.1
Cleaning	22	1	0.0	0.0
Laundry	23	2	0.1	0.1
Caring For Child	26	2	0.1	0.1
Household Chores	27	7	0.2	0.2
Personal Meetings	31	30	0.9	0.9
Social Encounters	32	3	0.1	0.1
Rest	41	21	0.6	0.6
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Competition	53	2	0.1	0.1
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	2	0.1	0.1
Watching Videos	62	8	0.2	0.2
Playing Computer Games	64	25	0.7	0.7
Commuting To Work	71	4	0.1	0.1
Other Travel	73	15	0.4	0.4
Magazines, Comics	82	1	0.0	0.0
Books	83	7	0.2	0.2
Cable TV	84	46	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	20	0.6	0.6
Entertainment	92	14	0.4	0.4
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	6	0.2	0.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V303 [2nd day 01:00-01:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	1	0.0	2.0
Work	4	1	0.0	2.0
Network Radio	5	2	0.1	4.1
Household Chores	27	2	0.1	4.1
Rest	41	1	0.0	2.0
Competition	53	2	0.1	4.1
Mastering Technical Skills And Technology	56	1	0.0	2.0
Listening To Music	61	3	0.1	6.1
Watching Videos	62	2	0.1	4.1
Playing Computer Games	64	3	0.1	6.1
Other Travel	73	2	0.1	4.1
Newspapers	81	2	0.1	4.1
Cable TV	84	3	0.1	6.1
DMB	87	2	0.1	4.1
Search For Information	91	4	0.1	8.2
Entertainment	92	13	0.4	26.5
Cellular Phones (Smart Phones)	95	5	0.1	10.2
NA	0	3,380	98.6	
Total		3,429	100.0	100.0

V304 [2nd day 01:00-01:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	118	3.4	3.4
At home	1	3,311	96.6	96.6
Total		3,429	100.0	100.0

V305 [2nd day 01:15-01:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,092	90.2	90.2
Meals	2	3	0.1	0.1
Personal Chores	3	25	0.7	0.7
Work	4	36	1.0	1.1
Network Television	6	12	0.3	0.4
Outside Of School Learning	13	30	0.9	0.9
Cooking	21	3	0.1	0.1
Cleaning	22	1	0.0	0.0
Laundry	23	2	0.1	0.1
Caring For Child	26	1	0.0	0.0
Household Chores	27	6	0.2	0.2
Personal Meetings	31	30	0.9	0.9
Social Encounters	32	3	0.1	0.1
Rest	41	16	0.5	0.5
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Competition	53	2	0.1	0.1
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	3	0.1	0.1
Watching Videos	62	8	0.2	0.2
Playing Computer Games	64	24	0.7	0.7
Commuting To Work	71	1	0.0	0.0
Other Travel	73	12	0.3	0.4
Magazines, Comics	82	1	0.0	0.0
Books	83	8	0.2	0.2
Cable TV	84	42	1.2	1.2
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	21	0.6	0.6
Entertainment	92	15	0.4	0.4
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V306 [2nd day 01:15-01:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	2	0.1	4.3
Network Radio	5	1	0.0	2.2
Household Chores	27	2	0.1	4.3
Rest	41	1	0.0	2.2
Competition	53	2	0.1	4.3
Mastering Technical Skills And Technology	56	1	0.0	2.2
Listening To Music	61	3	0.1	6.5
Watching Videos	62	3	0.1	6.5
Playing Computer Games	64	3	0.1	6.5
Newspapers	81	2	0.1	4.3
Cable TV	84	3	0.1	6.5
DMB	87	2	0.1	4.3
Search For Information	91	6	0.2	13.0
Entertainment	92	12	0.3	26.1
Cellular Phones (Smart Phones)	95	3	0.1	6.5
NA	0	3,383	98.7	
Total		3,429	100.0	100.0

V307 [2nd day 01:15-01:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	109	3.2	3.2
At home	1	3,320	96.8	96.8
Total		3,429	100.0	100.0

V308 [2nd day 01:30-01:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,148	91.8	91.8
Meals	2	1	0.0	0.0
Personal Chores	3	25	0.7	0.7
Work	4	36	1.0	1.1
Network Television	6	9	0.3	0.3
Outside Of School Learning	13	26	0.8	0.8
Cooking	21	1	0.0	0.0
Laundry	23	2	0.1	0.1
Household Chores	27	7	0.2	0.2
Personal Meetings	31	28	0.8	0.8
Social Encounters	32	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	9	0.3	0.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Competition	53	1	0.0	0.0
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	7	0.2	0.2
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	2	0.1	0.1
Other Travel	73	9	0.3	0.3
Magazines, Comics	82	1	0.0	0.0
Books	83	6	0.2	0.2
Cable TV	84	34	1.0	1.0
Satellite TV	85	2	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	17	0.5	0.5
Entertainment	92	12	0.3	0.4
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V309 [2nd day 01:30-01:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	3.4
Network Radio	5	1	0.0	3.4
Rest	41	1	0.0	3.4
Competition	53	2	0.1	6.9
Listening To Music	61	1	0.0	3.4
Watching Videos	62	2	0.1	6.9
Playing Computer Games	64	3	0.1	10.3
Commuting To Work	71	1	0.0	3.4
Cable TV	84	1	0.0	3.4
DMB	87	2	0.1	6.9
Search For Information	91	4	0.1	13.8
Entertainment	92	8	0.2	27.6
Cellular Phones (Smart Phones)	95	2	0.1	6.9
NA	0	3,400	99.2	
Total		3,429	100.0	100.0

V310 [2nd day 01:30-01:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	98	2.9	2.9
At home	1	3,331	97.1	97.1
Total		3,429	100.0	100.0

V311 [2nd day 01:45-02:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,165	92.3	92.3
Meals	2	2	0.1	0.1
Personal Chores	3	26	0.8	0.8
Work	4	36	1.0	1.1
Network Television	6	7	0.2	0.2
Outside Of School Learning	13	26	0.8	0.8
Cooking	21	1	0.0	0.0
Laundry	23	1	0.0	0.0
Household Chores	27	3	0.1	0.1
Personal Meetings	31	26	0.8	0.8
Social Encounters	32	3	0.1	0.1
Rest	41	12	0.3	0.4
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	2	0.1	0.1
Watching Videos	62	6	0.2	0.2
Playing Computer Games	64	13	0.4	0.4
Commuting To Work	71	1	0.0	0.0
Other Travel	73	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	4	0.1	0.1
Cable TV	84	29	0.8	0.8
Satellite TV	85	2	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	19	0.6	0.6
Entertainment	92	14	0.4	0.4
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V312 [2nd day 01:45-02:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	1	0.0	3.3
Personal Chores	3	1	0.0	3.3
Network Radio	5	1	0.0	3.3
Rest	41	1	0.0	3.3
Competition	53	2	0.1	6.7
Listening To Music	61	1	0.0	3.3
Watching Videos	62	2	0.1	6.7
Playing Computer Games	64	4	0.1	13.3
DMB	87	2	0.1	6.7
Search For Information	91	5	0.1	16.7
Entertainment	92	8	0.2	26.7
Cellular Phones (Smart Phones)	95	2	0.1	6.7
NA	0	3,399	99.1	
Total		3,429	100.0	100.0

V313 [2nd day 01:45-02:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	92	2.7	2.7
At home	1	3,337	97.3	97.3
Total		3,429	100.0	100.0

V314 [2nd day 02:00-02:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,262	95.1	95.2
Meals	2	3	0.1	0.1
Personal Chores	3	19	0.6	0.6
Work	4	30	0.9	0.9
Network Television	6	7	0.2	0.2
Outside Of School Learning	13	14	0.4	0.4
Caring For Child	26	2	0.1	0.1
Household Chores	27	2	0.1	0.1
Personal Meetings	31	17	0.5	0.5
Social Encounters	32	2	0.1	0.1
Rest	41	5	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching Videos	62	4	0.1	0.1
Playing Computer Games	64	5	0.1	0.1
Commuting To Work	71	5	0.1	0.1
Other Travel	73	7	0.2	0.2
Books	83	3	0.1	0.1
Cable TV	84	9	0.3	0.3
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
Search For Information	91	10	0.3	0.3
Entertainment	92	9	0.3	0.3
Communications	93	2	0.1	0.1
Cellular Phones (Smart Phones)	95	5	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V315 [2nd day 02:00-02:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	2	0.1	11.8
Rest	41	1	0.0	5.9
Listening To Music	61	2	0.1	11.8
Watching Videos	62	1	0.0	5.9
Playing Computer Games	64	5	0.1	29.4
Other Travel	73	1	0.0	5.9
DMB	87	1	0.0	5.9
Search For Information	91	2	0.1	11.8
Entertainment	92	2	0.1	11.8
NA	0	3,412	99.5	
Total		3,429	100.0	100.0

V316 [2nd day 02:00-02:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	82	2.4	2.4
At home	1	3,347	97.6	97.6
Total		3,429	100.0	100.0

V317 [2nd day 02:15-02:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,278	95.6	95.6
Meals	2	2	0.1	0.1
Personal Chores	3	17	0.5	0.5
Work	4	28	0.8	0.8
Network Television	6	6	0.2	0.2
Outside Of School Learning	13	13	0.4	0.4
Caring For Child	26	2	0.1	0.1
Household Chores	27	1	0.0	0.0
Personal Meetings	31	15	0.4	0.4
Social Encounters	32	2	0.1	0.1
Rest	41	4	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Watching Videos	62	5	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	5	0.1	0.1
Other Travel	73	5	0.1	0.1
Books	83	3	0.1	0.1
Cable TV	84	8	0.2	0.2
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	8	0.2	0.2
Entertainment	92	11	0.3	0.3
Communications	93	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V318 [2nd day 02:15-02:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	11.1
Personal Chores	3	2	0.1	11.1
Listening To Music	61	1	0.0	5.6
Watching Videos	62	1	0.0	5.6
Playing Computer Games	64	7	0.2	38.9
DMB	87	1	0.0	5.6
Search For Information	91	1	0.0	5.6
Entertainment	92	3	0.1	16.7
NA	0	3,411	99.5	
Total		3,429	100.0	100.0

V319 [2nd day 02:15-02:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	77	2.2	2.2
At home	1	3,352	97.8	97.8
Total		3,429	100.0	100.0

V320 [2nd day 02:30-02:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,298	96.2	96.2
Meals	2	2	0.1	0.1
Personal Chores	3	17	0.5	0.5
Work	4	26	0.8	0.8
Network Television	6	3	0.1	0.1
Outside Of School Learning	13	10	0.3	0.3
Household Chores	27	3	0.1	0.1
Personal Meetings	31	14	0.4	0.4
Social Encounters	32	1	0.0	0.0
Rest	41	3	0.1	0.1
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Watching Videos	62	5	0.1	0.1
Playing Computer Games	64	5	0.1	0.1
Commuting To Work	71	3	0.1	0.1
Other Travel	73	4	0.1	0.1
Books	83	2	0.1	0.1
Cable TV	84	7	0.2	0.2
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	5	0.1	0.1
Entertainment	92	8	0.2	0.2
Communications	93	3	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V321 [2nd day 02:30-02:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	18.8
Listening To Music	61	1	0.0	6.3
Playing Computer Games	64	5	0.1	31.3
Cable TV	84	2	0.1	12.5
DMB	87	1	0.0	6.3
Search For Information	91	1	0.0	6.3
Entertainment	92	2	0.1	12.5
Cellular Phones (Smart Phones)	95	1	0.0	6.3
NA	0	3,413	99.5	
Total		3,429	100.0	100.0

V322 [2nd day 02:30-02:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	71	2.1	2.1
At home	1	3,358	97.9	97.9
Total		3,429	100.0	100.0

V323 [2nd day 02:45-03:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,308	96.5	96.5
Meals	2	2	0.1	0.1
Personal Chores	3	13	0.4	0.4
Work	4	25	0.7	0.7
Network Television	6	3	0.1	0.1
Outside Of School Learning	13	10	0.3	0.3
Household Chores	27	2	0.1	0.1
Personal Meetings	31	14	0.4	0.4
Social Encounters	32	1	0.0	0.0
Rest	41	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	4	0.1	0.1
Playing Computer Games	64	3	0.1	0.1
Commuting To Work	71	2	0.1	0.1
Other Travel	73	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	2	0.1	0.1
Cable TV	84	7	0.2	0.2
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	5	0.1	0.1
Entertainment	92	8	0.2	0.2
Communications	93	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V324 [2nd day 02:45-03:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	20.0
Listening To Music	61	1	0.0	6.7
Playing Computer Games	64	5	0.1	33.3
Cable TV	84	2	0.1	13.3
DMB	87	1	0.0	6.7
Search For Information	91	1	0.0	6.7
Entertainment	92	1	0.0	6.7
Cellular Phones (Smart Phones)	95	1	0.0	6.7
NA	0	3,414	99.6	
Total		3,429	100.0	100.0

V325 [2nd day 02:45-03:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	69	2.0	2.0
At home	1	3,360	98.0	98.0
Total		3,429	100.0	100.0

V326 [2nd day 03:00-03:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,328	97.1	97.1
Meals	2	3	0.1	0.1
Personal Chores	3	16	0.5	0.5
Work	4	21	0.6	0.6
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	4	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	2	0.1	0.1
Personal Meetings	31	10	0.3	0.3
Social Encounters	32	1	0.0	0.0
Rest	41	5	0.1	0.1
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Hobbies	55	2	0.1	0.1
Listening To Music	61	2	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	3	0.1	0.1
Commuting To Work	71	1	0.0	0.0
Other Travel	73	7	0.2	0.2
Books	83	1	0.0	0.0
Cable TV	84	2	0.1	0.1
Satellite TV	85	1	0.0	0.0
IPTV	86	2	0.1	0.1
Search For Information	91	2	0.1	0.1
Entertainment	92	6	0.2	0.2
Communications	93	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V327 [2nd day 03:00-03:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	21.4
Playing Computer Games	64	5	0.1	35.7
Commuting To Work	71	1	0.0	7.1
Cable TV	84	1	0.0	7.1
Search For Information	91	1	0.0	7.1
Entertainment	92	1	0.0	7.1
Cellular Phones (Smart Phones)	95	2	0.1	14.3
NA	0	3,415	99.6	
Total		3,429	100.0	100.0

V328 [2nd day 03:00-03:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	63	1.8	1.8
At home	1	3,366	98.2	98.2
Total		3,429	100.0	100.0

V329 [2nd day 03:15-03:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,332	97.2	97.2
Meals	2	4	0.1	0.1
Personal Chores	3	16	0.5	0.5
Work	4	21	0.6	0.6
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	4	0.1	0.1
Household Chores	27	3	0.1	0.1
Personal Meetings	31	10	0.3	0.3
Social Encounters	32	1	0.0	0.0
Rest	41	3	0.1	0.1
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Hobbies	55	2	0.1	0.1
Listening To Music	61	2	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	2	0.1	0.1
Commuting To Work	71	1	0.0	0.0
Other Travel	73	4	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	2	0.1	0.1
Satellite TV	85	1	0.0	0.0
IPTV	86	2	0.1	0.1
Search For Information	91	2	0.1	0.1
Entertainment	92	6	0.2	0.2
Communications	93	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V330 [2nd day 03:15-03:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	23.1
Playing Computer Games	64	5	0.1	38.5
Commuting To Work	71	1	0.0	7.7
Search For Information	91	1	0.0	7.7
Entertainment	92	1	0.0	7.7
Cellular Phones (Smart Phones)	95	2	0.1	15.4
NA	0	3,416	99.6	
Total		3,429	100.0	100.0

V331 [2nd day 03:15-03:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	59	1.7	1.7
At home	1	3,370	98.3	98.3
Total		3,429	100.0	100.0

V332 [2nd day 03:30-03:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,339	97.4	97.4
Meals	2	4	0.1	0.1
Personal Chores	3	14	0.4	0.4
Work	4	21	0.6	0.6
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	4	0.1	0.1
Household Chores	27	2	0.1	0.1
Personal Meetings	31	10	0.3	0.3
Social Encounters	32	2	0.1	0.1
Rest	41	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	2	0.1	0.1
Other Travel	73	2	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	2	0.1	0.1
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
Search For Information	91	3	0.1	0.1
Entertainment	92	5	0.1	0.1
Communications	93	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V333 [2nd day 03:30-03:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	30.0
Playing Computer Games	64	5	0.1	50.0
Entertainment	92	1	0.0	10.0
Cellular Phones (Smart Phones)	95	1	0.0	10.0
NA	0	3,419	99.7	
Total		3,429	100.0	100.0

V334 [2nd day 03:30-03:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	57	1.7	1.7
At home	1	3,372	98.3	98.3
Total		3,429	100.0	100.0

V335 [2nd day 03:45-04:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,344	97.5	97.5
Meals	2	3	0.1	0.1
Personal Chores	3	12	0.3	0.4
Work	4	20	0.6	0.6
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	4	0.1	0.1
Household Chores	27	1	0.0	0.0
Personal Meetings	31	8	0.2	0.2
Social Encounters	32	2	0.1	0.1
Rest	41	7	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	2	0.1	0.1
Other Travel	73	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	1	0.0	0.0
Cable TV	84	2	0.1	0.1
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	3	0.1	0.1
Entertainment	92	3	0.1	0.1
Communications	93	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V336 [2nd day 03:45-04:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	33.3
Playing Computer Games	64	3	0.1	33.3
Entertainment	92	2	0.1	22.2
Cellular Phones (Smart Phones)	95	1	0.0	11.1
NA	0	3,420	99.7	
Total		3,429	100.0	100.0

V337 [2nd day 03:45-04:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	57	1.7	1.7
At home	1	3,372	98.3	98.3
Total		3,429	100.0	100.0

V338 [2nd day 04:00-04:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,338	97.3	97.4
Meals	2	4	0.1	0.1
Personal Chores	3	29	0.8	0.8
Work	4	23	0.7	0.7
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	1	0.0	0.0
Cooking	21	1	0.0	0.0
Household Chores	27	1	0.0	0.0
Personal Meetings	31	4	0.1	0.1
Social Encounters	32	2	0.1	0.1
Rest	41	4	0.1	0.1
Hobbies	55	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	2	0.1	0.1
Other Travel	73	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	1	0.0	0.0
Cable TV	84	3	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
Communications	93	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V339 [2nd day 04:00-04:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	50.0
Playing Computer Games	64	2	0.1	33.3
Cellular Phones (Smart Phones)	95	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V340 [2nd day 04:00-04:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	56	1.6	1.6
At home	1	3,373	98.4	98.4
Total		3,429	100.0	100.0

V341 [2nd day 04:15-04:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,331	97.1	97.2
Meals	2	4	0.1	0.1
Personal Chores	3	29	0.8	0.8
Work	4	25	0.7	0.7
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	1	0.0	0.0
Cooking	21	1	0.0	0.0
Cleaning	22	1	0.0	0.0
Caring For Child	26	1	0.0	0.0
Household Chores	27	1	0.0	0.0
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	2	0.1	0.1
Rest	41	4	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	3	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	1	0.0	0.0
Other Travel	73	6	0.2	0.2
Cable TV	84	3	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
Communications	93	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V342 [2nd day 04:15-04:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	50.0
Playing Computer Games	64	2	0.1	33.3
Cellular Phones (Smart Phones)	95	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V343 [2nd day 04:15-04:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	60	1.7	1.7
At home	1	3,369	98.3	98.3
Total		3,429	100.0	100.0

V344 [2nd day 04:30-04:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,306	96.4	96.4
Meals	2	8	0.2	0.2
Personal Chores	3	34	1.0	1.0
Work	4	27	0.8	0.8
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	1	0.0	0.0
Cleaning	22	2	0.1	0.1
Caring For Child	26	1	0.0	0.0
Household Chores	27	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	5	0.1	0.1
Rest	41	4	0.1	0.1
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	5	0.1	0.1
Other Travel	73	10	0.3	0.3
Books	83	1	0.0	0.0
Cable TV	84	5	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
Communications	93	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V345 [2nd day 04:30-04:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	50.0
Playing Computer Games	64	2	0.1	33.3
Cellular Phones (Smart Phones)	95	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V346 [2nd day 04:30-04:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	74	2.2	2.2
At home	1	3,355	97.8	97.8
Total		3,429	100.0	100.0

V347 [2nd day 04:45-05:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,303	96.3	96.4
Meals	2	10	0.3	0.3
Personal Chores	3	25	0.7	0.7
Work	4	28	0.8	0.8
Network Television	6	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	1	0.0	0.0
Cleaning	22	2	0.1	0.1
Household Chores	27	1	0.0	0.0
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	11	0.3	0.3
Rest	41	4	0.1	0.1
Sports	52	1	0.0	0.0
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	4	0.1	0.1
Other Travel	73	13	0.4	0.4
Books	83	1	0.0	0.0
Cable TV	84	4	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
Communications	93	2	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V348 [2nd day 04:45-05:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	50.0
Playing Computer Games	64	2	0.1	33.3
Cellular Phones (Smart Phones)	95	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V349 [2nd day 04:45-05:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	82	2.4	2.4
At home	1	3,347	97.6	97.6
Total		3,429	100.0	100.0

V350 [2nd day 05:00-05:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,218	93.8	93.9
Meals	2	8	0.2	0.2
Personal Chores	3	70	2.0	2.0
Work	4	38	1.1	1.1
Network Television	6	4	0.1	0.1
Cooking	21	2	0.1	0.1
Cleaning	22	2	0.1	0.1
Laundry	23	1	0.0	0.0
Household Chores	27	3	0.1	0.1
Personal Meetings	31	4	0.1	0.1
Social Encounters	32	20	0.6	0.6
Rest	41	3	0.1	0.1
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	9	0.3	0.3
Hobbies	55	9	0.3	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	5	0.1	0.1
Other Travel	73	12	0.3	0.4
Newspapers	81	1	0.0	0.0
Books	83	2	0.1	0.1
Cable TV	84	7	0.2	0.2
Search For Information	91	3	0.1	0.1
Entertainment	92	1	0.0	0.0
Communications	93	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V351 [2nd day 05:00-05:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	42.9
Personal Chores	3	1	0.0	14.3
Playing Computer Games	64	1	0.0	14.3
Books	83	1	0.0	14.3
Cable TV	84	1	0.0	14.3
NA	0	3,422	99.8	
Total		3,429	100.0	100.0

V352 [2nd day 05:00-05:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	110	3.2	3.2
At home	1	3,319	96.8	96.8
Total		3,429	100.0	100.0

V353 [2nd day 05:15-05:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,219	93.9	93.9
Meals	2	14	0.4	0.4
Personal Chores	3	44	1.3	1.3
Work	4	41	1.2	1.2
Network Radio	5	1	0.0	0.0
Network Television	6	4	0.1	0.1
Cooking	21	5	0.1	0.1
Cleaning	22	5	0.1	0.1
Household Chores	27	3	0.1	0.1
Personal Meetings	31	4	0.1	0.1
Social Encounters	32	21	0.6	0.6
Rest	41	4	0.1	0.1
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	11	0.3	0.3
Hobbies	55	15	0.4	0.4
Mastering Technical Skills And Technology	56	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	6	0.2	0.2
Other Travel	73	11	0.3	0.3
Newspapers	81	1	0.0	0.0
Books	83	2	0.1	0.1
Cable TV	84	8	0.2	0.2
Search For Information	91	3	0.1	0.1
Entertainment	92	1	0.0	0.0
Communications	93	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V354 [2nd day 05:15-05:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	37.5
Personal Chores	3	1	0.0	12.5
Playing Computer Games	64	1	0.0	12.5
Books	83	1	0.0	12.5
Cable TV	84	1	0.0	12.5
Cellular Phones (Smart Phones)	95	1	0.0	12.5
NA	0	3,421	99.8	
Total		3,429	100.0	100.0

V355 [2nd day 05:15-05:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	121	3.5	3.5
At home	1	3,308	96.5	96.5
Total		3,429	100.0	100.0

V356 [2nd day 05:30-05:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,155	92.0	92.0
Meals	2	18	0.5	0.5
Personal Chores	3	72	2.1	2.1
Work	4	43	1.3	1.3
Network Television	6	3	0.1	0.1
Cooking	21	12	0.3	0.4
Cleaning	22	4	0.1	0.1
Laundry	23	1	0.0	0.0
Purchasing Commodities	25	1	0.0	0.0
Household Chores	27	4	0.1	0.1
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	20	0.6	0.6
Rest	41	7	0.2	0.2
Sports	52	6	0.2	0.2
Amusement, Taking A Walk	54	15	0.4	0.4
Hobbies	55	22	0.6	0.6
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	13	0.4	0.4
Newspapers	81	1	0.0	0.0
Books	83	2	0.1	0.1
Cable TV	84	8	0.2	0.2
Search For Information	91	3	0.1	0.1
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V357 [2nd day 05:30-05:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	42.9
Playing Computer Games	64	1	0.0	14.3
Books	83	1	0.0	14.3
Cable TV	84	1	0.0	14.3
Cellular Phones (Smart Phones)	95	1	0.0	14.3
NA	0	3,422	99.8	
Total		3,429	100.0	100.0

V358 [2nd day 05:30-05:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	144	4.2	4.2
At home	1	3,285	95.8	95.8
Total		3,429	100.0	100.0

V359 [2nd day 05:45-06:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,138	91.5	91.5
Meals	2	21	0.6	0.6
Personal Chores	3	67	2.0	2.0
Work	4	44	1.3	1.3
Network Television	6	3	0.1	0.1
Cooking	21	15	0.4	0.4
Cleaning	22	4	0.1	0.1
Laundry	23	1	0.0	0.0
Purchasing Commodities	25	1	0.0	0.0
Household Chores	27	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	17	0.5	0.5
Rest	41	8	0.2	0.2
Sports	52	8	0.2	0.2
Amusement, Taking A Walk	54	17	0.5	0.5
Hobbies	55	26	0.8	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	10	0.3	0.3
Other Travel	73	19	0.6	0.6
Newspapers	81	1	0.0	0.0
Books	83	2	0.1	0.1
Cable TV	84	7	0.2	0.2
Search For Information	91	3	0.1	0.1
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V360 [2nd day 05:45-06:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	33.3
Network Radio	5	2	0.1	22.2
Network Television	6	1	0.0	11.1
Playing Computer Games	64	1	0.0	11.1
Books	83	1	0.0	11.1
Cable TV	84	1	0.0	11.1
NA	0	3,420	99.7	
Total		3,429	100.0	100.0

V361 [2nd day 05:45-06:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	161	4.7	4.7
At home	1	3,268	95.3	95.3
Total		3,429	100.0	100.0

V362 [2nd day 06:00-06:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,812	82.0	82.0
Meals	2	49	1.4	1.4
Personal Chores	3	258	7.5	7.5
Work	4	52	1.5	1.5
Network Radio	5	1	0.0	0.0
Network Television	6	16	0.5	0.5
Cooking	21	36	1.0	1.1
Cleaning	22	4	0.1	0.1
Laundry	23	2	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	2	0.1	0.1
Household Chores	27	7	0.2	0.2
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	14	0.4	0.4
Rest	41	8	0.2	0.2
Sports	52	14	0.4	0.4
Amusement, Taking A Walk	54	29	0.8	0.8
Hobbies	55	34	1.0	1.0
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	22	0.6	0.6
Other Travel	73	35	1.0	1.0
Newspapers	81	6	0.2	0.2
Books	83	1	0.0	0.0
Cable TV	84	10	0.3	0.3
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V363 [2nd day 06:00-06:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	9.7
Personal Chores	3	1	0.0	3.2
Work	4	1	0.0	3.2
Network Radio	5	1	0.0	3.2
Network Television	6	10	0.3	32.3
Rest	41	1	0.0	3.2
Competition	53	1	0.0	3.2
Listening To Music	61	2	0.1	6.5
Watching Videos	62	1	0.0	3.2
Books	83	1	0.0	3.2
Cable TV	84	4	0.1	12.9
Satellite TV	85	3	0.1	9.7
Cellular Phones (Smart Phones)	95	2	0.1	6.5
NA	0	3,398	99.1	
Total		3,429	100.0	100.0

V364 [2nd day 06:00-06:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	217	6.3	6.3
At home	1	3,212	93.7	93.7
Total		3,429	100.0	100.0

V365 [2nd day 06:15-06:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,781	81.1	81.1
Meals	2	73	2.1	2.1
Personal Chores	3	195	5.7	5.7
Work	4	58	1.7	1.7
Network Television	6	21	0.6	0.6
Outside Of School Learning	13	2	0.1	0.1
Cooking	21	61	1.8	1.8
Cleaning	22	4	0.1	0.1
Laundry	23	2	0.1	0.1
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	2	0.1	0.1
Household Chores	27	13	0.4	0.4
Personal Meetings	31	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	11	0.3	0.3
Rest	41	12	0.3	0.4
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	19	0.6	0.6
Amusement, Taking A Walk	54	39	1.1	1.1
Hobbies	55	41	1.2	1.2
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Commuting To Work	71	23	0.7	0.7
Other Travel	73	31	0.9	0.9
Newspapers	81	7	0.2	0.2
Books	83	1	0.0	0.0
Cable TV	84	13	0.4	0.4
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V366 [2nd day 06:15-06:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	8.6
Personal Chores	3	1	0.0	2.9
Network Radio	5	1	0.0	2.9
Network Television	6	13	0.4	37.1
Rest	41	1	0.0	2.9
Competition	53	1	0.0	2.9
Listening To Music	61	1	0.0	2.9
Watching Videos	62	1	0.0	2.9
Books	83	1	0.0	2.9
Cable TV	84	7	0.2	20.0
Satellite TV	85	3	0.1	8.6
DMB	87	1	0.0	2.9
Search For Information	91	1	0.0	2.9
NA	0	3,394	99.0	
Total		3,429	100.0	100.0

V367 [2nd day 06:15-06:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	233	6.8	6.8
At home	1	3,196	93.2	93.2
Total		3,429	100.0	100.0

V368 [2nd day 06:30-06:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,607	76.0	76.1
Meals	2	133	3.9	3.9
Personal Chores	3	203	5.9	5.9
Work	4	65	1.9	1.9
Network Television	6	27	0.8	0.8
Outside Of School Learning	13	3	0.1	0.1
Cooking	21	91	2.7	2.7
Cleaning	22	11	0.3	0.3
Laundry	23	5	0.1	0.1
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	1	0.0	0.0
Household Chores	27	17	0.5	0.5
Personal Meetings	31	6	0.2	0.2
Social Encounters	32	10	0.3	0.3
Rest	41	16	0.5	0.5
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	25	0.7	0.7
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	56	1.6	1.6
Hobbies	55	43	1.3	1.3
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	28	0.8	0.8
Other Travel	73	37	1.1	1.1
Newspapers	81	7	0.2	0.2
Books	83	1	0.0	0.0
Cable TV	84	17	0.5	0.5
Satellite TV	85	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	5	0.1	0.1
Entertainment	92	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V369 [2nd day 06:30-06:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	6.1
Meals	2	3	0.1	6.1
Personal Chores	3	1	0.0	2.0
Work	4	2	0.1	4.1
Network Radio	5	3	0.1	6.1
Network Television	6	13	0.4	26.5
Rest	41	1	0.0	2.0
Competition	53	1	0.0	2.0
Listening To Music	61	1	0.0	2.0
Watching Videos	62	1	0.0	2.0
Cable TV	84	8	0.2	16.3
Satellite TV	85	5	0.1	10.2
DMB	87	1	0.0	2.0
Search For Information	91	1	0.0	2.0
Cellular Phones (Smart Phones)	95	5	0.1	10.2
NA	0	3,380	98.6	
Total		3,429	100.0	100.0

V370 [2nd day 06:30-06:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	282	8.2	8.2
At home	1	3,147	91.8	91.8
Total		3,429	100.0	100.0

V371 [2nd day 06:45-07:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,571	75.0	75.0
Meals	2	157	4.6	4.6
Personal Chores	3	179	5.2	5.2
Work	4	65	1.9	1.9
Network Television	6	27	0.8	0.8
Outside Of School Learning	13	3	0.1	0.1
Cooking	21	100	2.9	2.9
Cleaning	22	9	0.3	0.3
Laundry	23	5	0.1	0.1
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	1	0.0	0.0
Household Chores	27	18	0.5	0.5
Personal Meetings	31	6	0.2	0.2
Social Encounters	32	9	0.3	0.3
Rest	41	17	0.5	0.5
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	24	0.7	0.7
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	55	1.6	1.6
Hobbies	55	47	1.4	1.4
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	36	1.0	1.1
Other Travel	73	49	1.4	1.4
Newspapers	81	8	0.2	0.2
Books	83	3	0.1	0.1
Cable TV	84	19	0.6	0.6
Satellite TV	85	1	0.0	0.0
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	5	0.1	0.1
Entertainment	92	2	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V372 [2nd day 06:45-07:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	6.4
Meals	2	2	0.1	4.3
Work	4	2	0.1	4.3
Network Radio	5	5	0.1	10.6
Network Television	6	15	0.4	31.9
Cooking	21	1	0.0	2.1
Rest	41	2	0.1	4.3
Competition	53	1	0.0	2.1
Listening To Music	61	2	0.1	4.3
Watching Videos	62	1	0.0	2.1
Cable TV	84	6	0.2	12.8
Satellite TV	85	3	0.1	6.4
DMB	87	1	0.0	2.1
Search For Information	91	1	0.0	2.1
Cellular Phones (Smart Phones)	95	2	0.1	4.3
NA	0	3,382	98.6	
Total		3,429	100.0	100.0

V373 [2nd day 06:45-07:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	305	8.9	8.9
At home	1	3,124	91.1	91.1
Total		3,429	100.0	100.0

V374 [2nd day 07:00-07:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,099	61.2	61.2
Meals	2	222	6.5	6.5
Personal Chores	3	449	13.1	13.1
Work	4	74	2.2	2.2
Network Radio	5	1	0.0	0.0
Network Television	6	43	1.3	1.3
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	3	0.1	0.1
Cooking	21	147	4.3	4.3
Cleaning	22	16	0.5	0.5
Laundry	23	9	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	4	0.1	0.1
Household Chores	27	18	0.5	0.5
Personal Meetings	31	7	0.2	0.2
Social Encounters	32	14	0.4	0.4
Rest	41	30	0.9	0.9
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	29	0.8	0.8
Amusement, Taking A Walk	54	50	1.5	1.5
Hobbies	55	43	1.3	1.3
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	39	1.1	1.1
Commuting To School	72	6	0.2	0.2
Other Travel	73	75	2.2	2.2
Newspapers	81	4	0.1	0.1
Books	83	5	0.1	0.1
Cable TV	84	16	0.5	0.5
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	3	0.1	0.1
Entertainment	92	5	0.1	0.1
Cellular Phones (Smart Phones)	95	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V375 [2nd day 07:00-07:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	1.0
Meals	2	3	0.1	3.0
Personal Chores	3	4	0.1	4.0
Work	4	4	0.1	4.0
Network Radio	5	7	0.2	7.1
Network Television	6	47	1.4	47.5
Cooking	21	1	0.0	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	2	0.1	2.0
Competition	53	3	0.1	3.0
Listening To Music	61	6	0.2	6.1
Watching Videos	62	1	0.0	1.0
Newspapers	81	2	0.1	2.0
Cable TV	84	9	0.3	9.1
Satellite TV	85	2	0.1	2.0
Search For Information	91	1	0.0	1.0
Cellular Phones (Smart Phones)	95	6	0.2	6.1
NA	0	3,330	97.1	
Total		3,429	100.0	100.0

V376 [2nd day 07:00-07:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	384	11.2	11.2
At home	1	3,045	88.8	88.8
Total		3,429	100.0	100.0

V377 [2nd day 07:15-07:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,063	60.2	60.2
Meals	2	289	8.4	8.4
Personal Chores	3	345	10.1	10.1
Work	4	91	2.7	2.7
Network Radio	5	1	0.0	0.0
Network Television	6	46	1.3	1.3
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	6	0.2	0.2
Cooking	21	162	4.7	4.7
Cleaning	22	24	0.7	0.7
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	7	0.2	0.2
Household Chores	27	21	0.6	0.6
Personal Meetings	31	6	0.2	0.2
Social Encounters	32	18	0.5	0.5
Rest	41	40	1.2	1.2
Illness, Recuperation	42	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	30	0.9	0.9
Amusement, Taking A Walk	54	48	1.4	1.4
Hobbies	55	53	1.5	1.5
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	32	0.9	0.9
Commuting To School	72	5	0.1	0.1
Other Travel	73	73	2.1	2.1
Newspapers	81	7	0.2	0.2
Books	83	4	0.1	0.1
Cable TV	84	17	0.5	0.5
Satellite TV	85	3	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	3	0.1	0.1
Entertainment	92	6	0.2	0.2
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V378 [2nd day 07:15-07:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	1.0
Meals	2	6	0.2	5.9
Personal Chores	3	2	0.1	2.0
Work	4	2	0.1	2.0
Network Radio	5	9	0.3	8.8
Network Television	6	49	1.4	48.0
Cooking	21	1	0.0	1.0
Rest	41	1	0.0	1.0
Competition	53	3	0.1	2.9
Listening To Music	61	5	0.1	4.9
Watching Videos	62	1	0.0	1.0
Playing Computer Games	64	1	0.0	1.0
Other Travel	73	1	0.0	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	1	0.0	1.0
Cable TV	84	8	0.2	7.8
Satellite TV	85	1	0.0	1.0
Search For Information	91	2	0.1	2.0
Cellular Phones (Smart Phones)	95	8	0.2	7.8
NA	0	3,327	97.0	
Total		3,429	100.0	100.0

V379 [2nd day 07:15-07:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	407	11.9	11.9
At home	1	3,022	88.1	88.1
Total		3,429	100.0	100.0

V380 [2nd day 07:30-07:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,875	54.7	54.7
Meals	2	432	12.6	12.6
Personal Chores	3	303	8.8	8.8
Work	4	104	3.0	3.0
Network Radio	5	2	0.1	0.1
Network Television	6	59	1.7	1.7
Class, School Events	11	4	0.1	0.1
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	9	0.3	0.3
Cooking	21	180	5.2	5.3
Cleaning	22	27	0.8	0.8
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	8	0.2	0.2
Household Chores	27	22	0.6	0.6
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	27	0.8	0.8
Rest	41	45	1.3	1.3
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	25	0.7	0.7
Amusement, Taking A Walk	54	44	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	57	1.7	1.7
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	42	1.2	1.2
Commuting To School	72	5	0.1	0.1
Other Travel	73	78	2.3	2.3
Newspapers	81	7	0.2	0.2
Books	83	6	0.2	0.2
Cable TV	84	17	0.5	0.5
Satellite TV	85	2	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	3	0.1	0.1
Entertainment	92	5	0.1	0.1
Cellular Phones (Smart Phones)	95	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V381 [2nd day 07:30-07:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.8
Meals	2	8	0.2	6.0
Personal Chores	3	3	0.1	2.3
Work	4	1	0.0	0.8
Network Radio	5	7	0.2	5.3
Network Television	6	66	1.9	49.6
Household Chores	27	2	0.1	1.5
Rest	41	3	0.1	2.3
Competition	53	2	0.1	1.5
Listening To Music	61	5	0.1	3.8
Watching Videos	62	1	0.0	0.8
Playing Computer Games	64	1	0.0	0.8
Commuting To Work	71	1	0.0	0.8
Cable TV	84	11	0.3	8.3
Satellite TV	85	4	0.1	3.0
DMB	87	1	0.0	0.8
Search For Information	91	2	0.1	1.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Shopping And Electronic Transactions	94	1	0.0	0.8
Cellular Phones (Smart Phones)	95	13	0.4	9.8
NA	0	3,296	96.1	
Total		3,429	100.0	100.0

V382 [2nd day 07:30-07:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	448	13.1	13.1
At home	1	2,981	86.9	86.9
Total		3,429	100.0	100.0

V383 [2nd day 07:45-08:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,830	53.4	53.4
Meals	2	462	13.5	13.5
Personal Chores	3	259	7.6	7.6
Work	4	106	3.1	3.1
Network Radio	5	2	0.1	0.1
Network Television	6	66	1.9	1.9
Class, School Events	11	5	0.1	0.1
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	9	0.3	0.3
Cooking	21	182	5.3	5.3
Cleaning	22	34	1.0	1.0
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	8	0.2	0.2
Household Chores	27	22	0.6	0.6
Personal Meetings	31	7	0.2	0.2
Social Encounters	32	28	0.8	0.8
Rest	41	57	1.7	1.7
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	31	0.9	0.9
Amusement, Taking A Walk	54	44	1.3	1.3
Hobbies	55	57	1.7	1.7
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	50	1.5	1.5
Commuting To School	72	4	0.1	0.1
Other Travel	73	92	2.7	2.7
Newspapers	81	8	0.2	0.2
Books	83	6	0.2	0.2
Cable TV	84	17	0.5	0.5
Satellite TV	85	2	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	3	0.1	0.1
Entertainment	92	4	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V384 [2nd day 07:45-08:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.8
Meals	2	9	0.3	6.9
Personal Chores	3	2	0.1	1.5
Work	4	2	0.1	1.5
Network Radio	5	7	0.2	5.3
Network Television	6	66	1.9	50.4
Rest	41	3	0.1	2.3
Competition	53	2	0.1	1.5
Listening To Music	61	9	0.3	6.9
Watching Videos	62	1	0.0	0.8
Playing Computer Games	64	1	0.0	0.8
Commuting To Work	71	1	0.0	0.8
Cable TV	84	10	0.3	7.6
Satellite TV	85	5	0.1	3.8
DMB	87	2	0.1	1.5
Search For Information	91	2	0.1	1.5
Shopping And Electronic Transactions	94	1	0.0	0.8
Cellular Phones (Smart Phones)	95	7	0.2	5.3
NA	0	3,298	96.2	
Total		3,429	100.0	100.0

V385 [2nd day 07:45-08:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	485	14.1	14.1
At home	1	2,944	85.9	85.9
Total		3,429	100.0	100.0

V386 [2nd day 08:00-08:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,249	36.4	36.4
Meals	2	473	13.8	13.8
Personal Chores	3	570	16.6	16.6
Work	4	136	4.0	4.0
Network Radio	5	1	0.0	0.0
Network Television	6	109	3.2	3.2
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	12	0.3	0.4
Cooking	21	213	6.2	6.2
Cleaning	22	64	1.9	1.9
Laundry	23	22	0.6	0.6
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	15	0.4	0.4
Household Chores	27	31	0.9	0.9
Personal Meetings	31	10	0.3	0.3
Social Encounters	32	30	0.9	0.9
Rest	41	79	2.3	2.3
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	22	0.6	0.6
Amusement, Taking A Walk	54	46	1.3	1.3
Hobbies	55	69	2.0	2.0
Mastering Technical Skills And Technology	56	2	0.1	0.1
Children'S Games	57	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	4	0.1	0.1
Commuting To Work	71	64	1.9	1.9
Commuting To School	72	7	0.2	0.2
Other Travel	73	126	3.7	3.7
Newspapers	81	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Magazines, Comics	82	1	0.0	0.0
Books	83	6	0.2	0.2
Cable TV	84	21	0.6	0.6
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	7	0.2	0.2
Entertainment	92	4	0.1	0.1
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	9	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V387 [2nd day 08:00-08:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.5
Meals	2	10	0.3	4.6
Personal Chores	3	8	0.2	3.7
Work	4	3	0.1	1.4
Network Radio	5	10	0.3	4.6
Network Television	6	107	3.1	48.9
Outside Of School Learning	13	1	0.0	0.5
Cooking	21	2	0.1	0.9
Cleaning	22	1	0.0	0.5
Laundry	23	2	0.1	0.9
Social Encounters	32	2	0.1	0.9
Rest	41	9	0.3	4.1
Competition	53	2	0.1	0.9
Listening To Music	61	13	0.4	5.9
Playing Computer Games	64	1	0.0	0.5
Commuting To Work	71	1	0.0	0.5
Newspapers	81	3	0.1	1.4
Cable TV	84	14	0.4	6.4
Satellite TV	85	4	0.1	1.8
DMB	87	2	0.1	0.9
Search For Information	91	4	0.1	1.8
Entertainment	92	2	0.1	0.9
Communications	93	1	0.0	0.5
Cellular Phones (Smart Phones)	95	16	0.5	7.3
NA	0	3,210	93.6	
Total		3,429	100.0	100.0

V388 [2nd day 08:00-08:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	604	17.6	17.6
At home	1	2,825	82.4	82.4
Total		3,429	100.0	100.0

V389 [2nd day 08:15-08:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,201	35.0	35.0
Meals	2	543	15.8	15.8
Personal Chores	3	426	12.4	12.4
Work	4	159	4.6	4.6
Network Radio	5	2	0.1	0.1
Network Television	6	134	3.9	3.9
Class, School Events	11	8	0.2	0.2
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	15	0.4	0.4
Cooking	21	215	6.3	6.3
Cleaning	22	74	2.2	2.2
Laundry	23	27	0.8	0.8
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	18	0.5	0.5
Household Chores	27	29	0.8	0.8
Personal Meetings	31	13	0.4	0.4
Social Encounters	32	38	1.1	1.1
Rest	41	90	2.6	2.6
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	28	0.8	0.8
Amusement, Taking A Walk	54	50	1.5	1.5
Hobbies	55	77	2.2	2.2
Mastering Technical Skills And Technology	56	2	0.1	0.1
Children'S Games	57	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	5	0.1	0.1
Commuting To Work	71	65	1.9	1.9
Commuting To School	72	5	0.1	0.1
Other Travel	73	121	3.5	3.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	8	0.2	0.2
Cable TV	84	31	0.9	0.9
Satellite TV	85	3	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	7	0.2	0.2
Entertainment	92	2	0.1	0.1
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	7	0.2	0.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V390 [2nd day 08:15-08:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.4
Meals	2	11	0.3	4.4
Personal Chores	3	9	0.3	3.6
Work	4	3	0.1	1.2
Network Radio	5	10	0.3	4.0
Network Television	6	133	3.9	53.4
Cooking	21	3	0.1	1.2
Cleaning	22	2	0.1	0.8
Laundry	23	2	0.1	0.8
Social Encounters	32	2	0.1	0.8
Rest	41	7	0.2	2.8
Sports	52	1	0.0	0.4
Competition	53	1	0.0	0.4
Listening To Music	61	12	0.3	4.8
Playing Computer Games	64	1	0.0	0.4
Commuting To Work	71	2	0.1	0.8
Newspapers	81	3	0.1	1.2
Cable TV	84	13	0.4	5.2
Satellite TV	85	4	0.1	1.6
DMB	87	3	0.1	1.2
Search For Information	91	2	0.1	0.8
Entertainment	92	3	0.1	1.2
Communications	93	1	0.0	0.4
Cellular Phones (Smart Phones)	95	20	0.6	8.0
NA	0	3,180	92.7	
Total		3,429	100.0	100.0

V391 [2nd day 08:15-08:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	661	19.3	19.3
At home	1	2,768	80.7	80.7
Total		3,429	100.0	100.0

V392 [2nd day 08:30-08:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,027	30.0	30.0
Meals	2	576	16.8	16.8
Personal Chores	3	354	10.3	10.3
Work	4	181	5.3	5.3
Network Radio	5	2	0.1	0.1
Network Television	6	183	5.3	5.3
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	20	0.6	0.6
Cooking	21	182	5.3	5.3
Cleaning	22	100	2.9	2.9
Laundry	23	29	0.8	0.8
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	13	0.4	0.4
Household Chores	27	33	1.0	1.0
Personal Meetings	31	17	0.5	0.5
Social Encounters	32	40	1.2	1.2
Rest	41	122	3.6	3.6
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	31	0.9	0.9
Amusement, Taking A Walk	54	53	1.5	1.5
Hobbies	55	78	2.3	2.3
Mastering Technical Skills And Technology	56	3	0.1	0.1
Children'S Games	57	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	5	0.1	0.1
Commuting To Work	71	87	2.5	2.5
Commuting To School	72	5	0.1	0.1
Other Travel	73	177	5.2	5.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	10	0.3	0.3
Magazines, Comics	82	1	0.0	0.0
Books	83	10	0.3	0.3
Cable TV	84	34	1.0	1.0
Satellite TV	85	2	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	14	0.4	0.4
Entertainment	92	3	0.1	0.1
Communications	93	1	0.0	0.0
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	10	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V393 [2nd day 08:30-08:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	18	0.5	6.3
Personal Chores	3	9	0.3	3.1
Work	4	3	0.1	1.0
Network Radio	5	15	0.4	5.2
Network Television	6	133	3.9	46.2
Cooking	21	5	0.1	1.7
Cleaning	22	4	0.1	1.4
Laundry	23	3	0.1	1.0
Personal Meetings	31	2	0.1	0.7
Social Encounters	32	2	0.1	0.7
Rest	41	12	0.3	4.2
Sports	52	1	0.0	0.3
Competition	53	1	0.0	0.3
Listening To Music	61	19	0.6	6.6
Playing Computer Games	64	2	0.1	0.7
Commuting To Work	71	1	0.0	0.3
Newspapers	81	4	0.1	1.4
Cable TV	84	17	0.5	5.9
Satellite TV	85	1	0.0	0.3
IPTV	86	2	0.1	0.7
DMB	87	3	0.1	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	2	0.1	0.7
Entertainment	92	3	0.1	1.0
Communications	93	1	0.0	0.3
Cellular Phones (Smart Phones)	95	24	0.7	8.3
NA	0	3,141	91.6	
Total		3,429	100.0	100.0

V394 [2nd day 08:30-08:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	800	23.3	23.3
At home	1	2,629	76.7	76.7
Total		3,429	100.0	100.0

V395 [2nd day 08:45-09:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	989	28.8	28.9
Meals	2	533	15.5	15.5
Personal Chores	3	320	9.3	9.3
Work	4	195	5.7	5.7
Network Radio	5	2	0.1	0.1
Network Television	6	213	6.2	6.2
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	26	0.8	0.8
Cooking	21	164	4.8	4.8
Cleaning	22	103	3.0	3.0
Laundry	23	29	0.8	0.8
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	11	0.3	0.3
Household Chores	27	38	1.1	1.1
Personal Meetings	31	20	0.6	0.6
Social Encounters	32	48	1.4	1.4
Rest	41	142	4.1	4.1
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	3	0.1	0.1
Sports	52	29	0.8	0.8
Amusement, Taking A Walk	54	61	1.8	1.8
Hobbies	55	82	2.4	2.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	3	0.1	0.1
Children'S Games	57	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	4	0.1	0.1
Commuting To Work	71	86	2.5	2.5
Commuting To School	72	7	0.2	0.2
Other Travel	73	210	6.1	6.1
Newspapers	81	12	0.3	0.4
Magazines, Comics	82	2	0.1	0.1
Books	83	9	0.3	0.3
Cable TV	84	30	0.9	0.9
Satellite TV	85	2	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	14	0.4	0.4
Entertainment	92	4	0.1	0.1
Communications	93	1	0.0	0.0
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	11	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V396 [2nd day 08:45-09:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	17	0.5	5.9
Personal Chores	3	9	0.3	3.1
Work	4	3	0.1	1.0
Network Radio	5	13	0.4	4.5
Network Television	6	121	3.5	42.0
Cooking	21	6	0.2	2.1
Cleaning	22	5	0.1	1.7
Laundry	23	3	0.1	1.0
Personal Meetings	31	1	0.0	0.3
Social Encounters	32	2	0.1	0.7
Rest	41	16	0.5	5.6
Sports	52	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	1	0.0	0.3
Listening To Music	61	20	0.6	6.9
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	2	0.1	0.7
Newspapers	81	6	0.2	2.1
Cable TV	84	17	0.5	5.9
Satellite TV	85	1	0.0	0.3
IPTV	86	1	0.0	0.3
DMB	87	5	0.1	1.7
Search For Information	91	3	0.1	1.0
Entertainment	92	3	0.1	1.0
Communications	93	1	0.0	0.3
Cellular Phones (Smart Phones)	95	29	0.8	10.1
NA	0	3,141	91.6	
Total		3,429	100.0	100.0

V397 [2nd day 08:45-09:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	878	25.6	25.6
At home	1	2,551	74.4	74.4
Total		3,429	100.0	100.0

V398 [2nd day 09:00-09:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	560	16.3	16.3
Meals	2	420	12.2	12.3
Personal Chores	3	515	15.0	15.0
Work	4	256	7.5	7.5
Network Radio	5	3	0.1	0.1
Network Television	6	287	8.4	8.4
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	41	1.2	1.2
Cooking	21	135	3.9	3.9
Cleaning	22	108	3.1	3.2
Laundry	23	52	1.5	1.5
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	18	0.5	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	42	1.2	1.2
Personal Meetings	31	31	0.9	0.9
Social Encounters	32	126	3.7	3.7
Rest	41	169	4.9	4.9
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	6	0.2	0.2
Sports	52	29	0.8	0.8
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	57	1.7	1.7
Hobbies	55	105	3.1	3.1
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	3	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	11	0.3	0.3
Commuting To Work	71	77	2.2	2.2
Commuting To School	72	3	0.1	0.1
Other Travel	73	227	6.6	6.6
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	10	0.3	0.3
Cable TV	84	36	1.0	1.1
Satellite TV	85	3	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	23	0.7	0.7
Entertainment	92	6	0.2	0.2
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V399 [2nd day 09:00-09:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	14	0.4	3.5
Personal Chores	3	13	0.4	3.2
Work	4	4	0.1	1.0
Network Radio	5	13	0.4	3.2
Network Television	6	191	5.6	47.6
Cooking	21	10	0.3	2.5
Cleaning	22	10	0.3	2.5
Laundry	23	3	0.1	0.7
Household Chores	27	2	0.1	0.5
Personal Meetings	31	2	0.1	0.5
Social Encounters	32	1	0.0	0.2
Rest	41	23	0.7	5.7
Sports	52	1	0.0	0.2
Listening To Music	61	21	0.6	5.2
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	4	0.1	1.0
Commuting To Work	71	1	0.0	0.2
Newspapers	81	6	0.2	1.5
Cable TV	84	20	0.6	5.0
Satellite TV	85	1	0.0	0.2
IPTV	86	2	0.1	0.5
DMB	87	3	0.1	0.7
Search For Information	91	3	0.1	0.7
Entertainment	92	4	0.1	1.0
Communications	93	1	0.0	0.2
Cellular Phones (Smart Phones)	95	47	1.4	11.7
NA	0	3,028	88.3	
Total		3,429	100.0	100.0

V400 [2nd day 09:00-09:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,108	32.3	32.3
At home	1	2,321	67.7	67.7
Total		3,429	100.0	100.0

V401 [2nd day 09:15-09:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	546	15.9	15.9
Meals	2	448	13.1	13.1
Personal Chores	3	389	11.3	11.3
Work	4	285	8.3	8.3
Network Radio	5	2	0.1	0.1
Network Television	6	302	8.8	8.8
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	53	1.5	1.5
Cooking	21	135	3.9	3.9
Cleaning	22	117	3.4	3.4
Laundry	23	51	1.5	1.5
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	22	0.6	0.6
Household Chores	27	41	1.2	1.2
Personal Meetings	31	36	1.0	1.1
Social Encounters	32	146	4.3	4.3
Rest	41	172	5.0	5.0
Illness, Recuperation	42	3	0.1	0.1
Watching, Sightseeing, Enjoying	51	6	0.2	0.2
Sports	52	33	1.0	1.0
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	62	1.8	1.8
Hobbies	55	115	3.4	3.4
Mastering Technical Skills And Technology	56	6	0.2	0.2
Children'S Games	57	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	73	2.1	2.1
Commuting To School	72	2	0.1	0.1
Other Travel	73	217	6.3	6.3
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	11	0.3	0.3
Cable TV	84	41	1.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	27	0.8	0.8
Entertainment	92	9	0.3	0.3
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V402 [2nd day 09:15-09:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	14	0.4	3.6
Personal Chores	3	8	0.2	2.0
Work	4	3	0.1	0.8
Network Radio	5	16	0.5	4.1
Network Television	6	190	5.5	48.6
Cooking	21	8	0.2	2.0
Cleaning	22	12	0.3	3.1
Laundry	23	3	0.1	0.8
Caring For Child	26	2	0.1	0.5
Household Chores	27	2	0.1	0.5
Personal Meetings	31	2	0.1	0.5
Social Encounters	32	1	0.0	0.3
Rest	41	25	0.7	6.4
Sports	52	1	0.0	0.3
Competition	53	1	0.0	0.3
Hobbies	55	2	0.1	0.5
Listening To Music	61	22	0.6	5.6
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	4	0.1	1.0
Newspapers	81	6	0.2	1.5
Cable TV	84	18	0.5	4.6
Satellite TV	85	1	0.0	0.3
IPTV	86	2	0.1	0.5
DMB	87	5	0.1	1.3
Search For Information	91	4	0.1	1.0
Entertainment	92	5	0.1	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	31	0.9	7.9
NA	0	3,038	88.6	
Total		3,429	100.0	100.0

V403 [2nd day 09:15-09:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,165	34.0	34.0
At home	1	2,264	66.0	66.0
Total		3,429	100.0	100.0

V404 [2nd day 09:30-09:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	456	13.3	13.3
Meals	2	392	11.4	11.4
Personal Chores	3	338	9.9	9.9
Work	4	313	9.1	9.1
Network Radio	5	1	0.0	0.0
Network Television	6	350	10.2	10.2
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	53	1.5	1.5
Cooking	21	113	3.3	3.3
Cleaning	22	124	3.6	3.6
Laundry	23	59	1.7	1.7
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	16	0.5	0.5
Household Chores	27	43	1.3	1.3
Personal Meetings	31	48	1.4	1.4
Social Encounters	32	179	5.2	5.2
Rest	41	192	5.6	5.6
Illness, Recuperation	42	4	0.1	0.1
Watching, Sightseeing, Enjoying	51	8	0.2	0.2
Sports	52	34	1.0	1.0
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	69	2.0	2.0
Hobbies	55	139	4.1	4.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	5	0.1	0.1
Children'S Games	57	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	18	0.5	0.5
Commuting To Work	71	62	1.8	1.8
Commuting To School	72	3	0.1	0.1
Other Travel	73	238	6.9	6.9
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	12	0.3	0.4
Cable TV	84	47	1.4	1.4
Satellite TV	85	6	0.2	0.2
IPTV	86	6	0.2	0.2
Search For Information	91	33	1.0	1.0
Entertainment	92	9	0.3	0.3
Communications	93	2	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V405 [2nd day 09:30-09:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	11	0.3	2.6
Personal Chores	3	10	0.3	2.4
Work	4	4	0.1	0.9
Network Radio	5	18	0.5	4.2
Network Television	6	197	5.7	46.4
Cooking	21	4	0.1	0.9
Cleaning	22	12	0.3	2.8
Laundry	23	6	0.2	1.4
Caring For Child	26	3	0.1	0.7
Household Chores	27	2	0.1	0.5
Personal Meetings	31	3	0.1	0.7
Rest	41	25	0.7	5.9
Watching, Sightseeing, Enjoying	51	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Listening To Music	61	25	0.7	5.9
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	4	0.1	0.9
Other Travel	73	2	0.1	0.5
Newspapers	81	5	0.1	1.2
Cable TV	84	20	0.6	4.7
Satellite TV	85	1	0.0	0.2
IPTV	86	2	0.1	0.5
DMB	87	6	0.2	1.4
Search For Information	91	5	0.1	1.2
Entertainment	92	6	0.2	1.4
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	47	1.4	11.1
NA	0	3,004	87.6	
Total		3,429	100.0	100.0

V406 [2nd day 09:30-09:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,313	38.3	38.3
At home	1	2,116	61.7	61.7
Total		3,429	100.0	100.0

V407 [2nd day 09:45-10:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	445	13.0	13.0
Meals	2	363	10.6	10.6
Personal Chores	3	284	8.3	8.3
Work	4	339	9.9	9.9
Network Radio	5	1	0.0	0.0
Network Television	6	374	10.9	10.9
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	56	1.6	1.6
Cooking	21	87	2.5	2.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	122	3.6	3.6
Laundry	23	63	1.8	1.8
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	13	0.4	0.4
Household Chores	27	45	1.3	1.3
Personal Meetings	31	49	1.4	1.4
Social Encounters	32	201	5.9	5.9
Rest	41	198	5.8	5.8
Illness, Recuperation	42	4	0.1	0.1
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	36	1.0	1.1
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	75	2.2	2.2
Hobbies	55	148	4.3	4.3
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	4	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	19	0.6	0.6
Commuting To Work	71	58	1.7	1.7
Commuting To School	72	3	0.1	0.1
Other Travel	73	250	7.3	7.3
Newspapers	81	8	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	11	0.3	0.3
Cable TV	84	49	1.4	1.4
Satellite TV	85	6	0.2	0.2
IPTV	86	7	0.2	0.2
Search For Information	91	34	1.0	1.0
Entertainment	92	12	0.3	0.4
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V408 [2nd day 09:45-10:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	14	0.4	3.4
Personal Chores	3	12	0.3	2.9
Work	4	5	0.1	1.2
Network Radio	5	18	0.5	4.3
Network Television	6	180	5.2	43.4
Cooking	21	4	0.1	1.0
Cleaning	22	12	0.3	2.9
Laundry	23	6	0.2	1.4
Caring For Child	26	1	0.0	0.2
Household Chores	27	2	0.1	0.5
Personal Meetings	31	2	0.1	0.5
Rest	41	26	0.8	6.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Sports	52	2	0.1	0.5
Competition	53	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Listening To Music	61	25	0.7	6.0
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	4	0.1	1.0
Other Travel	73	2	0.1	0.5
Newspapers	81	4	0.1	1.0
Cable TV	84	22	0.6	5.3
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	6	0.2	1.4
Search For Information	91	7	0.2	1.7
Entertainment	92	7	0.2	1.7
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	45	1.3	10.8
NA	0	3,014	87.9	
Total		3,429	100.0	100.0

V409 [2nd day 09:45-10:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,387	40.4	40.4
At home	1	2,042	59.6	59.6
Total		3,429	100.0	100.0

V410 [2nd day 10:00-10:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	240	7.0	7.0
Meals	2	244	7.1	7.1
Personal Chores	3	390	11.4	11.4
Work	4	387	11.3	11.3
Network Radio	5	3	0.1	0.1
Network Television	6	365	10.6	10.6
Class, School Events	11	17	0.5	0.5
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	68	2.0	2.0
Cooking	21	75	2.2	2.2
Cleaning	22	98	2.9	2.9
Laundry	23	44	1.3	1.3
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	19	0.6	0.6
Household Chores	27	51	1.5	1.5
Personal Meetings	31	64	1.9	1.9
Social Encounters	32	237	6.9	6.9
Rest	41	232	6.8	6.8
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	15	0.4	0.4
Sports	52	39	1.1	1.1
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	83	2.4	2.4
Hobbies	55	170	5.0	5.0
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	15	0.4	0.4
Commuting To Work	71	39	1.1	1.1
Commuting To School	72	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	341	9.9	9.9
Newspapers	81	5	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	47	1.4	1.4
Satellite TV	85	3	0.1	0.1
IPTV	86	7	0.2	0.2
Search For Information	91	30	0.9	0.9
Entertainment	92	12	0.3	0.4
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	23	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V411 [2nd day 10:00-10:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	16	0.5	4.0
Personal Chores	3	17	0.5	4.3
Work	4	8	0.2	2.0
Network Radio	5	17	0.5	4.3
Network Television	6	142	4.1	35.8
Cooking	21	7	0.2	1.8
Cleaning	22	6	0.2	1.5
Laundry	23	5	0.1	1.3
Household Chores	27	2	0.1	0.5
Personal Meetings	31	2	0.1	0.5
Rest	41	27	0.8	6.8
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	24	0.7	6.0
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	6	0.2	1.5
Other Travel	73	4	0.1	1.0
Newspapers	81	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	1	0.0	0.3
Cable TV	84	26	0.8	6.5
Satellite TV	85	4	0.1	1.0
DMB	87	6	0.2	1.5
Search For Information	91	7	0.2	1.8
Entertainment	92	7	0.2	1.8
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	51	1.5	12.8
NA	0	3,032	88.4	
Total		3,429	100.0	100.0

V412 [2nd day 10:00-10:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,657	48.3	48.3
At home	1	1,772	51.7	51.7
Total		3,429	100.0	100.0

V413 [2nd day 10:15-10:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	238	6.9	6.9
Meals	2	224	6.5	6.5
Personal Chores	3	332	9.7	9.7
Work	4	419	12.2	12.2
Network Radio	5	5	0.1	0.1
Network Television	6	361	10.5	10.5
Class, School Events	11	17	0.5	0.5
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	74	2.2	2.2
Cooking	21	69	2.0	2.0
Cleaning	22	118	3.4	3.4
Laundry	23	38	1.1	1.1
Purchasing Commodities	25	13	0.4	0.4
Caring For Child	26	19	0.6	0.6
Household Chores	27	59	1.7	1.7
Personal Meetings	31	76	2.2	2.2
Social Encounters	32	264	7.7	7.7
Rest	41	227	6.6	6.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	16	0.5	0.5
Sports	52	43	1.3	1.3
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	89	2.6	2.6
Hobbies	55	191	5.6	5.6
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	15	0.4	0.4
Commuting To Work	71	24	0.7	0.7
Commuting To School	72	3	0.1	0.1
Other Travel	73	299	8.7	8.7
Newspapers	81	5	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	51	1.5	1.5
Satellite TV	85	3	0.1	0.1
IPTV	86	7	0.2	0.2
Search For Information	91	33	1.0	1.0
Entertainment	92	16	0.5	0.5
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V414 [2nd day 10:15-10:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	14	0.4	3.5
Personal Chores	3	14	0.4	3.5
Work	4	11	0.3	2.8
Network Radio	5	16	0.5	4.0
Network Television	6	132	3.8	33.1
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	6	0.2	1.5
Cleaning	22	6	0.2	1.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	7	0.2	1.8
Caring For Child	26	2	0.1	0.5
Household Chores	27	1	0.0	0.3
Personal Meetings	31	2	0.1	0.5
Social Encounters	32	1	0.0	0.3
Rest	41	30	0.9	7.5
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Sports	52	2	0.1	0.5
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Listening To Music	61	21	0.6	5.3
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	8	0.2	2.0
Other Travel	73	4	0.1	1.0
Newspapers	81	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	30	0.9	7.5
Satellite TV	85	4	0.1	1.0
DMB	87	7	0.2	1.8
Search For Information	91	10	0.3	2.5
Entertainment	92	6	0.2	1.5
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	51	1.5	12.8
NA	0	3,030	88.4	
Total		3,429	100.0	100.0

V415 [2nd day 10:15-10:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,710	49.9	49.9
At home	1	1,719	50.1	50.1
Total		3,429	100.0	100.0

V416 [2nd day 10:30-10:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	215	6.3	6.3
Meals	2	177	5.2	5.2
Personal Chores	3	246	7.2	7.2
Work	4	437	12.7	12.7
Network Radio	5	2	0.1	0.1
Network Television	6	313	9.1	9.1
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	85	2.5	2.5
Cooking	21	53	1.5	1.5
Cleaning	22	114	3.3	3.3
Laundry	23	49	1.4	1.4
Purchasing Commodities	25	19	0.6	0.6
Caring For Child	26	22	0.6	0.6
Household Chores	27	71	2.1	2.1
Personal Meetings	31	90	2.6	2.6
Social Encounters	32	308	9.0	9.0
Rest	41	265	7.7	7.7
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	17	0.5	0.5
Sports	52	47	1.4	1.4
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	102	3.0	3.0
Hobbies	55	207	6.0	6.0
Mastering Technical Skills And Technology	56	8	0.2	0.2
Children'S Games	57	1	0.0	0.0
Listening To Music	61	6	0.2	0.2
Watching Videos	62	6	0.2	0.2
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	21	0.6	0.6
Commuting To Work	71	18	0.5	0.5
Commuting To School	72	2	0.1	0.1
Other Travel	73	321	9.4	9.4
Newspapers	81	4	0.1	0.1
Books	83	17	0.5	0.5
Cable TV	84	53	1.5	1.5
Satellite TV	85	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	7	0.2	0.2
Search For Information	91	38	1.1	1.1
Entertainment	92	19	0.6	0.6
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V417 [2nd day 10:30-10:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	8	0.2	2.1
Personal Chores	3	12	0.3	3.2
Work	4	8	0.2	2.1
Network Radio	5	19	0.6	5.0
Network Television	6	112	3.3	29.7
Cooking	21	4	0.1	1.1
Cleaning	22	3	0.1	0.8
Laundry	23	10	0.3	2.7
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.5
Personal Meetings	31	5	0.1	1.3
Social Encounters	32	1	0.0	0.3
Rest	41	29	0.8	7.7
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Sports	52	2	0.1	0.5
Competition	53	2	0.1	0.5
Amusement, Taking A Walk	54	2	0.1	0.5
Listening To Music	61	26	0.8	6.9
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	14	0.4	3.7
Other Travel	73	3	0.1	0.8
Newspapers	81	1	0.0	0.3
Cable TV	84	36	1.0	9.5
Satellite TV	85	4	0.1	1.1
DMB	87	7	0.2	1.9
Search For Information	91	11	0.3	2.9
Entertainment	92	8	0.2	2.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	40	1.2	10.6
NA	0	3,052	89.0	
Total		3,429	100.0	100.0

V418 [2nd day 10:30-10:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,869	54.5	54.5
At home	1	1,560	45.5	45.5
Total		3,429	100.0	100.0

V419 [2nd day 10:45-11:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	218	6.4	6.4
Meals	2	156	4.5	4.6
Personal Chores	3	222	6.5	6.5
Work	4	446	13.0	13.0
Network Radio	5	2	0.1	0.1
Network Television	6	302	8.8	8.8
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	91	2.7	2.7
Cooking	21	36	1.0	1.1
Cleaning	22	102	3.0	3.0
Laundry	23	55	1.6	1.6
Purchasing Commodities	25	19	0.6	0.6
Caring For Child	26	23	0.7	0.7
Household Chores	27	71	2.1	2.1
Personal Meetings	31	107	3.1	3.1
Social Encounters	32	339	9.9	9.9
Rest	41	258	7.5	7.5
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	19	0.6	0.6
Sports	52	47	1.4	1.4
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	102	3.0	3.0
Hobbies	55	211	6.2	6.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	9	0.3	0.3
Children'S Games	57	2	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	22	0.6	0.6
Commuting To Work	71	16	0.5	0.5
Commuting To School	72	2	0.1	0.1
Other Travel	73	319	9.3	9.3
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	15	0.4	0.4
Cable TV	84	60	1.7	1.8
Satellite TV	85	5	0.1	0.1
IPTV	86	8	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	40	1.2	1.2
Entertainment	92	19	0.6	0.6
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V420 [2nd day 10:45-11:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	8	0.2	2.1
Personal Chores	3	2	0.1	0.5
Work	4	8	0.2	2.1
Network Radio	5	18	0.5	4.7
Network Television	6	111	3.2	28.8
Cooking	21	4	0.1	1.0
Cleaning	22	5	0.1	1.3
Laundry	23	6	0.2	1.6
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.5
Personal Meetings	31	4	0.1	1.0
Social Encounters	32	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	33	1.0	8.5
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Sports	52	2	0.1	0.5
Competition	53	3	0.1	0.8
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	29	0.8	7.5
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	17	0.5	4.4
Other Travel	73	3	0.1	0.8
Newspapers	81	2	0.1	0.5
Cable TV	84	32	0.9	8.3
Satellite TV	85	4	0.1	1.0
DMB	87	7	0.2	1.8
Search For Information	91	15	0.4	3.9
Entertainment	92	9	0.3	2.3
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	50	1.5	13.0
NA	0	3,043	88.7	
Total		3,429	100.0	100.0

V421 [2nd day 10:45-11:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,926	56.2	56.2
At home	1	1,503	43.8	43.8
Total		3,429	100.0	100.0

V422 [2nd day 11:00-11:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	171	5.0	5.0
Meals	2	141	4.1	4.1
Personal Chores	3	243	7.1	7.1
Work	4	453	13.2	13.2
Network Radio	5	5	0.1	0.1
Network Television	6	321	9.4	9.4
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	97	2.8	2.8
Cooking	21	33	1.0	1.0
Cleaning	22	74	2.2	2.2
Laundry	23	54	1.6	1.6
Purchasing Commodities	25	18	0.5	0.5
Caring For Child	26	21	0.6	0.6
Household Chores	27	72	2.1	2.1
Personal Meetings	31	104	3.0	3.0
Social Encounters	32	474	13.8	13.8
Rest	41	220	6.4	6.4
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	20	0.6	0.6
Sports	52	47	1.4	1.4
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	109	3.2	3.2
Hobbies	55	216	6.3	6.3
Mastering Technical Skills And Technology	56	11	0.3	0.3
Children'S Games	57	3	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	3	0.1	0.1
Watching Movies	63	7	0.2	0.2
Playing Computer Games	64	31	0.9	0.9
Commuting To Work	71	12	0.3	0.4
Commuting To School	72	3	0.1	0.1
Other Travel	73	245	7.1	7.1
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	13	0.4	0.4
Cable TV	84	56	1.6	1.6
Satellite TV	85	4	0.1	0.1
IPTV	86	8	0.2	0.2
Search For Information	91	45	1.3	1.3
Entertainment	92	21	0.6	0.6
Communications	93	13	0.4	0.4
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V423 [2nd day 11:00-11:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	9	0.3	2.5
Personal Chores	3	5	0.1	1.4
Work	4	6	0.2	1.7
Network Radio	5	14	0.4	3.9
Network Television	6	106	3.1	29.3
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	3	0.1	0.8
Laundry	23	6	0.2	1.7
Caring For Child	26	1	0.0	0.3
Personal Meetings	31	5	0.1	1.4
Social Encounters	32	2	0.1	0.6
Rest	41	22	0.6	6.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	2	0.1	0.6
Amusement, Taking A Walk	54	2	0.1	0.6
Hobbies	55	2	0.1	0.6
Listening To Music	61	25	0.7	6.9
Watching Videos	62	2	0.1	0.6
Playing Computer Games	64	19	0.6	5.2
Other Travel	73	2	0.1	0.6
Newspapers	81	5	0.1	1.4
Cable TV	84	24	0.7	6.6
Satellite TV	85	4	0.1	1.1
DMB	87	4	0.1	1.1
Search For Information	91	19	0.6	5.2
Entertainment	92	10	0.3	2.8
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	55	1.6	15.2
NA	0	3,067	89.4	
Total		3,429	100.0	100.0

V424 [2nd day 11:00-11:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,027	59.1	59.1
At home	1	1,402	40.9	40.9
Total		3,429	100.0	100.0

V425 [2nd day 11:15-11:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	172	5.0	5.0
Meals	2	148	4.3	4.3
Personal Chores	3	197	5.7	5.7
Work	4	466	13.6	13.6
Network Radio	5	4	0.1	0.1
Network Television	6	332	9.7	9.7
Class, School Events	11	19	0.6	0.6
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	103	3.0	3.0
Cooking	21	33	1.0	1.0
Cleaning	22	64	1.9	1.9
Laundry	23	53	1.5	1.5
Purchasing Commodities	25	19	0.6	0.6
Caring For Child	26	18	0.5	0.5
Household Chores	27	75	2.2	2.2
Personal Meetings	31	111	3.2	3.2
Social Encounters	32	485	14.1	14.1
Rest	41	209	6.1	6.1
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	22	0.6	0.6
Sports	52	51	1.5	1.5
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	112	3.3	3.3
Hobbies	55	232	6.8	6.8
Mastering Technical Skills And Technology	56	12	0.3	0.4
Children'S Games	57	3	0.1	0.1
Listening To Music	61	9	0.3	0.3
Watching Videos	62	3	0.1	0.1
Watching Movies	63	7	0.2	0.2
Playing Computer Games	64	32	0.9	0.9
Commuting To Work	71	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	1	0.0	0.0
Other Travel	73	214	6.2	6.2
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	57	1.7	1.7
Satellite TV	85	4	0.1	0.1
IPTV	86	7	0.2	0.2
Search For Information	91	54	1.6	1.6
Entertainment	92	24	0.7	0.7
Communications	93	14	0.4	0.4
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V426 [2nd day 11:15-11:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	8	0.2	2.4
Personal Chores	3	6	0.2	1.8
Work	4	7	0.2	2.1
Network Radio	5	15	0.4	4.5
Network Television	6	101	2.9	30.0
Outside Of School Learning	13	1	0.0	0.3
Cleaning	22	3	0.1	0.9
Laundry	23	5	0.1	1.5
Caring For Child	26	2	0.1	0.6
Personal Meetings	31	4	0.1	1.2
Social Encounters	32	2	0.1	0.6
Rest	41	26	0.8	7.7
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Competition	53	2	0.1	0.6
Amusement, Taking A Walk	54	2	0.1	0.6
Hobbies	55	1	0.0	0.3
Listening To Music	61	22	0.6	6.5
Watching Videos	62	2	0.1	0.6
Playing Computer Games	64	19	0.6	5.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	3	0.1	0.9
Newspapers	81	3	0.1	0.9
Cable TV	84	24	0.7	7.1
Satellite TV	85	4	0.1	1.2
DMB	87	2	0.1	0.6
Search For Information	91	20	0.6	5.9
Entertainment	92	10	0.3	3.0
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	39	1.1	11.6
NA	0	3,092	90.2	
Total		3,429	100.0	100.0

V427 [2nd day 11:15-11:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,041	59.5	59.5
At home	1	1,388	40.5	40.5
Total		3,429	100.0	100.0

V428 [2nd day 11:30-11:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	162	4.7	4.7
Meals	2	186	5.4	5.4
Personal Chores	3	190	5.5	5.5
Work	4	474	13.8	13.8
Network Radio	5	3	0.1	0.1
Network Television	6	320	9.3	9.3
Class, School Events	11	18	0.5	0.5
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	99	2.9	2.9
Cooking	21	43	1.3	1.3
Cleaning	22	58	1.7	1.7
Laundry	23	42	1.2	1.2
Purchasing Commodities	25	25	0.7	0.7
Caring For Child	26	18	0.5	0.5
Household Chores	27	75	2.2	2.2
Personal Meetings	31	108	3.1	3.2
Social Encounters	32	485	14.1	14.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	219	6.4	6.4
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	54	1.6	1.6
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	114	3.3	3.3
Hobbies	55	239	7.0	7.0
Mastering Technical Skills And Technology	56	11	0.3	0.3
Children'S Games	57	3	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	1	0.0	0.0
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	27	0.8	0.8
Commuting To Work	71	13	0.4	0.4
Commuting To School	72	3	0.1	0.1
Other Travel	73	197	5.7	5.7
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	14	0.4	0.4
Cable TV	84	62	1.8	1.8
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	51	1.5	1.5
Entertainment	92	22	0.6	0.6
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	13	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V429 [2nd day 11:30-11:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	10	0.3	3.3
Personal Chores	3	5	0.1	1.7
Work	4	6	0.2	2.0
Network Radio	5	14	0.4	4.7
Network Television	6	82	2.4	27.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	2	0.1	0.7
Cleaning	22	1	0.0	0.3
Laundry	23	5	0.1	1.7
Caring For Child	26	2	0.1	0.7
Personal Meetings	31	5	0.1	1.7
Social Encounters	32	2	0.1	0.7
Rest	41	22	0.6	7.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Competition	53	2	0.1	0.7
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	2	0.1	0.7
Listening To Music	61	16	0.5	5.3
Watching Videos	62	2	0.1	0.7
Playing Computer Games	64	16	0.5	5.3
Other Travel	73	2	0.1	0.7
Newspapers	81	4	0.1	1.3
Books	83	1	0.0	0.3
Cable TV	84	24	0.7	8.0
Satellite TV	85	3	0.1	1.0
IPTV	86	2	0.1	0.7
DMB	87	2	0.1	0.7
Search For Information	91	19	0.6	6.3
Entertainment	92	8	0.2	2.7
Communications	93	2	0.1	0.7
Cellular Phones (Smart Phones)	95	36	1.0	12.0
NA	0	3,128	91.2	
Total		3,429	100.0	100.0

V430 [2nd day 11:30-11:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,080	60.7	60.7
At home	1	1,349	39.3	39.3
Total		3,429	100.0	100.0

V431 [2nd day 11:45-12:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	160	4.7	4.7
Meals	2	208	6.1	6.1
Personal Chores	3	181	5.3	5.3
Work	4	466	13.6	13.6
Network Radio	5	2	0.1	0.1
Network Television	6	307	9.0	9.0
Class, School Events	11	18	0.5	0.5
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	100	2.9	2.9
Cooking	21	41	1.2	1.2
Cleaning	22	54	1.6	1.6
Laundry	23	40	1.2	1.2
Purchasing Commodities	25	21	0.6	0.6
Caring For Child	26	20	0.6	0.6
Household Chores	27	73	2.1	2.1
Personal Meetings	31	113	3.3	3.3
Social Encounters	32	485	14.1	14.1
Rest	41	224	6.5	6.5
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	51	1.5	1.5
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	117	3.4	3.4
Hobbies	55	230	6.7	6.7
Mastering Technical Skills And Technology	56	11	0.3	0.3
Children'S Games	57	3	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	1	0.0	0.0
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	29	0.8	0.8
Commuting To Work	71	13	0.4	0.4
Commuting To School	72	3	0.1	0.1
Other Travel	73	213	6.2	6.2
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	14	0.4	0.4
Cable TV	84	63	1.8	1.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	49	1.4	1.4
Entertainment	92	19	0.6	0.6
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V432 [2nd day 11:45-12:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.4
Meals	2	10	0.3	3.8
Personal Chores	3	5	0.1	1.9
Work	4	6	0.2	2.3
Network Radio	5	13	0.4	4.9
Network Television	6	77	2.2	29.1
Outside Of School Learning	13	1	0.0	0.4
Cooking	21	2	0.1	0.8
Cleaning	22	1	0.0	0.4
Laundry	23	4	0.1	1.5
Caring For Child	26	1	0.0	0.4
Personal Meetings	31	3	0.1	1.1
Social Encounters	32	2	0.1	0.8
Rest	41	15	0.4	5.7
Watching, Sightseeing, Enjoying	51	1	0.0	0.4
Competition	53	2	0.1	0.8
Amusement, Taking A Walk	54	1	0.0	0.4
Hobbies	55	2	0.1	0.8
Listening To Music	61	15	0.4	5.7
Watching Videos	62	1	0.0	0.4
Playing Computer Games	64	15	0.4	5.7
Other Travel	73	2	0.1	0.8
Newspapers	81	3	0.1	1.1
Books	83	1	0.0	0.4
Cable TV	84	22	0.6	8.3
Satellite TV	85	2	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	2	0.1	0.8
DMB	87	2	0.1	0.8
Search For Information	91	17	0.5	6.4
Entertainment	92	9	0.3	3.4
Communications	93	2	0.1	0.8
Cellular Phones (Smart Phones)	95	25	0.7	9.4
NA	0	3,164	92.3	
Total		3,429	100.0	100.0

V433 [2nd day 11:45-12:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,103	61.3	61.3
At home	1	1,326	38.7	38.7
Total		3,429	100.0	100.0

V434 [2nd day 12:00-12:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	118	3.4	3.4
Meals	2	920	26.8	26.8
Personal Chores	3	172	5.0	5.0
Work	4	317	9.2	9.2
Network Radio	5	2	0.1	0.1
Network Television	6	222	6.5	6.5
Class, School Events	11	14	0.4	0.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	75	2.2	2.2
Cooking	21	88	2.6	2.6
Cleaning	22	34	1.0	1.0
Laundry	23	23	0.7	0.7
Purchasing Commodities	25	21	0.6	0.6
Caring For Child	26	12	0.3	0.4
Household Chores	27	49	1.4	1.4
Personal Meetings	31	96	2.8	2.8
Social Encounters	32	294	8.6	8.6
Rest	41	166	4.8	4.8
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	24	0.7	0.7
Sports	52	36	1.0	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	79	2.3	2.3
Hobbies	55	184	5.4	5.4
Mastering Technical Skills And Technology	56	7	0.2	0.2
Children'S Games	57	4	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	24	0.7	0.7
Commuting To Work	71	10	0.3	0.3
Commuting To School	72	1	0.0	0.0
Other Travel	73	264	7.7	7.7
Newspapers	81	4	0.1	0.1
Books	83	19	0.6	0.6
Cable TV	84	39	1.1	1.1
Satellite TV	85	2	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	36	1.0	1.1
Entertainment	92	19	0.6	0.6
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	23	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V435 [2nd day 12:00-12:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	34	1.0	11.7
Personal Chores	3	5	0.1	1.7
Work	4	2	0.1	0.7
Network Radio	5	14	0.4	4.8
Network Television	6	94	2.7	32.4
Outside Of School Learning	13	2	0.1	0.7
Cooking	21	6	0.2	2.1
Cleaning	22	2	0.1	0.7
Laundry	23	2	0.1	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	1	0.0	0.3
Social Encounters	32	1	0.0	0.3
Rest	41	8	0.2	2.8
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	5	0.1	1.7
Amusement, Taking A Walk	54	2	0.1	0.7
Hobbies	55	2	0.1	0.7
Listening To Music	61	16	0.5	5.5
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	12	0.3	4.1
Other Travel	73	1	0.0	0.3
Newspapers	81	1	0.0	0.3
Cable TV	84	12	0.3	4.1
Satellite TV	85	1	0.0	0.3
IPTV	86	1	0.0	0.3
DMB	87	2	0.1	0.7
Search For Information	91	11	0.3	3.8
Entertainment	92	8	0.2	2.8
Cellular Phones (Smart Phones)	95	41	1.2	14.1
NA	0	3,139	91.5	
Total		3,429	100.0	100.0

V436 [2nd day 12:00-12:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,129	62.1	62.1
At home	1	1,300	37.9	37.9
Total		3,429	100.0	100.0

V437 [2nd day 12:15-12:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	122	3.6	3.6
Meals	2	996	29.0	29.1
Personal Chores	3	154	4.5	4.5
Work	4	319	9.3	9.3
Network Radio	5	3	0.1	0.1
Network Television	6	227	6.6	6.6
Class, School Events	11	13	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	77	2.2	2.2
Cooking	21	89	2.6	2.6
Cleaning	22	34	1.0	1.0
Laundry	23	23	0.7	0.7
Purchasing Commodities	25	24	0.7	0.7
Caring For Child	26	13	0.4	0.4
Household Chores	27	48	1.4	1.4
Personal Meetings	31	99	2.9	2.9
Social Encounters	32	272	7.9	7.9
Rest	41	159	4.6	4.6
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	26	0.8	0.8
Sports	52	33	1.0	1.0
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	80	2.3	2.3
Hobbies	55	186	5.4	5.4
Mastering Technical Skills And Technology	56	7	0.2	0.2
Children'S Games	57	4	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	5	0.1	0.1
Playing Computer Games	64	28	0.8	0.8
Commuting To Work	71	6	0.2	0.2
Commuting To School	72	1	0.0	0.0
Other Travel	73	207	6.0	6.0
Newspapers	81	4	0.1	0.1
Books	83	19	0.6	0.6
Cable TV	84	39	1.1	1.1
Satellite TV	85	2	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	40	1.2	1.2
Entertainment	92	22	0.6	0.6
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V438 [2nd day 12:15-12:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	35	1.0	10.6
Personal Chores	3	3	0.1	0.9
Work	4	3	0.1	0.9
Network Radio	5	16	0.5	4.9
Network Television	6	108	3.1	32.8
Outside Of School Learning	13	2	0.1	0.6
Cooking	21	6	0.2	1.8
Cleaning	22	2	0.1	0.6
Laundry	23	2	0.1	0.6
Personal Meetings	31	1	0.0	0.3
Social Encounters	32	2	0.1	0.6
Rest	41	11	0.3	3.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	5	0.1	1.5
Amusement, Taking A Walk	54	2	0.1	0.6
Hobbies	55	4	0.1	1.2
Listening To Music	61	15	0.4	4.6
Watching Videos	62	2	0.1	0.6
Playing Computer Games	64	14	0.4	4.3
Newspapers	81	2	0.1	0.6
Cable TV	84	16	0.5	4.9
Satellite TV	85	1	0.0	0.3
IPTV	86	1	0.0	0.3
DMB	87	3	0.1	0.9
Search For Information	91	13	0.4	4.0
Entertainment	92	10	0.3	3.0
Cellular Phones (Smart Phones)	95	48	1.4	14.6
NA	0	3,100	90.4	
Total		3,429	100.0	100.0

V439 [2nd day 12:15-12:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,116	61.7	61.7
At home	1	1,313	38.3	38.3
Total		3,429	100.0	100.0

V440 [2nd day 12:30-12:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	124	3.6	3.6
Meals	2	1,158	33.8	33.8
Personal Chores	3	117	3.4	3.4
Work	4	288	8.4	8.4
Network Radio	5	3	0.1	0.1
Network Television	6	246	7.2	7.2
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	83	2.4	2.4
Cooking	21	76	2.2	2.2
Cleaning	22	31	0.9	0.9
Laundry	23	22	0.6	0.6
Purchasing Commodities	25	31	0.9	0.9
Caring For Child	26	13	0.4	0.4
Household Chores	27	49	1.4	1.4
Personal Meetings	31	121	3.5	3.5
Social Encounters	32	168	4.9	4.9
Rest	41	167	4.9	4.9
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	29	0.8	0.8
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	76	2.2	2.2
Hobbies	55	178	5.2	5.2
Mastering Technical Skills And Technology	56	8	0.2	0.2
Children'S Games	57	3	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	37	1.1	1.1
Commuting To Work	71	6	0.2	0.2
Commuting To School	72	3	0.1	0.1
Other Travel	73	177	5.2	5.2
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	22	0.6	0.6
Cable TV	84	44	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	1	0.0	0.0
IPTV	86	4	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	43	1.3	1.3
Entertainment	92	23	0.7	0.7
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V441 [2nd day 12:30-12:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	51	1.5	12.5
Personal Chores	3	3	0.1	0.7
Work	4	5	0.1	1.2
Network Radio	5	18	0.5	4.4
Network Television	6	110	3.2	27.0
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	3	0.1	0.7
Cleaning	22	4	0.1	1.0
Caring For Child	26	1	0.0	0.2
Personal Meetings	31	1	0.0	0.2
Social Encounters	32	1	0.0	0.2
Rest	41	12	0.3	2.9
Sports	52	1	0.0	0.2
Competition	53	6	0.2	1.5
Amusement, Taking A Walk	54	3	0.1	0.7
Hobbies	55	7	0.2	1.7
Listening To Music	61	16	0.5	3.9
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	14	0.4	3.4
Other Travel	73	3	0.1	0.7
Newspapers	81	4	0.1	1.0
Cable TV	84	23	0.7	5.7
Satellite TV	85	3	0.1	0.7
DMB	87	2	0.1	0.5
Search For Information	91	15	0.4	3.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	9	0.3	2.2
Cellular Phones (Smart Phones)	95	88	2.6	21.6
NA	0	3,022	88.1	
Total		3,429	100.0	100.0

V442 [2nd day 12:30-12:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,116	61.7	61.7
At home	1	1,313	38.3	38.3
Total		3,429	100.0	100.0

V443 [2nd day 12:45-13:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	126	3.7	3.7
Meals	2	1,139	33.2	33.2
Personal Chores	3	119	3.5	3.5
Work	4	279	8.1	8.1
Network Radio	5	3	0.1	0.1
Network Television	6	247	7.2	7.2
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	89	2.6	2.6
Cooking	21	68	2.0	2.0
Cleaning	22	34	1.0	1.0
Laundry	23	20	0.6	0.6
Purchasing Commodities	25	32	0.9	0.9
Caring For Child	26	13	0.4	0.4
Household Chores	27	50	1.5	1.5
Personal Meetings	31	121	3.5	3.5
Social Encounters	32	158	4.6	4.6
Rest	41	192	5.6	5.6
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	29	0.8	0.8
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	78	2.3	2.3
Hobbies	55	174	5.1	5.1
Mastering Technical Skills And Technology	56	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Children'S Games	57	3	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	36	1.0	1.1
Commuting To Work	71	8	0.2	0.2
Commuting To School	72	3	0.1	0.1
Other Travel	73	190	5.5	5.5
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	20	0.6	0.6
Cable TV	84	45	1.3	1.3
Satellite TV	85	1	0.0	0.0
IPTV	86	4	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	43	1.3	1.3
Entertainment	92	23	0.7	0.7
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	9	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V444 [2nd day 12:45-13:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	55	1.6	13.6
Personal Chores	3	6	0.2	1.5
Work	4	5	0.1	1.2
Network Radio	5	17	0.5	4.2
Network Television	6	107	3.1	26.6
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	7	0.2	1.7
Cleaning	22	6	0.2	1.5
Caring For Child	26	1	0.0	0.2
Personal Meetings	31	3	0.1	0.7
Social Encounters	32	1	0.0	0.2
Rest	41	16	0.5	4.0
Sports	52	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	5	0.1	1.2
Amusement, Taking A Walk	54	3	0.1	0.7
Hobbies	55	7	0.2	1.7
Listening To Music	61	17	0.5	4.2
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	14	0.4	3.5
Other Travel	73	2	0.1	0.5
Newspapers	81	4	0.1	1.0
Cable TV	84	22	0.6	5.5
Satellite TV	85	2	0.1	0.5
DMB	87	3	0.1	0.7
Search For Information	91	15	0.4	3.7
Entertainment	92	11	0.3	2.7
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	68	2.0	16.9
NA	0	3,026	88.2	
Total		3,429	100.0	100.0

V445 [2nd day 12:45-13:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,120	61.8	61.8
At home	1	1,309	38.2	38.2
Total		3,429	100.0	100.0

V446 [2nd day 13:00-13:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	128	3.7	3.7
Meals	2	909	26.5	26.5
Personal Chores	3	161	4.7	4.7
Work	4	285	8.3	8.3
Network Television	6	156	4.5	4.6
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	105	3.1	3.1
Cooking	21	83	2.4	2.4
Cleaning	22	35	1.0	1.0
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	39	1.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	21	0.6	0.6
Household Chores	27	49	1.4	1.4
Personal Meetings	31	134	3.9	3.9
Social Encounters	32	190	5.5	5.5
Rest	41	226	6.6	6.6
Watching, Sightseeing, Enjoying	51	23	0.7	0.7
Sports	52	29	0.8	0.8
Competition	53	9	0.3	0.3
Amusement, Taking A Walk	54	83	2.4	2.4
Hobbies	55	176	5.1	5.1
Mastering Technical Skills And Technology	56	9	0.3	0.3
Children'S Games	57	2	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	42	1.2	1.2
Commuting To Work	71	16	0.5	0.5
Other Travel	73	278	8.1	8.1
Newspapers	81	1	0.0	0.0
Books	83	20	0.6	0.6
Cable TV	84	56	1.6	1.6
Satellite TV	85	1	0.0	0.0
IPTV	86	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	43	1.3	1.3
Entertainment	92	29	0.8	0.8
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	27	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V447 [2nd day 13:00-13:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	44	1.3	11.0
Personal Chores	3	5	0.1	1.3
Work	4	11	0.3	2.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	14	0.4	3.5
Network Television	6	75	2.2	18.8
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	9	0.3	2.3
Cleaning	22	3	0.1	0.8
Laundry	23	1	0.0	0.3
Personal Meetings	31	5	0.1	1.3
Social Encounters	32	2	0.1	0.5
Rest	41	13	0.4	3.3
Sports	52	1	0.0	0.3
Competition	53	7	0.2	1.8
Amusement, Taking A Walk	54	2	0.1	0.5
Hobbies	55	9	0.3	2.3
Listening To Music	61	17	0.5	4.3
Playing Computer Games	64	15	0.4	3.8
Other Travel	73	3	0.1	0.8
Newspapers	81	1	0.0	0.3
Cable TV	84	26	0.8	6.5
Satellite TV	85	2	0.1	0.5
DMB	87	3	0.1	0.8
Search For Information	91	14	0.4	3.5
Entertainment	92	13	0.4	3.3
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	96	2.8	24.1
NA	0	3,030	88.4	
Total		3,429	100.0	100.0

V448 [2nd day 13:00-13:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,175	63.4	63.4
At home	1	1,254	36.6	36.6
Total		3,429	100.0	100.0

V449 [2nd day 13:15-13:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	151	4.4	4.4
Meals	2	833	24.3	24.3
Personal Chores	3	137	4.0	4.0
Work	4	317	9.2	9.2
Network Radio	5	2	0.1	0.1
Network Television	6	142	4.1	4.1
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	107	3.1	3.1
Cooking	21	86	2.5	2.5
Cleaning	22	36	1.0	1.1
Laundry	23	22	0.6	0.6
Purchasing Commodities	25	38	1.1	1.1
Caring For Child	26	22	0.6	0.6
Household Chores	27	54	1.6	1.6
Personal Meetings	31	149	4.3	4.3
Social Encounters	32	201	5.9	5.9
Rest	41	236	6.9	6.9
Watching, Sightseeing, Enjoying	51	24	0.7	0.7
Sports	52	33	1.0	1.0
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	91	2.7	2.7
Hobbies	55	196	5.7	5.7
Mastering Technical Skills And Technology	56	10	0.3	0.3
Children'S Games	57	3	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	43	1.3	1.3
Commuting To Work	71	12	0.3	0.4
Other Travel	73	236	6.9	6.9
Newspapers	81	2	0.1	0.1
Books	83	20	0.6	0.6
Cable TV	84	65	1.9	1.9
Satellite TV	85	1	0.0	0.0
IPTV	86	4	0.1	0.1
DMB	87	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	45	1.3	1.3
Entertainment	92	31	0.9	0.9
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	25	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V450 [2nd day 13:15-13:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	41	1.2	11.6
Personal Chores	3	4	0.1	1.1
Work	4	9	0.3	2.5
Network Radio	5	15	0.4	4.2
Network Television	6	64	1.9	18.1
Outside Of School Learning	13	2	0.1	0.6
Cooking	21	3	0.1	0.8
Cleaning	22	1	0.0	0.3
Laundry	23	3	0.1	0.8
Personal Meetings	31	3	0.1	0.8
Social Encounters	32	3	0.1	0.8
Rest	41	14	0.4	4.0
Sports	52	1	0.0	0.3
Competition	53	7	0.2	2.0
Amusement, Taking A Walk	54	2	0.1	0.6
Hobbies	55	8	0.2	2.3
Listening To Music	61	20	0.6	5.7
Playing Computer Games	64	15	0.4	4.2
Other Travel	73	3	0.1	0.8
Newspapers	81	1	0.0	0.3
Books	83	2	0.1	0.6
Cable TV	84	23	0.7	6.5
Satellite TV	85	2	0.1	0.6
DMB	87	3	0.1	0.8
Search For Information	91	17	0.5	4.8
Entertainment	92	11	0.3	3.1
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	72	2.1	20.4
NA	0	3,076	89.7	
Total		3,429	100.0	100.0

V451 [2nd day 13:15-13:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,172	63.3	63.3
At home	1	1,257	36.7	36.7
Total		3,429	100.0	100.0

V452 [2nd day 13:30-13:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	177	5.2	5.2
Meals	2	619	18.1	18.1
Personal Chores	3	141	4.1	4.1
Work	4	369	10.8	10.8
Network Radio	5	1	0.0	0.0
Network Television	6	122	3.6	3.6
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	116	3.4	3.4
Cooking	21	55	1.6	1.6
Cleaning	22	35	1.0	1.0
Laundry	23	25	0.7	0.7
Purchasing Commodities	25	41	1.2	1.2
Caring For Child	26	29	0.8	0.8
Household Chores	27	64	1.9	1.9
Personal Meetings	31	171	5.0	5.0
Social Encounters	32	234	6.8	6.8
Rest	41	246	7.2	7.2
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	32	0.9	0.9
Sports	52	36	1.0	1.1
Competition	53	15	0.4	0.4
Amusement, Taking A Walk	54	107	3.1	3.1
Hobbies	55	213	6.2	6.2
Mastering Technical Skills And Technology	56	14	0.4	0.4
Children'S Games	57	2	0.1	0.1
Listening To Music	61	10	0.3	0.3
Watching Videos	62	6	0.2	0.2
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	48	1.4	1.4
Commuting To Work	71	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	238	6.9	6.9
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	21	0.6	0.6
Cable TV	84	65	1.9	1.9
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	51	1.5	1.5
Entertainment	92	34	1.0	1.0
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V453 [2nd day 13:30-13:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	24	0.7	6.7
Personal Chores	3	3	0.1	0.8
Work	4	10	0.3	2.8
Network Radio	5	16	0.5	4.5
Network Television	6	59	1.7	16.5
Outside Of School Learning	13	4	0.1	1.1
Cooking	21	2	0.1	0.6
Cleaning	22	2	0.1	0.6
Laundry	23	3	0.1	0.8
Household Chores	27	1	0.0	0.3
Personal Meetings	31	4	0.1	1.1
Social Encounters	32	1	0.0	0.3
Rest	41	18	0.5	5.0
Sports	52	2	0.1	0.6
Competition	53	5	0.1	1.4
Amusement, Taking A Walk	54	2	0.1	0.6
Hobbies	55	7	0.2	2.0
Listening To Music	61	19	0.6	5.3
Playing Computer Games	64	21	0.6	5.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	3	0.1	0.8
Newspapers	81	2	0.1	0.6
Cable TV	84	25	0.7	7.0
DMB	87	1	0.0	0.3
Search For Information	91	19	0.6	5.3
Entertainment	92	14	0.4	3.9
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	85	2.5	23.7
NA	0	3,071	89.6	
Total		3,429	100.0	100.0

V454 [2nd day 13:30-13:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,190	63.9	63.9
At home	1	1,239	36.1	36.1
Total		3,429	100.0	100.0

V455 [2nd day 13:45-14:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	195	5.7	5.7
Meals	2	540	15.7	15.8
Personal Chores	3	130	3.8	3.8
Work	4	393	11.5	11.5
Network Radio	5	1	0.0	0.0
Network Television	6	123	3.6	3.6
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	120	3.5	3.5
Cooking	21	52	1.5	1.5
Cleaning	22	36	1.0	1.1
Laundry	23	24	0.7	0.7
Purchasing Commodities	25	47	1.4	1.4
Caring For Child	26	30	0.9	0.9
Household Chores	27	61	1.8	1.8
Personal Meetings	31	177	5.2	5.2
Social Encounters	32	235	6.9	6.9
Rest	41	262	7.6	7.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	32	0.9	0.9
Sports	52	38	1.1	1.1
Competition	53	17	0.5	0.5
Amusement, Taking A Walk	54	111	3.2	3.2
Hobbies	55	226	6.6	6.6
Mastering Technical Skills And Technology	56	15	0.4	0.4
Children'S Games	57	3	0.1	0.1
Listening To Music	61	9	0.3	0.3
Watching Videos	62	6	0.2	0.2
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	51	1.5	1.5
Commuting To Work	71	7	0.2	0.2
Commuting To School	72	1	0.0	0.0
Other Travel	73	225	6.6	6.6
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	22	0.6	0.6
Cable TV	84	68	2.0	2.0
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	49	1.4	1.4
Entertainment	92	39	1.1	1.1
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	29	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V456 [2nd day 13:45-14:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	22	0.6	6.0
Personal Chores	3	4	0.1	1.1
Work	4	10	0.3	2.7
Network Radio	5	14	0.4	3.8
Network Television	6	62	1.8	16.8
Outside Of School Learning	13	3	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	4	0.1	1.1
Cleaning	22	2	0.1	0.5
Laundry	23	3	0.1	0.8
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	4	0.1	1.1
Social Encounters	32	1	0.0	0.3
Rest	41	17	0.5	4.6
Watching, Sightseeing, Enjoying	51	2	0.1	0.5
Sports	52	1	0.0	0.3
Competition	53	4	0.1	1.1
Amusement, Taking A Walk	54	3	0.1	0.8
Hobbies	55	6	0.2	1.6
Listening To Music	61	20	0.6	5.4
Playing Computer Games	64	22	0.6	6.0
Other Travel	73	3	0.1	0.8
Newspapers	81	1	0.0	0.3
Magazines, Comics	82	1	0.0	0.3
Cable TV	84	27	0.8	7.3
DMB	87	1	0.0	0.3
Search For Information	91	20	0.6	5.4
Entertainment	92	16	0.5	4.3
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	88	2.6	23.9
NA	0	3,061	89.3	
Total		3,429	100.0	100.0

V457 [2nd day 13:45-14:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,207	64.4	64.4
At home	1	1,222	35.6	35.6
Total		3,429	100.0	100.0

V458 [2nd day 14:00-14:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	216	6.3	6.3
Meals	2	293	8.5	8.5
Personal Chores	3	150	4.4	4.4
Work	4	417	12.2	12.2
Network Television	6	137	4.0	4.0
Class, School Events	11	11	0.3	0.3
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	132	3.8	3.9
Cooking	21	45	1.3	1.3
Cleaning	22	39	1.1	1.1
Laundry	23	23	0.7	0.7
Purchasing Commodities	25	49	1.4	1.4
Caring For Child	26	28	0.8	0.8
Household Chores	27	67	2.0	2.0
Personal Meetings	31	192	5.6	5.6
Social Encounters	32	231	6.7	6.7
Rest	41	225	6.6	6.6
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	37	1.1	1.1
Sports	52	45	1.3	1.3
Competition	53	21	0.6	0.6
Amusement, Taking A Walk	54	123	3.6	3.6
Hobbies	55	260	7.6	7.6
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	4	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	6	0.2	0.2
Watching Movies	63	14	0.4	0.4
Playing Computer Games	64	57	1.7	1.7
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	3	0.1	0.1
Other Travel	73	328	9.6	9.6
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	4	0.1	0.1
Books	83	26	0.8	0.8
Cable TV	84	66	1.9	1.9
Satellite TV	85	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	49	1.4	1.4
Entertainment	92	38	1.1	1.1
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	29	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V459 [2nd day 14:00-14:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	6	0.2	1.4
Personal Chores	3	1	0.0	0.2
Work	4	13	0.4	3.1
Network Radio	5	15	0.4	3.6
Network Television	6	85	2.5	20.3
Outside Of School Learning	13	4	0.1	1.0
Cooking	21	4	0.1	1.0
Cleaning	22	2	0.1	0.5
Personal Meetings	31	8	0.2	1.9
Social Encounters	32	1	0.0	0.2
Rest	41	14	0.4	3.3
Competition	53	4	0.1	1.0
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	3	0.1	0.7
Listening To Music	61	22	0.6	5.3
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	22	0.6	5.3
Other Travel	73	3	0.1	0.7
Newspapers	81	4	0.1	1.0
Magazines, Comics	82	1	0.0	0.2
Cable TV	84	32	0.9	7.7
Satellite TV	85	2	0.1	0.5
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	1.0
Search For Information	91	24	0.7	5.7
Entertainment	92	21	0.6	5.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	3	0.1	0.7
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	115	3.4	27.5
NA	0	3,011	87.8	
Total		3,429	100.0	100.0

V460 [2nd day 14:00-14:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,282	66.6	66.6
At home	1	1,147	33.4	33.4
Total		3,429	100.0	100.0

V461 [2nd day 14:15-14:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	226	6.6	6.6
Meals	2	269	7.8	7.8
Personal Chores	3	127	3.7	3.7
Work	4	434	12.7	12.7
Network Radio	5	1	0.0	0.0
Network Television	6	149	4.3	4.3
Class, School Events	11	11	0.3	0.3
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	138	4.0	4.0
Cooking	21	31	0.9	0.9
Cleaning	22	40	1.2	1.2
Laundry	23	23	0.7	0.7
Purchasing Commodities	25	57	1.7	1.7
Caring For Child	26	31	0.9	0.9
Household Chores	27	74	2.2	2.2
Personal Meetings	31	199	5.8	5.8
Social Encounters	32	232	6.8	6.8
Rest	41	228	6.6	6.7
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	43	1.3	1.3
Sports	52	54	1.6	1.6
Competition	53	25	0.7	0.7
Amusement, Taking A Walk	54	125	3.6	3.6
Hobbies	55	278	8.1	8.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	4	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	6	0.2	0.2
Watching Movies	63	15	0.4	0.4
Playing Computer Games	64	59	1.7	1.7
Commuting To Work	71	7	0.2	0.2
Commuting To School	72	2	0.1	0.1
Other Travel	73	269	7.8	7.8
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	4	0.1	0.1
Books	83	27	0.8	0.8
Cable TV	84	67	2.0	2.0
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	51	1.5	1.5
Entertainment	92	38	1.1	1.1
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	25	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V462 [2nd day 14:15-14:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	5	0.1	1.4
Personal Chores	3	1	0.0	0.3
Work	4	11	0.3	3.0
Network Radio	5	16	0.5	4.3
Network Television	6	80	2.3	21.7
Outside Of School Learning	13	3	0.1	0.8
Cooking	21	4	0.1	1.1
Cleaning	22	2	0.1	0.5
Personal Meetings	31	7	0.2	1.9
Social Encounters	32	1	0.0	0.3
Rest	41	14	0.4	3.8
Competition	53	4	0.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	19	0.6	5.1
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	22	0.6	6.0
Other Travel	73	3	0.1	0.8
Newspapers	81	3	0.1	0.8
Cable TV	84	33	1.0	8.9
Satellite TV	85	1	0.0	0.3
IPTV	86	1	0.0	0.3
DMB	87	6	0.2	1.6
Search For Information	91	23	0.7	6.2
Entertainment	92	19	0.6	5.1
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	80	2.3	21.7
NA	0	3,060	89.2	
Total		3,429	100.0	100.0

V463 [2nd day 14:15-14:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,277	66.4	66.4
At home	1	1,152	33.6	33.6
Total		3,429	100.0	100.0

V464 [2nd day 14:30-14:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	228	6.6	6.7
Meals	2	193	5.6	5.6
Personal Chores	3	143	4.2	4.2
Work	4	452	13.2	13.2
Network Radio	5	1	0.0	0.0
Network Television	6	167	4.9	4.9
Class, School Events	11	14	0.4	0.4
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	156	4.5	4.6
Cooking	21	21	0.6	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	40	1.2	1.2
Laundry	23	19	0.6	0.6
Purchasing Commodities	25	65	1.9	1.9
Caring For Child	26	38	1.1	1.1
Household Chores	27	80	2.3	2.3
Personal Meetings	31	202	5.9	5.9
Social Encounters	32	218	6.4	6.4
Rest	41	221	6.4	6.4
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	45	1.3	1.3
Sports	52	57	1.7	1.7
Competition	53	26	0.8	0.8
Amusement, Taking A Walk	54	129	3.8	3.8
Hobbies	55	294	8.6	8.6
Mastering Technical Skills And Technology	56	21	0.6	0.6
Children'S Games	57	4	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	19	0.6	0.6
Playing Computer Games	64	58	1.7	1.7
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	3	0.1	0.1
Other Travel	73	250	7.3	7.3
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	23	0.7	0.7
Cable TV	84	67	2.0	2.0
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	48	1.4	1.4
Entertainment	92	37	1.1	1.1
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	32	0.9	0.9
NA	0	1	0.0	
Total		3,429	100.0	100.0

V465 [2nd day 14:30-14:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	9	0.3	2.4
Personal Chores	3	3	0.1	0.8
Work	4	12	0.3	3.2
Network Radio	5	16	0.5	4.3
Network Television	6	77	2.2	20.6
Outside Of School Learning	13	2	0.1	0.5
Cleaning	22	4	0.1	1.1
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	5	0.1	1.3
Social Encounters	32	2	0.1	0.5
Rest	41	17	0.5	4.5
Competition	53	6	0.2	1.6
Amusement, Taking A Walk	54	3	0.1	0.8
Hobbies	55	2	0.1	0.5
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	21	0.6	5.6
Watching Videos	62	3	0.1	0.8
Playing Computer Games	64	20	0.6	5.3
Other Travel	73	4	0.1	1.1
Newspapers	81	2	0.1	0.5
Cable TV	84	32	0.9	8.6
Satellite TV	85	2	0.1	0.5
IPTV	86	1	0.0	0.3
DMB	87	7	0.2	1.9
Search For Information	91	22	0.6	5.9
Entertainment	92	19	0.6	5.1
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	75	2.2	20.1
NA	0	3,055	89.1	
Total		3,429	100.0	100.0

V466 [2nd day 14:30-14:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,273	66.3	66.3
At home	1	1,156	33.7	33.7
Total		3,429	100.0	100.0

V467 [2nd day 14:45-15:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	230	6.7	6.7
Meals	2	175	5.1	5.1
Personal Chores	3	141	4.1	4.1
Work	4	458	13.4	13.4
Network Radio	5	1	0.0	0.0
Network Television	6	169	4.9	4.9
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	154	4.5	4.5
Cooking	21	17	0.5	0.5
Cleaning	22	41	1.2	1.2
Laundry	23	22	0.6	0.6
Purchasing Commodities	25	69	2.0	2.0
Caring For Child	26	43	1.3	1.3
Household Chores	27	81	2.4	2.4
Personal Meetings	31	206	6.0	6.0
Social Encounters	32	218	6.4	6.4
Rest	41	223	6.5	6.5
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	45	1.3	1.3
Sports	52	59	1.7	1.7
Competition	53	26	0.8	0.8
Amusement, Taking A Walk	54	134	3.9	3.9
Hobbies	55	302	8.8	8.8
Mastering Technical Skills And Technology	56	22	0.6	0.6
Children'S Games	57	3	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	6	0.2	0.2
Watching Movies	63	19	0.6	0.6
Playing Computer Games	64	59	1.7	1.7
Commuting To Work	71	9	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	2	0.1	0.1
Other Travel	73	230	6.7	6.7
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	24	0.7	0.7
Cable TV	84	68	2.0	2.0
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	48	1.4	1.4
Entertainment	92	38	1.1	1.1
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	29	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V468 [2nd day 14:45-15:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	10	0.3	2.8
Personal Chores	3	5	0.1	1.4
Work	4	12	0.3	3.4
Network Radio	5	18	0.5	5.0
Network Television	6	75	2.2	21.0
Outside Of School Learning	13	2	0.1	0.6
Cleaning	22	4	0.1	1.1
Laundry	23	1	0.0	0.3
Personal Meetings	31	5	0.1	1.4
Social Encounters	32	1	0.0	0.3
Rest	41	18	0.5	5.0
Competition	53	5	0.1	1.4
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	22	0.6	6.2
Watching Videos	62	3	0.1	0.8
Playing Computer Games	64	20	0.6	5.6
Other Travel	73	7	0.2	2.0
Newspapers	81	3	0.1	0.8
Cable TV	84	30	0.9	8.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	2	0.1	0.6
IPTV	86	1	0.0	0.3
DMB	87	7	0.2	2.0
Search For Information	91	23	0.7	6.4
Entertainment	92	19	0.6	5.3
Communications	93	4	0.1	1.1
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	57	1.7	16.0
NA	0	3,072	89.6	
Total		3,429	100.0	100.0

V469 [2nd day 14:45-15:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,268	66.1	66.1
At home	1	1,161	33.9	33.9
Total		3,429	100.0	100.0

V470 [2nd day 15:00-15:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	230	6.7	6.7
Meals	2	129	3.8	3.8
Personal Chores	3	179	5.2	5.2
Work	4	432	12.6	12.6
Network Radio	5	4	0.1	0.1
Network Television	6	144	4.2	4.2
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	170	5.0	5.0
Cooking	21	22	0.6	0.6
Cleaning	22	40	1.2	1.2
Laundry	23	22	0.6	0.6
Purchasing Commodities	25	72	2.1	2.1
Caring For Child	26	47	1.4	1.4
Household Chores	27	72	2.1	2.1
Personal Meetings	31	210	6.1	6.1
Social Encounters	32	189	5.5	5.5
Rest	41	262	7.6	7.6
Illness, Recuperation	42	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	43	1.3	1.3
Sports	52	63	1.8	1.8
Competition	53	26	0.8	0.8
Amusement, Taking A Walk	54	132	3.8	3.9
Hobbies	55	276	8.0	8.1
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	4	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	4	0.1	0.1
Watching Movies	63	18	0.5	0.5
Playing Computer Games	64	53	1.5	1.5
Commuting To Work	71	14	0.4	0.4
Commuting To School	72	2	0.1	0.1
Other Travel	73	313	9.1	9.1
Magazines, Comics	82	3	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	63	1.8	1.8
Satellite TV	85	6	0.2	0.2
IPTV	86	5	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	50	1.5	1.5
Entertainment	92	26	0.8	0.8
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	26	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V471 [2nd day 15:00-15:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	6	0.2	1.5
Personal Chores	3	2	0.1	0.5
Work	4	11	0.3	2.7
Network Radio	5	18	0.5	4.5
Network Television	6	64	1.9	15.9
Outside Of School Learning	13	1	0.0	0.2
Cleaning	22	5	0.1	1.2
Laundry	23	2	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	1	0.0	0.2
Household Chores	27	2	0.1	0.5
Personal Meetings	31	8	0.2	2.0
Social Encounters	32	2	0.1	0.5
Rest	41	25	0.7	6.2
Illness, Recuperation	42	1	0.0	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Sports	52	1	0.0	0.2
Competition	53	2	0.1	0.5
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	2	0.1	0.5
Listening To Music	61	27	0.8	6.7
Watching Videos	62	4	0.1	1.0
Watching Movies	63	1	0.0	0.2
Playing Computer Games	64	19	0.6	4.7
Other Travel	73	6	0.2	1.5
Newspapers	81	3	0.1	0.7
Cable TV	84	35	1.0	8.7
Satellite TV	85	1	0.0	0.2
DMB	87	9	0.3	2.2
Search For Information	91	28	0.8	7.0
Entertainment	92	21	0.6	5.2
Communications	93	4	0.1	1.0
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	87	2.5	21.6
NA	0	3,027	88.3	
Total		3,429	100.0	100.0

V472 [2nd day 15:00-15:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,297	67.0	67.0
At home	1	1,132	33.0	33.0
Total		3,429	100.0	100.0

V473 [2nd day 15:15-15:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	239	7.0	7.0
Meals	2	125	3.6	3.6
Personal Chores	3	149	4.3	4.3
Work	4	444	12.9	13.0
Network Radio	5	3	0.1	0.1
Network Television	6	152	4.4	4.4
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	177	5.2	5.2
Cooking	21	21	0.6	0.6
Cleaning	22	40	1.2	1.2
Laundry	23	21	0.6	0.6
Purchasing Commodities	25	88	2.6	2.6
Caring For Child	26	52	1.5	1.5
Household Chores	27	78	2.3	2.3
Personal Meetings	31	218	6.4	6.4
Social Encounters	32	185	5.4	5.4
Rest	41	272	7.9	7.9
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	40	1.2	1.2
Sports	52	67	2.0	2.0
Competition	53	26	0.8	0.8
Amusement, Taking A Walk	54	132	3.8	3.9
Hobbies	55	289	8.4	8.4
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	4	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	4	0.1	0.1
Watching Movies	63	20	0.6	0.6
Playing Computer Games	64	56	1.6	1.6
Commuting To Work	71	10	0.3	0.3
Other Travel	73	254	7.4	7.4
Magazines, Comics	82	3	0.1	0.1
Books	83	20	0.6	0.6
Cable TV	84	72	2.1	2.1
Satellite TV	85	6	0.2	0.2
IPTV	86	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	3	0.1	0.1
Search For Information	91	49	1.4	1.4
Entertainment	92	26	0.8	0.8
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V474 [2nd day 15:15-15:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	4	0.1	1.0
Personal Chores	3	2	0.1	0.5
Work	4	12	0.3	3.1
Network Radio	5	15	0.4	3.8
Network Television	6	68	2.0	17.3
Outside Of School Learning	13	1	0.0	0.3
Cleaning	22	6	0.2	1.5
Laundry	23	2	0.1	0.5
Caring For Child	26	1	0.0	0.3
Household Chores	27	3	0.1	0.8
Personal Meetings	31	7	0.2	1.8
Social Encounters	32	2	0.1	0.5
Rest	41	19	0.6	4.8
Illness, Recuperation	42	1	0.0	0.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	3	0.1	0.8
Hobbies	55	1	0.0	0.3
Mastering Technical Skills And Technology	56	2	0.1	0.5
Listening To Music	61	31	0.9	7.9
Watching Videos	62	4	0.1	1.0
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	20	0.6	5.1
Other Travel	73	5	0.1	1.3
Newspapers	81	3	0.1	0.8
Books	83	1	0.0	0.3
Cable TV	84	39	1.1	9.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	2	0.1	0.5
DMB	87	9	0.3	2.3
Search For Information	91	27	0.8	6.9
Entertainment	92	23	0.7	5.9
Communications	93	4	0.1	1.0
Cellular Phones (Smart Phones)	95	72	2.1	18.4
NA	0	3,037	88.6	
Total		3,429	100.0	100.0

V475 [2nd day 15:15-15:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,280	66.5	66.5
At home	1	1,149	33.5	33.5
Total		3,429	100.0	100.0

V476 [2nd day 15:30-15:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	243	7.1	7.1
Meals	2	87	2.5	2.5
Personal Chores	3	150	4.4	4.4
Work	4	448	13.1	13.1
Network Radio	5	3	0.1	0.1
Network Television	6	158	4.6	4.6
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	191	5.6	5.6
Cooking	21	18	0.5	0.5
Cleaning	22	51	1.5	1.5
Laundry	23	19	0.6	0.6
Purchasing Commodities	25	92	2.7	2.7
Caring For Child	26	49	1.4	1.4
Household Chores	27	82	2.4	2.4
Personal Meetings	31	219	6.4	6.4
Social Encounters	32	171	5.0	5.0
Rest	41	292	8.5	8.5
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	38	1.1	1.1
Sports	52	65	1.9	1.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	25	0.7	0.7
Amusement, Taking A Walk	54	140	4.1	4.1
Hobbies	55	287	8.4	8.4
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	4	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	21	0.6	0.6
Playing Computer Games	64	55	1.6	1.6
Commuting To Work	71	8	0.2	0.2
Commuting To School	72	2	0.1	0.1
Other Travel	73	236	6.9	6.9
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	5	0.1	0.1
Books	83	22	0.6	0.6
Cable TV	84	74	2.2	2.2
Satellite TV	85	5	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	49	1.4	1.4
Entertainment	92	29	0.8	0.8
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V477 [2nd day 15:30-15:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	4	0.1	1.0
Personal Chores	3	3	0.1	0.8
Work	4	12	0.3	3.0
Network Radio	5	19	0.6	4.8
Network Television	6	66	1.9	16.5
Outside Of School Learning	13	3	0.1	0.8
Cooking	21	1	0.0	0.3
Cleaning	22	6	0.2	1.5
Laundry	23	3	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	6	0.2	1.5
Social Encounters	32	2	0.1	0.5
Rest	41	11	0.3	2.8
Illness, Recuperation	42	1	0.0	0.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	5	0.1	1.3
Hobbies	55	4	0.1	1.0
Mastering Technical Skills And Technology	56	2	0.1	0.5
Listening To Music	61	33	1.0	8.3
Watching Videos	62	4	0.1	1.0
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	21	0.6	5.3
Commuting To School	72	1	0.0	0.3
Other Travel	73	1	0.0	0.3
Newspapers	81	2	0.1	0.5
Books	83	1	0.0	0.3
Cable TV	84	37	1.1	9.3
Satellite TV	85	3	0.1	0.8
DMB	87	5	0.1	1.3
Search For Information	91	25	0.7	6.3
Entertainment	92	24	0.7	6.0
Communications	93	2	0.1	0.5
Cellular Phones (Smart Phones)	95	87	2.5	21.8
NA	0	3,030	88.4	
Total		3,429	100.0	100.0

V478 [2nd day 15:30-15:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,253	65.7	65.7
At home	1	1,176	34.3	34.3
Total		3,429	100.0	100.0

V479 [2nd day 15:45-16:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	250	7.3	7.3
Meals	2	76	2.2	2.2
Personal Chores	3	126	3.7	3.7
Work	4	461	13.4	13.4
Network Radio	5	2	0.1	0.1
Network Television	6	158	4.6	4.6
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	191	5.6	5.6
Cooking	21	17	0.5	0.5
Cleaning	22	47	1.4	1.4
Laundry	23	19	0.6	0.6
Purchasing Commodities	25	94	2.7	2.7
Caring For Child	26	50	1.5	1.5
Household Chores	27	82	2.4	2.4
Personal Meetings	31	225	6.6	6.6
Social Encounters	32	171	5.0	5.0
Rest	41	279	8.1	8.1
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	38	1.1	1.1
Sports	52	66	1.9	1.9
Competition	53	26	0.8	0.8
Amusement, Taking A Walk	54	141	4.1	4.1
Hobbies	55	296	8.6	8.6
Mastering Technical Skills And Technology	56	21	0.6	0.6
Children'S Games	57	4	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	21	0.6	0.6
Playing Computer Games	64	56	1.6	1.6
Commuting To Work	71	8	0.2	0.2
Commuting To School	72	2	0.1	0.1
Other Travel	73	244	7.1	7.1
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	5	0.1	0.1
Books	83	23	0.7	0.7
Cable TV	84	78	2.3	2.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	5	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	48	1.4	1.4
Entertainment	92	30	0.9	0.9
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V480 [2nd day 15:45-16:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	2	0.1	0.6
Personal Chores	3	2	0.1	0.6
Work	4	12	0.3	3.3
Network Radio	5	17	0.5	4.7
Network Television	6	61	1.8	16.8
Outside Of School Learning	13	3	0.1	0.8
Cooking	21	1	0.0	0.3
Cleaning	22	6	0.2	1.7
Laundry	23	3	0.1	0.8
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.6
Personal Meetings	31	8	0.2	2.2
Social Encounters	32	2	0.1	0.6
Rest	41	14	0.4	3.9
Illness, Recuperation	42	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	5	0.1	1.4
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	2	0.1	0.6
Listening To Music	61	32	0.9	8.8
Watching Videos	62	4	0.1	1.1
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	22	0.6	6.1
Commuting To School	72	1	0.0	0.3
Other Travel	73	2	0.1	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	2	0.1	0.6
Cable TV	84	33	1.0	9.1
Satellite TV	85	3	0.1	0.8
DMB	87	5	0.1	1.4
Search For Information	91	26	0.8	7.2
Entertainment	92	26	0.8	7.2
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	57	1.7	15.7
NA	0	3,066	89.4	
Total		3,429	100.0	100.0

V481 [2nd day 15:45-16:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,251	65.6	65.6
At home	1	1,178	34.4	34.4
Total		3,429	100.0	100.0

V482 [2nd day 16:00-16:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	237	6.9	6.9
Meals	2	67	2.0	2.0
Personal Chores	3	166	4.8	4.8
Work	4	434	12.7	12.7
Network Radio	5	6	0.2	0.2
Network Television	6	135	3.9	3.9
Class, School Events	11	14	0.4	0.4
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	170	5.0	5.0
Cooking	21	22	0.6	0.6
Cleaning	22	59	1.7	1.7
Laundry	23	15	0.4	0.4
Purchasing Commodities	25	100	2.9	2.9
Caring For Child	26	39	1.1	1.1
Household Chores	27	98	2.9	2.9
Personal Meetings	31	215	6.3	6.3
Social Encounters	32	132	3.8	3.9
Rest	41	292	8.5	8.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	52	1.5	1.5
Competition	53	26	0.8	0.8
Amusement, Taking A Walk	54	119	3.5	3.5
Hobbies	55	239	7.0	7.0
Mastering Technical Skills And Technology	56	17	0.5	0.5
Children'S Games	57	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	9	0.3	0.3
Watching Movies	63	23	0.7	0.7
Playing Computer Games	64	48	1.4	1.4
Commuting To Work	71	19	0.6	0.6
Commuting To School	72	1	0.0	0.0
Other Travel	73	387	11.3	11.3
Newspapers	81	9	0.3	0.3
Magazines, Comics	82	5	0.1	0.1
Books	83	23	0.7	0.7
Cable TV	84	75	2.2	2.2
Satellite TV	85	2	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	40	1.2	1.2
Entertainment	92	30	0.9	0.9
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	41	1.2	1.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V483 [2nd day 16:00-16:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	1	0.0	0.3
Personal Chores	3	4	0.1	1.1
Work	4	8	0.2	2.1
Network Radio	5	22	0.6	5.9
Network Television	6	52	1.5	13.9
Outside Of School Learning	13	4	0.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	1	0.0	0.3
Cleaning	22	2	0.1	0.5
Laundry	23	3	0.1	0.8
Purchasing Commodities	25	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	6	0.2	1.6
Social Encounters	32	2	0.1	0.5
Rest	41	17	0.5	4.5
Illness, Recuperation	42	1	0.0	0.3
Competition	53	3	0.1	0.8
Hobbies	55	5	0.1	1.3
Listening To Music	61	26	0.8	7.0
Watching Videos	62	2	0.1	0.5
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	21	0.6	5.6
Other Travel	73	3	0.1	0.8
Newspapers	81	3	0.1	0.8
Cable TV	84	27	0.8	7.2
Satellite TV	85	3	0.1	0.8
DMB	87	6	0.2	1.6
Search For Information	91	20	0.6	5.3
Entertainment	92	26	0.8	7.0
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	99	2.9	26.5
NA	0	3,055	89.1	
Total		3,429	100.0	100.0

V484 [2nd day 16:00-16:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,269	66.2	66.2
At home	1	1,160	33.8	33.8
Total		3,429	100.0	100.0

V485 [2nd day 16:15-16:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	243	7.1	7.1
Meals	2	68	2.0	2.0
Personal Chores	3	148	4.3	4.3
Work	4	461	13.4	13.4
Network Radio	5	6	0.2	0.2
Network Television	6	134	3.9	3.9
Class, School Events	11	13	0.4	0.4
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	177	5.2	5.2
Cooking	21	23	0.7	0.7
Cleaning	22	58	1.7	1.7
Laundry	23	17	0.5	0.5
Purchasing Commodities	25	104	3.0	3.0
Caring For Child	26	38	1.1	1.1
Household Chores	27	104	3.0	3.0
Personal Meetings	31	226	6.6	6.6
Social Encounters	32	128	3.7	3.7
Rest	41	299	8.7	8.7
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	25	0.7	0.7
Sports	52	56	1.6	1.6
Competition	53	31	0.9	0.9
Amusement, Taking A Walk	54	123	3.6	3.6
Hobbies	55	243	7.1	7.1
Mastering Technical Skills And Technology	56	17	0.5	0.5
Children'S Games	57	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	9	0.3	0.3
Watching Movies	63	20	0.6	0.6
Playing Computer Games	64	55	1.6	1.6
Commuting To Work	71	13	0.4	0.4
Commuting To School	72	1	0.0	0.0
Other Travel	73	322	9.4	9.4
Newspapers	81	9	0.3	0.3
Magazines, Comics	82	6	0.2	0.2
Books	83	26	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	79	2.3	2.3
Satellite TV	85	2	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	1	0.0	0.0
Search For Information	91	45	1.3	1.3
Entertainment	92	31	0.9	0.9
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	31	0.9	0.9
NA	0	1	0.0	
Total		3,429	100.0	100.0

V486 [2nd day 16:15-16:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Personal Chores	3	1	0.0	0.3
Work	4	8	0.2	2.4
Network Radio	5	22	0.6	6.6
Network Television	6	59	1.7	17.6
Outside Of School Learning	13	4	0.1	1.2
Cooking	21	2	0.1	0.6
Cleaning	22	4	0.1	1.2
Laundry	23	3	0.1	0.9
Purchasing Commodities	25	1	0.0	0.3
Household Chores	27	3	0.1	0.9
Personal Meetings	31	7	0.2	2.1
Social Encounters	32	1	0.0	0.3
Rest	41	14	0.4	4.2
Illness, Recuperation	42	1	0.0	0.3
Competition	53	3	0.1	0.9
Hobbies	55	4	0.1	1.2
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	25	0.7	7.5
Watching Videos	62	1	0.0	0.3
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	22	0.6	6.6
Commuting To Work	71	1	0.0	0.3
Other Travel	73	4	0.1	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	3	0.1	0.9
Cable TV	84	25	0.7	7.5
Satellite TV	85	3	0.1	0.9
DMB	87	5	0.1	1.5
Search For Information	91	19	0.6	5.7
Entertainment	92	25	0.7	7.5
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	58	1.7	17.3
NA	0	3,094	90.2	
Total		3,429	100.0	100.0

V487 [2nd day 16:15-16:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,233	65.1	65.1
At home	1	1,196	34.9	34.9
Total		3,429	100.0	100.0

V488 [2nd day 16:30-16:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	224	6.5	6.5
Meals	2	60	1.7	1.8
Personal Chores	3	177	5.2	5.2
Work	4	467	13.6	13.6
Network Radio	5	6	0.2	0.2
Network Television	6	157	4.6	4.6
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	180	5.2	5.3
Cooking	21	28	0.8	0.8
Cleaning	22	58	1.7	1.7
Laundry	23	25	0.7	0.7
Purchasing Commodities	25	107	3.1	3.1
Caring For Child	26	33	1.0	1.0
Household Chores	27	109	3.2	3.2
Personal Meetings	31	217	6.3	6.3
Social Encounters	32	94	2.7	2.7
Rest	41	327	9.5	9.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	24	0.7	0.7
Sports	52	54	1.6	1.6
Competition	53	28	0.8	0.8
Amusement, Taking A Walk	54	117	3.4	3.4
Hobbies	55	222	6.5	6.5
Mastering Technical Skills And Technology	56	15	0.4	0.4
Children'S Games	57	4	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	9	0.3	0.3
Watching Movies	63	19	0.6	0.6
Playing Computer Games	64	56	1.6	1.6
Commuting To Work	71	12	0.3	0.4
Commuting To School	72	2	0.1	0.1
Other Travel	73	311	9.1	9.1
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	6	0.2	0.2
Books	83	32	0.9	0.9
Cable TV	84	82	2.4	2.4
Satellite TV	85	3	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	43	1.3	1.3
Entertainment	92	34	1.0	1.0
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V489 [2nd day 16:30-16:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.6
Meals	2	2	0.1	0.6
Personal Chores	3	7	0.2	2.0
Work	4	8	0.2	2.3
Network Radio	5	22	0.6	6.2
Network Television	6	59	1.7	16.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	4	0.1	1.1
Cooking	21	2	0.1	0.6
Cleaning	22	3	0.1	0.8
Laundry	23	1	0.0	0.3
Household Chores	27	2	0.1	0.6
Personal Meetings	31	5	0.1	1.4
Social Encounters	32	2	0.1	0.6
Rest	41	15	0.4	4.2
Competition	53	5	0.1	1.4
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	23	0.7	6.5
Watching Videos	62	1	0.0	0.3
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	20	0.6	5.6
Commuting To Work	71	1	0.0	0.3
Other Travel	73	4	0.1	1.1
Newspapers	81	1	0.0	0.3
Cable TV	84	21	0.6	5.9
Satellite TV	85	1	0.0	0.3
DMB	87	8	0.2	2.3
Search For Information	91	16	0.5	4.5
Entertainment	92	27	0.8	7.6
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	83	2.4	23.4
NA	0	3,075	89.7	
Total		3,429	100.0	100.0

V490 [2nd day 16:30-16:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,117	61.7	61.7
At home	1	1,312	38.3	38.3
Total		3,429	100.0	100.0

V491 [2nd day 16:45-17:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	228	6.6	6.7
Meals	2	63	1.8	1.8
Personal Chores	3	171	5.0	5.0
Work	4	468	13.6	13.7
Network Radio	5	7	0.2	0.2
Network Television	6	166	4.8	4.8
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	179	5.2	5.2
Cooking	21	36	1.0	1.1
Cleaning	22	62	1.8	1.8
Laundry	23	21	0.6	0.6
Purchasing Commodities	25	101	2.9	2.9
Caring For Child	26	30	0.9	0.9
Household Chores	27	105	3.1	3.1
Personal Meetings	31	212	6.2	6.2
Social Encounters	32	95	2.8	2.8
Rest	41	329	9.6	9.6
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	22	0.6	0.6
Sports	52	52	1.5	1.5
Competition	53	29	0.8	0.8
Amusement, Taking A Walk	54	115	3.4	3.4
Hobbies	55	215	6.3	6.3
Mastering Technical Skills And Technology	56	17	0.5	0.5
Children'S Games	57	3	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	9	0.3	0.3
Watching Movies	63	18	0.5	0.5
Playing Computer Games	64	56	1.6	1.6
Commuting To Work	71	11	0.3	0.3
Commuting To School	72	3	0.1	0.1
Other Travel	73	319	9.3	9.3
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	5	0.1	0.1
Books	83	34	1.0	1.0
Cable TV	84	86	2.5	2.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	3	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	44	1.3	1.3
Entertainment	92	34	1.0	1.0
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	24	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V492 [2nd day 16:45-17:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	3	0.1	0.9
Personal Chores	3	5	0.1	1.5
Work	4	9	0.3	2.7
Network Radio	5	20	0.6	6.1
Network Television	6	54	1.6	16.4
Outside Of School Learning	13	2	0.1	0.6
Cooking	21	1	0.0	0.3
Cleaning	22	3	0.1	0.9
Laundry	23	2	0.1	0.6
Purchasing Commodities	25	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.6
Personal Meetings	31	4	0.1	1.2
Social Encounters	32	1	0.0	0.3
Rest	41	15	0.4	4.5
Competition	53	5	0.1	1.5
Hobbies	55	5	0.1	1.5
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	24	0.7	7.3
Watching Videos	62	1	0.0	0.3
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	18	0.5	5.5
Commuting To Work	71	1	0.0	0.3
Other Travel	73	3	0.1	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	1	0.0	0.3
Magazines, Comics	82	1	0.0	0.3
Cable TV	84	22	0.6	6.7
Satellite TV	85	1	0.0	0.3
DMB	87	9	0.3	2.7
Search For Information	91	14	0.4	4.2
Entertainment	92	25	0.7	7.6
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	3	0.1	0.9
Cellular Phones (Smart Phones)	95	69	2.0	20.9
NA	0	3,099	90.4	
Total		3,429	100.0	100.0

V493 [2nd day 16:45-17:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,089	60.9	60.9
At home	1	1,340	39.1	39.1
Total		3,429	100.0	100.0

V494 [2nd day 17:00-17:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	162	4.7	4.7
Meals	2	120	3.5	3.5
Personal Chores	3	225	6.6	6.6
Work	4	443	12.9	12.9
Network Radio	5	7	0.2	0.2
Network Television	6	223	6.5	6.5
Class, School Events	11	16	0.5	0.5
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	167	4.9	4.9
Cooking	21	123	3.6	3.6
Cleaning	22	47	1.4	1.4
Laundry	23	21	0.6	0.6
Purchasing Commodities	25	92	2.7	2.7
Caring For Child	26	28	0.8	0.8
Household Chores	27	85	2.5	2.5
Personal Meetings	31	186	5.4	5.4
Social Encounters	32	60	1.7	1.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	296	8.6	8.6
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	20	0.6	0.6
Sports	52	39	1.1	1.1
Competition	53	23	0.7	0.7
Amusement, Taking A Walk	54	87	2.5	2.5
Hobbies	55	164	4.8	4.8
Mastering Technical Skills And Technology	56	13	0.4	0.4
Children'S Games	57	3	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	10	0.3	0.3
Watching Movies	63	16	0.5	0.5
Playing Computer Games	64	50	1.5	1.5
Commuting To Work	71	26	0.8	0.8
Commuting To School	72	1	0.0	0.0
Other Travel	73	422	12.3	12.3
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	29	0.8	0.8
Cable TV	84	65	1.9	1.9
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	50	1.5	1.5
Entertainment	92	26	0.8	0.8
Communications	93	12	0.3	0.4
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	41	1.2	1.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V495 [2nd day 17:00-17:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	5	0.1	1.3
Personal Chores	3	2	0.1	0.5
Work	4	6	0.2	1.6
Network Radio	5	15	0.4	4.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	79	2.3	20.8
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	4	0.1	1.1
Cleaning	22	2	0.1	0.5
Laundry	23	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.5
Personal Meetings	31	4	0.1	1.1
Rest	41	18	0.5	4.7
Competition	53	4	0.1	1.1
Hobbies	55	4	0.1	1.1
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	30	0.9	7.9
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	20	0.6	5.3
Commuting To Work	71	1	0.0	0.3
Other Travel	73	5	0.1	1.3
Newspapers	81	2	0.1	0.5
Magazines, Comics	82	1	0.0	0.3
Books	83	2	0.1	0.5
Cable TV	84	27	0.8	7.1
Satellite TV	85	3	0.1	0.8
DMB	87	13	0.4	3.4
Search For Information	91	13	0.4	3.4
Entertainment	92	27	0.8	7.1
Communications	93	4	0.1	1.1
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	75	2.2	19.8
NA	0	3,050	88.9	
Total		3,429	100.0	100.0

V496 [2nd day 17:00-17:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,001	58.4	58.4
At home	1	1,428	41.6	41.6
Total		3,429	100.0	100.0

V497 [2nd day 17:15~17:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	164	4.8	4.8
Meals	2	148	4.3	4.3
Personal Chores	3	223	6.5	6.5
Work	4	450	13.1	13.1
Network Radio	5	7	0.2	0.2
Network Television	6	262	7.6	7.6
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	168	4.9	4.9
Cooking	21	149	4.3	4.3
Cleaning	22	53	1.5	1.5
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	102	3.0	3.0
Caring For Child	26	25	0.7	0.7
Household Chores	27	85	2.5	2.5
Personal Meetings	31	191	5.6	5.6
Social Encounters	32	59	1.7	1.7
Rest	41	290	8.5	8.5
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	18	0.5	0.5
Sports	52	47	1.4	1.4
Competition	53	23	0.7	0.7
Amusement, Taking A Walk	54	80	2.3	2.3
Hobbies	55	170	5.0	5.0
Mastering Technical Skills And Technology	56	13	0.4	0.4
Children'S Games	57	4	0.1	0.1
Listening To Music	61	6	0.2	0.2
Watching Videos	62	11	0.3	0.3
Watching Movies	63	16	0.5	0.5
Playing Computer Games	64	49	1.4	1.4
Commuting To Work	71	18	0.5	0.5
Commuting To School	72	3	0.1	0.1
Other Travel	73	334	9.7	9.7
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	29	0.8	0.8
Cable TV	84	58	1.7	1.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	51	1.5	1.5
Entertainment	92	26	0.8	0.8
Communications	93	12	0.3	0.4
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V498 [2nd day 17:15~17:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	4	0.1	1.1
Personal Chores	3	3	0.1	0.8
Work	4	6	0.2	1.6
Network Radio	5	14	0.4	3.7
Network Television	6	101	2.9	26.8
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	5	0.1	1.3
Cleaning	22	3	0.1	0.8
Laundry	23	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	4	0.1	1.1
Rest	41	14	0.4	3.7
Competition	53	4	0.1	1.1
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	30	0.9	8.0
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	19	0.6	5.0
Commuting To Work	71	1	0.0	0.3
Other Travel	73	4	0.1	1.1
Newspapers	81	2	0.1	0.5
Magazines, Comics	82	2	0.1	0.5
Books	83	2	0.1	0.5
Cable TV	84	28	0.8	7.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	3	0.1	0.8
DMB	87	12	0.3	3.2
Search For Information	91	13	0.4	3.4
Entertainment	92	26	0.8	6.9
Communications	93	5	0.1	1.3
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	58	1.7	15.4
NA	0	3,052	89.0	
Total		3,429	100.0	100.0

V499 [2nd day 17:15~17:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,935	56.4	56.4
At home	1	1,494	43.6	43.6
Total		3,429	100.0	100.0

V500 [2nd day 17:30-17:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	121	3.5	3.5
Meals	2	233	6.8	6.8
Personal Chores	3	222	6.5	6.5
Work	4	434	12.7	12.7
Network Radio	5	5	0.1	0.1
Network Television	6	359	10.5	10.5
Class, School Events	11	15	0.4	0.4
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	162	4.7	4.7
Cooking	21	195	5.7	5.7
Cleaning	22	65	1.9	1.9
Laundry	23	19	0.6	0.6
Purchasing Commodities	25	96	2.8	2.8
Caring For Child	26	29	0.8	0.8
Household Chores	27	69	2.0	2.0
Personal Meetings	31	186	5.4	5.4
Social Encounters	32	47	1.4	1.4
38	38	1	0.0	0.0
Rest	41	271	7.9	7.9
Illness, Recuperation	42	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	17	0.5	0.5
Sports	52	39	1.1	1.1
Competition	53	20	0.6	0.6
Amusement, Taking A Walk	54	67	2.0	2.0
Hobbies	55	149	4.3	4.3
Mastering Technical Skills And Technology	56	11	0.3	0.3
Children'S Games	57	4	0.1	0.1
Listening To Music	61	8	0.2	0.2
Watching Videos	62	11	0.3	0.3
Watching Movies	63	18	0.5	0.5
Playing Computer Games	64	47	1.4	1.4
Commuting To Work	71	25	0.7	0.7
Commuting To School	72	2	0.1	0.1
Other Travel	73	278	8.1	8.1
Newspapers	81	4	0.1	0.1
Books	83	22	0.6	0.6
Cable TV	84	55	1.6	1.6
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	45	1.3	1.3
Entertainment	92	24	0.7	0.7
Communications	93	13	0.4	0.4
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V501 [2nd day 17:30-17:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	8	0.2	2.0
Personal Chores	3	3	0.1	0.7
Work	4	5	0.1	1.2
Network Radio	5	18	0.5	4.4
Network Television	6	138	4.0	34.1
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	10	0.3	2.5
Cleaning	22	4	0.1	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	2	0.1	0.5
Rest	41	12	0.3	3.0
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	4	0.1	1.0
Hobbies	55	3	0.1	0.7
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	21	0.6	5.2
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	16	0.5	4.0
Commuting To Work	71	2	0.1	0.5
Other Travel	73	2	0.1	0.5
Newspapers	81	2	0.1	0.5
Magazines, Comics	82	1	0.0	0.2
Books	83	2	0.1	0.5
Cable TV	84	27	0.8	6.7
Satellite TV	85	2	0.1	0.5
DMB	87	11	0.3	2.7
Search For Information	91	15	0.4	3.7
Entertainment	92	21	0.6	5.2
Communications	93	3	0.1	0.7
Cellular Phones (Smart Phones)	95	61	1.8	15.1
NA	0	3,024	88.2	
Total		3,429	100.0	100.0

V502 [2nd day 17:30-17:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,798	52.4	52.4
At home	1	1,631	47.6	47.6
Total		3,429	100.0	100.0

V503 [2nd day 17:45-18:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	114	3.3	3.3
Meals	2	271	7.9	7.9
Personal Chores	3	195	5.7	5.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	430	12.5	12.5
Network Radio	5	5	0.1	0.1
Network Television	6	382	11.1	11.1
Class, School Events	11	14	0.4	0.4
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	154	4.5	4.5
Cooking	21	197	5.7	5.7
Cleaning	22	66	1.9	1.9
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	90	2.6	2.6
Caring For Child	26	29	0.8	0.8
Household Chores	27	67	2.0	2.0
Personal Meetings	31	182	5.3	5.3
Social Encounters	32	46	1.3	1.3
Rest	41	272	7.9	7.9
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	17	0.5	0.5
Sports	52	38	1.1	1.1
Competition	53	19	0.6	0.6
Amusement, Taking A Walk	54	64	1.9	1.9
Hobbies	55	146	4.3	4.3
Mastering Technical Skills And Technology	56	10	0.3	0.3
Children'S Games	57	3	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	11	0.3	0.3
Watching Movies	63	17	0.5	0.5
Playing Computer Games	64	47	1.4	1.4
Commuting To Work	71	22	0.6	0.6
Commuting To School	72	4	0.1	0.1
Other Travel	73	287	8.4	8.4
Newspapers	81	5	0.1	0.1
Books	83	23	0.7	0.7
Cable TV	84	56	1.6	1.6
Satellite TV	85	7	0.2	0.2
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	45	1.3	1.3
Entertainment	92	25	0.7	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	13	0.4	0.4
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	2	0.1	
Total		3,429	100.0	100.0

V504 [2nd day 17:45-18:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	13	0.4	3.1
Personal Chores	3	9	0.3	2.2
Work	4	6	0.2	1.5
Network Radio	5	17	0.5	4.1
Network Television	6	153	4.5	37.0
Outside Of School Learning	13	3	0.1	0.7
Cooking	21	15	0.4	3.6
Cleaning	22	4	0.1	1.0
Laundry	23	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	1	0.0	0.2
Rest	41	13	0.4	3.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	4	0.1	1.0
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	22	0.6	5.3
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	16	0.5	3.9
Commuting To Work	71	2	0.1	0.5
Other Travel	73	2	0.1	0.5
Newspapers	81	2	0.1	0.5
Magazines, Comics	82	1	0.0	0.2
Books	83	2	0.1	0.5
Cable TV	84	25	0.7	6.1
Satellite TV	85	2	0.1	0.5
DMB	87	10	0.3	2.4
Search For Information	91	15	0.4	3.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	21	0.6	5.1
Communications	93	3	0.1	0.7
Cellular Phones (Smart Phones)	95	43	1.3	10.4
NA	0	3,016	88.0	
Total		3,429	100.0	100.0

V505 [2nd day 17:45-18:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,773	51.7	51.7
At home	1	1,656	48.3	48.3
Total		3,429	100.0	100.0

V506 [2nd day 18:00-18:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	48	1.4	1.4
Meals	2	670	19.5	19.6
Personal Chores	3	202	5.9	5.9
Work	4	335	9.8	9.8
Network Radio	5	2	0.1	0.1
Network Television	6	482	14.1	14.1
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	98	2.9	2.9
Cooking	21	262	7.6	7.6
Cleaning	22	38	1.1	1.1
Laundry	23	8	0.2	0.2
Purchasing Commodities	25	64	1.9	1.9
Caring For Child	26	28	0.8	0.8
Household Chores	27	55	1.6	1.6
Personal Meetings	31	127	3.7	3.7
Social Encounters	32	34	1.0	1.0
Rest	41	205	6.0	6.0
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	13	0.4	0.4
Sports	52	28	0.8	0.8
Competition	53	11	0.3	0.3
Amusement, Taking A Walk	54	29	0.8	0.8
Hobbies	55	78	2.3	2.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	6	0.2	0.2
Children'S Games	57	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	14	0.4	0.4
Playing Computer Games	64	41	1.2	1.2
Commuting To Work	71	50	1.5	1.5
Commuting To School	72	3	0.1	0.1
Other Travel	73	341	9.9	10.0
Newspapers	81	4	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	37	1.1	1.1
Satellite TV	85	4	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	17	0.5	0.5
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	2	0.1	
Total		3,429	100.0	100.0

V507 [2nd day 18:00-18:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	68	2.0	13.0
Personal Chores	3	7	0.2	1.3
Work	4	5	0.1	1.0
Network Radio	5	9	0.3	1.7
Network Television	6	240	7.0	45.9
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	22	0.6	4.2
Cleaning	22	5	0.1	1.0
Laundry	23	1	0.0	0.2
Rest	41	23	0.7	4.4
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	2	0.1	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	1	0.0	0.2
Listening To Music	61	17	0.5	3.3
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	8	0.2	1.5
Commuting To Work	71	1	0.0	0.2
Other Travel	73	5	0.1	1.0
Newspapers	81	2	0.1	0.4
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	11	0.3	2.1
Satellite TV	85	1	0.0	0.2
DMB	87	10	0.3	1.9
Search For Information	91	11	0.3	2.1
Entertainment	92	15	0.4	2.9
Communications	93	3	0.1	0.6
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	47	1.4	9.0
NA	0	2,906	84.7	
Total		3,429	100.0	100.0

V508 [2nd day 18:00-18:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,586	46.3	46.3
At home	1	1,843	53.7	53.7
Total		3,429	100.0	100.0

V509 [2nd day 18:15-18:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	51	1.5	1.5
Meals	2	744	21.7	21.7
Personal Chores	3	182	5.3	5.3
Work	4	337	9.8	9.8
Network Radio	5	4	0.1	0.1
Network Television	6	502	14.6	14.6
Class, School Events	11	4	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	96	2.8	2.8
Cooking	21	260	7.6	7.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	36	1.0	1.1
Laundry	23	10	0.3	0.3
Purchasing Commodities	25	61	1.8	1.8
Caring For Child	26	27	0.8	0.8
Household Chores	27	51	1.5	1.5
Personal Meetings	31	127	3.7	3.7
Social Encounters	32	34	1.0	1.0
38	38	1	0.0	0.0
Rest	41	202	5.9	5.9
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	13	0.4	0.4
Sports	52	29	0.8	0.8
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	32	0.9	0.9
Hobbies	55	76	2.2	2.2
Mastering Technical Skills And Technology	56	6	0.2	0.2
Children'S Games	57	4	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	6	0.2	0.2
Watching Movies	63	13	0.4	0.4
Playing Computer Games	64	38	1.1	1.1
Commuting To Work	71	40	1.2	1.2
Commuting To School	72	3	0.1	0.1
Other Travel	73	288	8.4	8.4
Newspapers	81	3	0.1	0.1
Books	83	13	0.4	0.4
Cable TV	84	38	1.1	1.1
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	27	0.8	0.8
Entertainment	92	17	0.5	0.5
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V510 [2nd day 18:15-18:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	74	2.2	14.2
Personal Chores	3	5	0.1	1.0
Work	4	4	0.1	0.8
Network Radio	5	9	0.3	1.7
Network Television	6	247	7.2	47.4
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	22	0.6	4.2
Cleaning	22	5	0.1	1.0
Laundry	23	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Rest	41	19	0.6	3.6
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	2	0.1	0.4
Hobbies	55	1	0.0	0.2
Listening To Music	61	17	0.5	3.3
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	9	0.3	1.7
Commuting To Work	71	1	0.0	0.2
Other Travel	73	5	0.1	1.0
Newspapers	81	2	0.1	0.4
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	9	0.3	1.7
Satellite TV	85	2	0.1	0.4
DMB	87	9	0.3	1.7
Search For Information	91	11	0.3	2.1
Entertainment	92	14	0.4	2.7
Communications	93	3	0.1	0.6
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	41	1.2	7.9
NA	0	2,908	84.8	
Total		3,429	100.0	100.0

V511 [2nd day 18:15-18:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,536	44.8	44.8
At home	1	1,893	55.2	55.2
Total		3,429	100.0	100.0

V512 [2nd day 18:30-18:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	40	1.2	1.2
Meals	2	893	26.0	26.1
Personal Chores	3	177	5.2	5.2
Work	4	314	9.2	9.2
Network Radio	5	4	0.1	0.1
Network Television	6	564	16.4	16.5
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	94	2.7	2.7
Cooking	21	242	7.1	7.1
Cleaning	22	34	1.0	1.0
Laundry	23	10	0.3	0.3
Purchasing Commodities	25	46	1.3	1.3
Caring For Child	26	19	0.6	0.6
Household Chores	27	46	1.3	1.3
Personal Meetings	31	135	3.9	3.9
Social Encounters	32	31	0.9	0.9
Rest	41	206	6.0	6.0
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	7	0.2	0.2
Sports	52	22	0.6	0.6
Competition	53	9	0.3	0.3
Amusement, Taking A Walk	54	29	0.8	0.8
Hobbies	55	59	1.7	1.7
Mastering Technical Skills And Technology	56	5	0.1	0.1
Children'S Games	57	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	29	0.8	0.8
Commuting To Work	71	41	1.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	1	0.0	0.0
Other Travel	73	213	6.2	6.2
Newspapers	81	5	0.1	0.1
Books	83	11	0.3	0.3
Cable TV	84	42	1.2	1.2
Satellite TV	85	2	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	15	0.4	0.4
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V513 [2nd day 18:30-18:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	88	2.6	14.4
Personal Chores	3	3	0.1	0.5
Work	4	6	0.2	1.0
Network Radio	5	8	0.2	1.3
Network Television	6	311	9.1	50.9
Outside Of School Learning	13	2	0.1	0.3
Cooking	21	26	0.8	4.3
Cleaning	22	2	0.1	0.3
Laundry	23	1	0.0	0.2
Household Chores	27	2	0.1	0.3
Personal Meetings	31	3	0.1	0.5
Social Encounters	32	1	0.0	0.2
Rest	41	21	0.6	3.4
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	2	0.1	0.3
Hobbies	55	2	0.1	0.3
Listening To Music	61	24	0.7	3.9
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	5	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	4	0.1	0.7
Newspapers	81	2	0.1	0.3
Books	83	1	0.0	0.2
Cable TV	84	9	0.3	1.5
Satellite TV	85	4	0.1	0.7
IPTV	86	1	0.0	0.2
DMB	87	11	0.3	1.8
Search For Information	91	10	0.3	1.6
Entertainment	92	12	0.3	2.0
Communications	93	4	0.1	0.7
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	42	1.2	6.9
NA	0	2,818	82.2	
Total		3,429	100.0	100.0

V514 [2nd day 18:30-18:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,400	40.8	40.8
At home	1	2,029	59.2	59.2
Total		3,429	100.0	100.0

V515 [2nd day 18:45-19:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	40	1.2	1.2
Meals	2	904	26.4	26.4
Personal Chores	3	167	4.9	4.9
Work	4	314	9.2	9.2
Network Radio	5	3	0.1	0.1
Network Television	6	593	17.3	17.3
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	91	2.7	2.7
Cooking	21	239	7.0	7.0
Cleaning	22	37	1.1	1.1
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	33	1.0	1.0
Caring For Child	26	17	0.5	0.5
Household Chores	27	41	1.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	133	3.9	3.9
Social Encounters	32	30	0.9	0.9
Rest	41	210	6.1	6.1
Watching, Sightseeing, Enjoying	51	6	0.2	0.2
Sports	52	20	0.6	0.6
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	30	0.9	0.9
Hobbies	55	54	1.6	1.6
Mastering Technical Skills And Technology	56	6	0.2	0.2
Children'S Games	57	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	7	0.2	0.2
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	28	0.8	0.8
Commuting To Work	71	41	1.2	1.2
Commuting To School	72	1	0.0	0.0
Other Travel	73	208	6.1	6.1
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	13	0.4	0.4
Cable TV	84	44	1.3	1.3
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	24	0.7	0.7
Entertainment	92	16	0.5	0.5
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	13	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V516 [2nd day 18:45-19:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	107	3.1	17.7
Personal Chores	3	5	0.1	0.8
Work	4	7	0.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	7	0.2	1.2
Network Television	6	303	8.8	50.2
Outside Of School Learning	13	2	0.1	0.3
Cooking	21	19	0.6	3.1
Laundry	23	1	0.0	0.2
Household Chores	27	4	0.1	0.7
Personal Meetings	31	3	0.1	0.5
Rest	41	24	0.7	4.0
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	2	0.1	0.3
Hobbies	55	3	0.1	0.5
Listening To Music	61	24	0.7	4.0
Playing Computer Games	64	4	0.1	0.7
Other Travel	73	5	0.1	0.8
Books	83	1	0.0	0.2
Cable TV	84	12	0.3	2.0
Satellite TV	85	2	0.1	0.3
IPTV	86	1	0.0	0.2
DMB	87	11	0.3	1.8
Search For Information	91	8	0.2	1.3
Entertainment	92	9	0.3	1.5
Communications	93	5	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	32	0.9	5.3
NA	0	2,825	82.4	
Total		3,429	100.0	100.0

V517 [2nd day 18:45-19:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,367	39.9	39.9
At home	1	2,062	60.1	60.1
Total		3,429	100.0	100.0

V518 [2nd day 19:00-19:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	23	0.7	0.7
Meals	2	926	27.0	27.0
Personal Chores	3	167	4.9	4.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	278	8.1	8.1
Network Radio	5	3	0.1	0.1
Network Television	6	676	19.7	19.7
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	85	2.5	2.5
Cooking	21	190	5.5	5.5
Cleaning	22	38	1.1	1.1
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	23	0.7	0.7
Caring For Child	26	17	0.5	0.5
Household Chores	27	32	0.9	0.9
Personal Meetings	31	128	3.7	3.7
Social Encounters	32	31	0.9	0.9
Rest	41	247	7.2	7.2
Watching, Sightseeing, Enjoying	51	8	0.2	0.2
Sports	52	15	0.4	0.4
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	28	0.8	0.8
Hobbies	55	44	1.3	1.3
Mastering Technical Skills And Technology	56	6	0.2	0.2
Children'S Games	57	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	15	0.4	0.4
Commuting To Work	71	40	1.2	1.2
Commuting To School	72	2	0.1	0.1
Other Travel	73	229	6.7	6.7
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	2	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	41	1.2	1.2
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	22	0.6	0.6
Entertainment	92	15	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V519 [2nd day 19:00-19:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.1
Meals	2	171	5.0	23.1
Personal Chores	3	12	0.3	1.6
Work	4	8	0.2	1.1
Network Radio	5	7	0.2	0.9
Network Television	6	343	10.0	46.4
Cooking	21	26	0.8	3.5
Cleaning	22	3	0.1	0.4
Laundry	23	2	0.1	0.3
Caring For Child	26	2	0.1	0.3
Household Chores	27	3	0.1	0.4
Personal Meetings	31	4	0.1	0.5
Social Encounters	32	1	0.0	0.1
Rest	41	35	1.0	4.7
Competition	53	2	0.1	0.3
Hobbies	55	2	0.1	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.1
Listening To Music	61	20	0.6	2.7
Watching Videos	62	1	0.0	0.1
Playing Computer Games	64	5	0.1	0.7
Commuting To Work	71	1	0.0	0.1
Books	83	1	0.0	0.1
Cable TV	84	19	0.6	2.6
Satellite TV	85	3	0.1	0.4
IPTV	86	2	0.1	0.3
DMB	87	6	0.2	0.8
Search For Information	91	6	0.2	0.8
Entertainment	92	2	0.1	0.3
Communications	93	3	0.1	0.4
Shopping And Electronic Transactions	94	2	0.1	0.3
Cellular Phones (Smart Phones)	95	45	1.3	6.1
NA	0	2,690	78.4	
Total		3,429	100.0	100.0

V520 [2nd day 19:00-19:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,266	36.9	36.9
At home	1	2,163	63.1	63.1
Total		3,429	100.0	100.0

V521 [2nd day 19:15-19:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	25	0.7	0.7
Meals	2	903	26.3	26.3
Personal Chores	3	142	4.1	4.1
Work	4	286	8.3	8.3
Network Radio	5	2	0.1	0.1
Network Television	6	726	21.2	21.2
Class, School Events	11	4	0.1	0.1
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	94	2.7	2.7
Cooking	21	173	5.0	5.0
Cleaning	22	33	1.0	1.0
Laundry	23	15	0.4	0.4
Purchasing Commodities	25	23	0.7	0.7
Caring For Child	26	18	0.5	0.5
Household Chores	27	33	1.0	1.0
Personal Meetings	31	135	3.9	3.9
Social Encounters	32	33	1.0	1.0
Rest	41	262	7.6	7.6
Watching, Sightseeing, Enjoying	51	8	0.2	0.2
Sports	52	15	0.4	0.4
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	26	0.8	0.8
Hobbies	55	38	1.1	1.1
Mastering Technical Skills And Technology	56	7	0.2	0.2
Children'S Games	57	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	18	0.5	0.5
Commuting To Work	71	35	1.0	1.0
Commuting To School	72	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	205	6.0	6.0
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	1	0.0	0.0
Books	83	19	0.6	0.6
Cable TV	84	45	1.3	1.3
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	22	0.6	0.6
Entertainment	92	17	0.5	0.5
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	10	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V522 [2nd day 19:15-19:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.1
Meals	2	165	4.8	23.1
Personal Chores	3	13	0.4	1.8
Work	4	5	0.1	0.7
Network Radio	5	6	0.2	0.8
Network Television	6	330	9.6	46.3
Cooking	21	26	0.8	3.6
Cleaning	22	3	0.1	0.4
Laundry	23	4	0.1	0.6
Caring For Child	26	2	0.1	0.3
Household Chores	27	2	0.1	0.3
Personal Meetings	31	2	0.1	0.3
Rest	41	39	1.1	5.5
Competition	53	2	0.1	0.3
Hobbies	55	1	0.0	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.1
Listening To Music	61	22	0.6	3.1
Watching Videos	62	1	0.0	0.1
Playing Computer Games	64	5	0.1	0.7
Cable TV	84	20	0.6	2.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	4	0.1	0.6
IPTV	86	2	0.1	0.3
DMB	87	7	0.2	1.0
Search For Information	91	6	0.2	0.8
Entertainment	92	3	0.1	0.4
Communications	93	2	0.1	0.3
Shopping And Electronic Transactions	94	2	0.1	0.3
Cellular Phones (Smart Phones)	95	37	1.1	5.2
NA	0	2,716	79.2	
Total		3,429	100.0	100.0

V523 [2nd day 19:15-19:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,229	35.8	35.8
At home	1	2,200	64.2	64.2
Total		3,429	100.0	100.0

V524 [2nd day 19:15-19:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	26	0.8	0.8
Meals	2	717	20.9	20.9
Personal Chores	3	176	5.1	5.1
Work	4	276	8.0	8.1
Network Radio	5	2	0.1	0.1
Network Television	6	751	21.9	21.9
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	98	2.9	2.9
Cooking	21	159	4.6	4.6
Cleaning	22	37	1.1	1.1
Laundry	23	14	0.4	0.4
Purchasing Commodities	25	15	0.4	0.4
Caring For Child	26	27	0.8	0.8
Household Chores	27	39	1.1	1.1
Personal Meetings	31	132	3.8	3.9
Social Encounters	32	38	1.1	1.1
Rest	41	347	10.1	10.1
Watching, Sightseeing, Enjoying	51	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	18	0.5	0.5
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	37	1.1	1.1
Hobbies	55	33	1.0	1.0
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	5	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	7	0.2	0.2
Playing Computer Games	64	21	0.6	0.6
Commuting To Work	71	27	0.8	0.8
Commuting To School	72	1	0.0	0.0
Other Travel	73	206	6.0	6.0
Newspapers	81	3	0.1	0.1
Books	83	27	0.8	0.8
Cable TV	84	48	1.4	1.4
Satellite TV	85	7	0.2	0.2
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	37	1.1	1.1
Entertainment	92	18	0.5	0.5
Communications	93	12	0.3	0.4
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V525 [2nd day 19:15-19:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.5
Meals	2	132	3.8	20.8
Personal Chores	3	11	0.3	1.7
Work	4	7	0.2	1.1
Network Radio	5	4	0.1	0.6
Network Television	6	267	7.8	42.0
Outside Of School Learning	13	2	0.1	0.3
Cooking	21	17	0.5	2.7
Cleaning	22	3	0.1	0.5
Laundry	23	4	0.1	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	2	0.1	0.3
Household Chores	27	3	0.1	0.5
Personal Meetings	31	3	0.1	0.5
Rest	41	53	1.5	8.3
Competition	53	2	0.1	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	22	0.6	3.5
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	7	0.2	1.1
Commuting To Work	71	1	0.0	0.2
Other Travel	73	2	0.1	0.3
Newspapers	81	1	0.0	0.2
Cable TV	84	22	0.6	3.5
Satellite TV	85	1	0.0	0.2
DMB	87	7	0.2	1.1
Search For Information	91	9	0.3	1.4
Entertainment	92	4	0.1	0.6
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	2	0.1	0.3
Cellular Phones (Smart Phones)	95	40	1.2	6.3
NA	0	2,794	81.5	
Total		3,429	100.0	100.0

V526 [2nd day 19:15-19:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,155	33.7	33.7
At home	1	2,274	66.3	66.3
Total		3,429	100.0	100.0

V527 [2nd day 19:45-20:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	26	0.8	0.8
Meals	2	670	19.5	19.5
Personal Chores	3	184	5.4	5.4
Work	4	274	8.0	8.0
Network Radio	5	3	0.1	0.1
Network Television	6	751	21.9	21.9
Class, School Events	11	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	104	3.0	3.0
Cooking	21	137	4.0	4.0
Cleaning	22	42	1.2	1.2
Laundry	23	17	0.5	0.5
Purchasing Commodities	25	18	0.5	0.5
Caring For Child	26	27	0.8	0.8
Household Chores	27	45	1.3	1.3
Personal Meetings	31	134	3.9	3.9
Social Encounters	32	38	1.1	1.1
Rest	41	370	10.8	10.8
Watching, Sightseeing, Enjoying	51	10	0.3	0.3
Sports	52	18	0.5	0.5
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	33	1.0	1.0
Hobbies	55	33	1.0	1.0
Mastering Technical Skills And Technology	56	4	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	7	0.2	0.2
Playing Computer Games	64	21	0.6	0.6
Commuting To Work	71	34	1.0	1.0
Commuting To School	72	1	0.0	0.0
Other Travel	73	207	6.0	6.0
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	27	0.8	0.8
Cable TV	84	57	1.7	1.7
Satellite TV	85	7	0.2	0.2
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	37	1.1	1.1
Entertainment	92	20	0.6	0.6
Communications	93	13	0.4	0.4
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V528 [2nd day 19:45-20:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	0.7
Meals	2	107	3.1	18.3
Personal Chores	3	15	0.4	2.6
Work	4	5	0.1	0.9
Network Radio	5	6	0.2	1.0
Network Television	6	250	7.3	42.7
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	14	0.4	2.4
Cleaning	22	5	0.1	0.9
Laundry	23	3	0.1	0.5
Caring For Child	26	2	0.1	0.3
Household Chores	27	3	0.1	0.5
Personal Meetings	31	3	0.1	0.5
Rest	41	56	1.6	9.6
Competition	53	2	0.1	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	21	0.6	3.6
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	8	0.2	1.4
Other Travel	73	3	0.1	0.5
Newspapers	81	1	0.0	0.2
Cable TV	84	20	0.6	3.4
Satellite TV	85	1	0.0	0.2
DMB	87	10	0.3	1.7
Search For Information	91	9	0.3	1.5
Entertainment	92	5	0.1	0.9
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	24	0.7	4.1
NA	0	2,844	82.9	
Total		3,429	100.0	100.0

V529 [2nd day 19:45-20:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,143	33.3	33.3
At home	1	2,286	66.7	66.7
Total		3,429	100.0	100.0

V530 [2nd day 20:00-20:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	34	1.0	1.0
Meals	2	393	11.5	11.5
Personal Chores	3	180	5.2	5.3
Work	4	229	6.7	6.7
Network Radio	5	1	0.0	0.0
Network Television	6	994	29.0	29.0
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	126	3.7	3.7
Cooking	21	88	2.6	2.6
Cleaning	22	23	0.7	0.7
Laundry	23	23	0.7	0.7
Purchasing Commodities	25	15	0.4	0.4
Caring For Child	26	40	1.2	1.2
Household Chores	27	57	1.7	1.7
Personal Meetings	31	127	3.7	3.7
Social Encounters	32	34	1.0	1.0
Rest	41	352	10.3	10.3
Watching, Sightseeing, Enjoying	51	16	0.5	0.5
Sports	52	16	0.5	0.5
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	37	1.1	1.1
Hobbies	55	34	1.0	1.0
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	8	0.2	0.2
Playing Computer Games	64	36	1.0	1.1
Commuting To Work	71	59	1.7	1.7
Commuting To School	72	3	0.1	0.1
Other Travel	73	225	6.6	6.6
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	32	0.9	0.9
Cable TV	84	69	2.0	2.0
Satellite TV	85	5	0.1	0.1
IPTV	86	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	1	0.0	0.0
Search For Information	91	58	1.7	1.7
Entertainment	92	25	0.7	0.7
Communications	93	13	0.4	0.4
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	25	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V531 [2nd day 20:00-20:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.4
Meals	2	49	1.4	7.1
Personal Chores	3	13	0.4	1.9
Work	4	5	0.1	0.7
Network Radio	5	5	0.1	0.7
Network Television	6	350	10.2	50.7
Outside Of School Learning	13	6	0.2	0.9
Cooking	21	12	0.3	1.7
Cleaning	22	1	0.0	0.1
Laundry	23	3	0.1	0.4
Caring For Child	26	1	0.0	0.1
Household Chores	27	6	0.2	0.9
Personal Meetings	31	3	0.1	0.4
Rest	41	74	2.2	10.7
Competition	53	3	0.1	0.4
Listening To Music	61	27	0.8	3.9
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	12	0.3	1.7
Other Travel	73	2	0.1	0.3
Books	83	1	0.0	0.1
Cable TV	84	22	0.6	3.2
IPTV	86	1	0.0	0.1
DMB	87	11	0.3	1.6
Search For Information	91	15	0.4	2.2
Entertainment	92	9	0.3	1.3
Communications	93	4	0.1	0.6
Shopping And Electronic Transactions	94	1	0.0	0.1
Cellular Phones (Smart Phones)	95	50	1.5	7.2
NA	0	2,738	79.8	
Total		3,429	100.0	100.0

V532 [2nd day 20:00-20:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,057	30.8	30.8
At home	1	2,372	69.2	69.2
Total		3,429	100.0	100.0

V533 [2nd day 20:15-20:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	36	1.0	1.1
Meals	2	357	10.4	10.4
Personal Chores	3	156	4.5	4.6
Work	4	233	6.8	6.8
Network Radio	5	1	0.0	0.0
Network Television	6	1,051	30.7	30.7
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	139	4.1	4.1
Cooking	21	88	2.6	2.6
Cleaning	22	25	0.7	0.7
Laundry	23	23	0.7	0.7
Purchasing Commodities	25	14	0.4	0.4
Caring For Child	26	41	1.2	1.2
Household Chores	27	52	1.5	1.5
Personal Meetings	31	131	3.8	3.8
Social Encounters	32	35	1.0	1.0
Rest	41	379	11.1	11.1
Watching, Sightseeing, Enjoying	51	18	0.5	0.5
Sports	52	20	0.6	0.6
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	36	1.0	1.1
Hobbies	55	40	1.2	1.2
Mastering Technical Skills And Technology	56	9	0.3	0.3
Listening To Music	61	6	0.2	0.2
Watching Videos	62	6	0.2	0.2
Watching Movies	63	9	0.3	0.3
Playing Computer Games	64	37	1.1	1.1
Commuting To Work	71	43	1.3	1.3
Commuting To School	72	3	0.1	0.1
Other Travel	73	170	5.0	5.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	36	1.0	1.1
Cable TV	84	73	2.1	2.1
Satellite TV	85	6	0.2	0.2
IPTV	86	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	61	1.8	1.8
Entertainment	92	29	0.8	0.8
Communications	93	15	0.4	0.4
Shopping And Electronic Transactions	94	10	0.3	0.3
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V534 [2nd day 20:15-20:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	0.6
Meals	2	43	1.3	6.4
Personal Chores	3	10	0.3	1.5
Work	4	5	0.1	0.7
Network Radio	5	5	0.1	0.7
Network Television	6	343	10.0	50.7
Outside Of School Learning	13	9	0.3	1.3
Cooking	21	13	0.4	1.9
Laundry	23	5	0.1	0.7
Caring For Child	26	2	0.1	0.3
Household Chores	27	6	0.2	0.9
Personal Meetings	31	3	0.1	0.4
Rest	41	75	2.2	11.1
Competition	53	4	0.1	0.6
Mastering Technical Skills And Technology	56	2	0.1	0.3
Listening To Music	61	31	0.9	4.6
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	14	0.4	2.1
Commuting To Work	71	1	0.0	0.1
Other Travel	73	2	0.1	0.3
Magazines, Comics	82	1	0.0	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	1	0.0	0.1
Cable TV	84	22	0.6	3.3
IPTV	86	1	0.0	0.1
DMB	87	10	0.3	1.5
Search For Information	91	16	0.5	2.4
Entertainment	92	9	0.3	1.3
Communications	93	4	0.1	0.6
Shopping And Electronic Transactions	94	1	0.0	0.1
Cellular Phones (Smart Phones)	95	32	0.9	4.7
NA	0	2,753	80.3	
Total		3,429	100.0	100.0

V535 [2nd day 20:15-20:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	998	29.1	29.1
At home	1	2,431	70.9	70.9
Total		3,429	100.0	100.0

V536 [2nd day 20:30-20:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	43	1.3	1.3
Meals	2	241	7.0	7.0
Personal Chores	3	205	6.0	6.0
Work	4	218	6.4	6.4
Network Radio	5	1	0.0	0.0
Network Television	6	1,129	32.9	32.9
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	156	4.5	4.6
Cooking	21	55	1.6	1.6
Cleaning	22	31	0.9	0.9
Laundry	23	28	0.8	0.8
Purchasing Commodities	25	11	0.3	0.3
Caring For Child	26	39	1.1	1.1
Household Chores	27	58	1.7	1.7
Personal Meetings	31	130	3.8	3.8
Social Encounters	32	25	0.7	0.7
Rest	41	411	12.0	12.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	15	0.4	0.4
Sports	52	16	0.5	0.5
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	28	0.8	0.8
Hobbies	55	37	1.1	1.1
Mastering Technical Skills And Technology	56	11	0.3	0.3
Listening To Music	61	6	0.2	0.2
Watching Videos	62	7	0.2	0.2
Watching Movies	63	10	0.3	0.3
Playing Computer Games	64	48	1.4	1.4
Commuting To Work	71	33	1.0	1.0
Commuting To School	72	2	0.1	0.1
Other Travel	73	138	4.0	4.0
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	44	1.3	1.3
Cable TV	84	81	2.4	2.4
Satellite TV	85	6	0.2	0.2
IPTV	86	2	0.1	0.1
Search For Information	91	68	2.0	2.0
Entertainment	92	32	0.9	0.9
Communications	93	17	0.5	0.5
Shopping And Electronic Transactions	94	12	0.3	0.4
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V537 [2nd day 20:30-20:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	0.7
Meals	2	23	0.7	3.9
Personal Chores	3	10	0.3	1.7
Work	4	5	0.1	0.9
Network Radio	5	5	0.1	0.9
Network Television	6	288	8.4	49.2
Outside Of School Learning	13	6	0.2	1.0
Cooking	21	5	0.1	0.9
Cleaning	22	2	0.1	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	5	0.1	0.9
Caring For Child	26	3	0.1	0.5
Household Chores	27	6	0.2	1.0
Personal Meetings	31	2	0.1	0.3
Social Encounters	32	1	0.0	0.2
Rest	41	82	2.4	14.0
Competition	53	5	0.1	0.9
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	2	0.1	0.3
Listening To Music	61	25	0.7	4.3
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	15	0.4	2.6
Other Travel	73	1	0.0	0.2
Newspapers	81	1	0.0	0.2
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	22	0.6	3.8
IPTV	86	1	0.0	0.2
DMB	87	3	0.1	0.5
Search For Information	91	13	0.4	2.2
Entertainment	92	13	0.4	2.2
Communications	93	4	0.1	0.7
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	25	0.7	4.3
NA	0	2,844	82.9	
Total		3,429	100.0	100.0

V538 [2nd day 20:30-20:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	883	25.8	25.8
At home	1	2,546	74.2	74.2
Total		3,429	100.0	100.0

V539 [2nd day 20:45-21:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	46	1.3	1.3
Meals	2	222	6.5	6.5
Personal Chores	3	198	5.8	5.8
Work	4	211	6.2	6.2
Network Radio	5	1	0.0	0.0
Network Television	6	1,141	33.3	33.3
Class, School Events	11	6	0.2	0.2
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	153	4.5	4.5
Cooking	21	47	1.4	1.4
Cleaning	22	33	1.0	1.0
Laundry	23	24	0.7	0.7
Purchasing Commodities	25	12	0.3	0.4
Caring For Child	26	43	1.3	1.3
Household Chores	27	62	1.8	1.8
Personal Meetings	31	130	3.8	3.8
Social Encounters	32	25	0.7	0.7
Rest	41	438	12.8	12.8
Watching, Sightseeing, Enjoying	51	15	0.4	0.4
Sports	52	17	0.5	0.5
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	27	0.8	0.8
Hobbies	55	34	1.0	1.0
Mastering Technical Skills And Technology	56	11	0.3	0.3
Listening To Music	61	6	0.2	0.2
Watching Videos	62	7	0.2	0.2
Watching Movies	63	10	0.3	0.3
Playing Computer Games	64	51	1.5	1.5
Commuting To Work	71	33	1.0	1.0
Commuting To School	72	1	0.0	0.0
Other Travel	73	132	3.8	3.9
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	42	1.2	1.2
Cable TV	84	83	2.4	2.4
Satellite TV	85	6	0.2	0.2
IPTV	86	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	67	2.0	2.0
Entertainment	92	32	0.9	0.9
Communications	93	19	0.6	0.6
Shopping And Electronic Transactions	94	12	0.3	0.4
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V540 [2nd day 20:45-21:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	0.7
Meals	2	23	0.7	4.0
Personal Chores	3	10	0.3	1.8
Work	4	6	0.2	1.1
Network Radio	5	3	0.1	0.5
Network Television	6	266	7.8	46.7
Outside Of School Learning	13	5	0.1	0.9
Cooking	21	3	0.1	0.5
Cleaning	22	3	0.1	0.5
Laundry	23	4	0.1	0.7
Caring For Child	26	5	0.1	0.9
Household Chores	27	7	0.2	1.2
Personal Meetings	31	1	0.0	0.2
Social Encounters	32	1	0.0	0.2
Rest	41	81	2.4	14.2
Competition	53	5	0.1	0.9
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	22	0.6	3.9
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	17	0.5	3.0
Commuting To Work	71	1	0.0	0.2
Other Travel	73	2	0.1	0.4
Newspapers	81	1	0.0	0.2
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	22	0.6	3.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	1	0.0	0.2
DMB	87	5	0.1	0.9
Search For Information	91	16	0.5	2.8
Entertainment	92	14	0.4	2.5
Communications	93	5	0.1	0.9
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	25	0.7	4.4
NA	0	2,860	83.4	
Total		3,429	100.0	100.0

V541 [2nd day 20:45-21:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	852	24.8	24.8
At home	1	2,577	75.2	75.2
Total		3,429	100.0	100.0

V542 [2nd day 21:00-21:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	134	3.9	3.9
Meals	2	117	3.4	3.4
Personal Chores	3	208	6.1	6.1
Work	4	167	4.9	4.9
Network Radio	5	1	0.0	0.0
Network Television	6	1,326	38.7	38.7
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	163	4.8	4.8
Cooking	21	26	0.8	0.8
Cleaning	22	21	0.6	0.6
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	54	1.6	1.6
Household Chores	27	55	1.6	1.6
Personal Meetings	31	102	3.0	3.0
Social Encounters	32	18	0.5	0.5
Rest	41	358	10.4	10.4
Watching, Sightseeing, Enjoying	51	19	0.6	0.6
Sports	52	16	0.5	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	24	0.7	0.7
Hobbies	55	31	0.9	0.9
Mastering Technical Skills And Technology	56	11	0.3	0.3
Children'S Games	57	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	8	0.2	0.2
Watching Movies	63	12	0.3	0.4
Playing Computer Games	64	45	1.3	1.3
Commuting To Work	71	63	1.8	1.8
Commuting To School	72	4	0.1	0.1
Other Travel	73	150	4.4	4.4
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	3	0.1	0.1
Books	83	37	1.1	1.1
Cable TV	84	54	1.6	1.6
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	68	2.0	2.0
Entertainment	92	23	0.7	0.7
Communications	93	24	0.7	0.7
Shopping And Electronic Transactions	94	12	0.3	0.4
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V543 [2nd day 21:00-21:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.3
Meals	2	5	0.1	0.8
Personal Chores	3	16	0.5	2.7
Work	4	8	0.2	1.3
Network Radio	5	4	0.1	0.7
Network Television	6	312	9.1	52.2
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	2	0.1	0.3
Cleaning	22	4	0.1	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	1	0.0	0.2
Caring For Child	26	1	0.0	0.2
Household Chores	27	9	0.3	1.5
Personal Meetings	31	1	0.0	0.2
Social Encounters	32	1	0.0	0.2
Rest	41	86	2.5	14.4
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	3	0.1	0.5
Hobbies	55	3	0.1	0.5
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	19	0.6	3.2
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	11	0.3	1.8
Other Travel	73	3	0.1	0.5
Newspapers	81	1	0.0	0.2
Magazines, Comics	82	1	0.0	0.2
Cable TV	84	17	0.5	2.8
IPTV	86	1	0.0	0.2
DMB	87	11	0.3	1.8
Search For Information	91	18	0.5	3.0
Entertainment	92	13	0.4	2.2
Communications	93	6	0.2	1.0
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	31	0.9	5.2
NA	0	2,831	82.6	
Total		3,429	100.0	100.0

V544 [2nd day 21:00-21:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	763	22.3	22.3
At home	1	2,666	77.7	77.7
Total		3,429	100.0	100.0

V545 [2nd day 21:15-21:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	145	4.2	4.2
Meals	2	98	2.9	2.9
Personal Chores	3	179	5.2	5.2
Work	4	167	4.9	4.9
Network Radio	5	1	0.0	0.0
Network Television	6	1,373	40.0	40.1
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	173	5.0	5.0
Cooking	21	27	0.8	0.8
Cleaning	22	16	0.5	0.5
Laundry	23	14	0.4	0.4
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	55	1.6	1.6
Household Chores	27	58	1.7	1.7
Personal Meetings	31	106	3.1	3.1
Social Encounters	32	16	0.5	0.5
Rest	41	376	11.0	11.0
Watching, Sightseeing, Enjoying	51	18	0.5	0.5
Sports	52	15	0.4	0.4
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	25	0.7	0.7
Hobbies	55	29	0.8	0.8
Mastering Technical Skills And Technology	56	11	0.3	0.3
Children'S Games	57	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Watching Videos	62	8	0.2	0.2
Watching Movies	63	12	0.3	0.4
Playing Computer Games	64	47	1.4	1.4
Commuting To Work	71	55	1.6	1.6
Commuting To School	72	3	0.1	0.1
Other Travel	73	126	3.7	3.7
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	4	0.1	0.1
Books	83	39	1.1	1.1
Cable TV	84	58	1.7	1.7
Satellite TV	85	4	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	74	2.2	2.2
Entertainment	92	25	0.7	0.7
Communications	93	22	0.6	0.6
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	9	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V546 [2nd day 21:15-21:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.3
Meals	2	4	0.1	0.7
Personal Chores	3	16	0.5	2.7
Work	4	8	0.2	1.4
Network Radio	5	4	0.1	0.7
Network Television	6	309	9.0	53.1
Outside Of School Learning	13	4	0.1	0.7
Cooking	21	2	0.1	0.3
Cleaning	22	5	0.1	0.9
Laundry	23	2	0.1	0.3
Caring For Child	26	1	0.0	0.2
Household Chores	27	8	0.2	1.4
Personal Meetings	31	1	0.0	0.2
Social Encounters	32	1	0.0	0.2
Rest	41	87	2.5	14.9
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Competition	53	3	0.1	0.5
Hobbies	55	3	0.1	0.5
Mastering Technical Skills And Technology	56	2	0.1	0.3
Listening To Music	61	16	0.5	2.7
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	12	0.3	2.1
Commuting To Work	71	1	0.0	0.2
Other Travel	73	2	0.1	0.3
Newspapers	81	1	0.0	0.2
Magazines, Comics	82	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	15	0.4	2.6
Satellite TV	85	1	0.0	0.2
IPTV	86	2	0.1	0.3
DMB	87	10	0.3	1.7
Search For Information	91	14	0.4	2.4
Entertainment	92	13	0.4	2.2
Communications	93	4	0.1	0.7
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	24	0.7	4.1
NA	0	2,847	83.0	
Total		3,429	100.0	100.0

V547 [2nd day 21:15-21:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	720	21.0	21.0
At home	1	2,709	79.0	79.0
Total		3,429	100.0	100.0

V548 [2nd day 21:30-21:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	204	5.9	6.0
Meals	2	55	1.6	1.6
Personal Chores	3	193	5.6	5.6
Work	4	146	4.3	4.3
Network Radio	5	1	0.0	0.0
Network Television	6	1,424	41.5	41.5
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	169	4.9	4.9
Cooking	21	17	0.5	0.5
Cleaning	22	18	0.5	0.5
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	49	1.4	1.4
Household Chores	27	58	1.7	1.7
Personal Meetings	31	86	2.5	2.5
Social Encounters	32	11	0.3	0.3
Rest	41	379	11.1	11.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	16	0.5	0.5
Sports	52	12	0.3	0.4
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	23	0.7	0.7
Hobbies	55	23	0.7	0.7
Mastering Technical Skills And Technology	56	10	0.3	0.3
Children'S Games	57	1	0.0	0.0
Listening To Music	61	8	0.2	0.2
Watching Videos	62	8	0.2	0.2
Watching Movies	63	10	0.3	0.3
Playing Computer Games	64	45	1.3	1.3
Commuting To Work	71	45	1.3	1.3
Commuting To School	72	1	0.0	0.0
Other Travel	73	116	3.4	3.4
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	2	0.1	0.1
Books	83	42	1.2	1.2
Cable TV	84	67	2.0	2.0
Satellite TV	85	3	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	70	2.0	2.0
Entertainment	92	24	0.7	0.7
Communications	93	25	0.7	0.7
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V549 [2nd day 21:30-21:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	4	0.1	0.7
Personal Chores	3	14	0.4	2.6
Work	4	10	0.3	1.8
Network Radio	5	3	0.1	0.6
Network Television	6	266	7.8	49.0
Outside Of School Learning	13	4	0.1	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	4	0.1	0.7
Laundry	23	5	0.1	0.9
Caring For Child	26	3	0.1	0.6
Household Chores	27	9	0.3	1.7
Personal Meetings	31	1	0.0	0.2
Rest	41	96	2.8	17.7
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Sports	52	1	0.0	0.2
Competition	53	4	0.1	0.7
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	19	0.6	3.5
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	9	0.3	1.7
Other Travel	73	1	0.0	0.2
Cable TV	84	17	0.5	3.1
Satellite TV	85	2	0.1	0.4
IPTV	86	2	0.1	0.4
DMB	87	8	0.2	1.5
Search For Information	91	10	0.3	1.8
Entertainment	92	14	0.4	2.6
Communications	93	7	0.2	1.3
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	19	0.6	3.5
NA	0	2,886	84.2	
Total		3,429	100.0	100.0

V550 [2nd day 21:30-21:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	616	18.0	18.0
At home	1	2,813	82.0	82.0
Total		3,429	100.0	100.0

V551 [2nd day 21:45-22:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	235	6.9	6.9
Meals	2	49	1.4	1.4
Personal Chores	3	191	5.6	5.6
Work	4	136	4.0	4.0
Network Radio	5	1	0.0	0.0
Network Television	6	1,398	40.8	40.8
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	172	5.0	5.0
Cooking	21	14	0.4	0.4
Cleaning	22	15	0.4	0.4
Laundry	23	17	0.5	0.5
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	52	1.5	1.5
Household Chores	27	63	1.8	1.8
Personal Meetings	31	85	2.5	2.5
Social Encounters	32	11	0.3	0.3
Rest	41	399	11.6	11.6
Watching, Sightseeing, Enjoying	51	18	0.5	0.5
Sports	52	11	0.3	0.3
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	20	0.6	0.6
Hobbies	55	23	0.7	0.7
Mastering Technical Skills And Technology	56	10	0.3	0.3
Listening To Music	61	7	0.2	0.2
Watching Videos	62	11	0.3	0.3
Watching Movies	63	10	0.3	0.3
Playing Computer Games	64	44	1.3	1.3
Commuting To Work	71	36	1.0	1.1
Commuting To School	72	1	0.0	0.0
Other Travel	73	112	3.3	3.3
Newspapers	81	1	0.0	0.0
Magazines, Comics	82	2	0.1	0.1
Books	83	39	1.1	1.1
Cable TV	84	67	2.0	2.0
Satellite TV	85	4	0.1	0.1
IPTV	86	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	1	0.0	0.0
Search For Information	91	72	2.1	2.1
Entertainment	92	25	0.7	0.7
Communications	93	24	0.7	0.7
Shopping And Electronic Transactions	94	10	0.3	0.3
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V552 [2nd day 21:45-22:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.6
Meals	2	4	0.1	0.7
Personal Chores	3	20	0.6	3.7
Work	4	9	0.3	1.7
Network Radio	5	3	0.1	0.6
Network Television	6	252	7.3	47.2
Outside Of School Learning	13	4	0.1	0.7
Cooking	21	1	0.0	0.2
Cleaning	22	3	0.1	0.6
Laundry	23	5	0.1	0.9
Caring For Child	26	3	0.1	0.6
Household Chores	27	13	0.4	2.4
Personal Meetings	31	1	0.0	0.2
Rest	41	91	2.7	17.0
Watching, Sightseeing, Enjoying	51	1	0.0	0.2
Sports	52	1	0.0	0.2
Competition	53	4	0.1	0.7
Amusement, Taking A Walk	54	1	0.0	0.2
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	16	0.5	3.0
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	11	0.3	2.1
Commuting To Work	71	1	0.0	0.2
Other Travel	73	1	0.0	0.2
Cable TV	84	17	0.5	3.2
Satellite TV	85	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	2	0.1	0.4
DMB	87	6	0.2	1.1
Search For Information	91	10	0.3	1.9
Entertainment	92	14	0.4	2.6
Communications	93	7	0.2	1.3
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	21	0.6	3.9
NA	0	2,895	84.4	
Total		3,429	100.0	100.0

V553 [2nd day 21:45-22:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	593	17.3	17.3
At home	1	2,836	82.7	82.7
Total		3,429	100.0	100.0

V554 [2nd day 22:00-22:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	613	17.9	17.9
Meals	2	36	1.0	1.1
Personal Chores	3	298	8.7	8.7
Work	4	85	2.5	2.5
Network Radio	5	2	0.1	0.1
Network Television	6	944	27.5	27.5
Class, School Events	11	1	0.0	0.0
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	169	4.9	4.9
Cooking	21	7	0.2	0.2
Cleaning	22	19	0.6	0.6
Laundry	23	15	0.4	0.4
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	42	1.2	1.2
Household Chores	27	80	2.3	2.3
Personal Meetings	31	60	1.7	1.8
Social Encounters	32	10	0.3	0.3
Rest	41	348	10.1	10.2
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	15	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	11	0.3	0.3
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	13	0.4	0.4
Hobbies	55	16	0.5	0.5
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	8	0.2	0.2
Watching Videos	62	13	0.4	0.4
Watching Movies	63	6	0.2	0.2
Playing Computer Games	64	60	1.7	1.8
Commuting To Work	71	57	1.7	1.7
Commuting To School	72	3	0.1	0.1
Other Travel	73	108	3.1	3.2
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	4	0.1	0.1
Books	83	57	1.7	1.7
Cable TV	84	97	2.8	2.8
Satellite TV	85	4	0.1	0.1
IPTV	86	8	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	89	2.6	2.6
Entertainment	92	41	1.2	1.2
Communications	93	28	0.8	0.8
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V555 [2nd day 22:00-22:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.7
Meals	2	2	0.1	0.5
Personal Chores	3	15	0.4	3.7
Work	4	4	0.1	1.0
Network Radio	5	2	0.1	0.5
Network Television	6	164	4.8	40.9
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	3	0.1	0.7
Cleaning	22	4	0.1	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	2	0.1	0.5
Caring For Child	26	5	0.1	1.2
Household Chores	27	10	0.3	2.5
Personal Meetings	31	1	0.0	0.2
Rest	41	52	1.5	13.0
Competition	53	5	0.1	1.2
Hobbies	55	2	0.1	0.5
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	19	0.6	4.7
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	16	0.5	4.0
Other Travel	73	1	0.0	0.2
Newspapers	81	1	0.0	0.2
Cable TV	84	18	0.5	4.5
Satellite TV	85	3	0.1	0.7
IPTV	86	3	0.1	0.7
DMB	87	3	0.1	0.7
Search For Information	91	13	0.4	3.2
Entertainment	92	21	0.6	5.2
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	22	0.6	5.5
NA	0	3,028	88.3	
Total		3,429	100.0	100.0

V556 [2nd day 22:00-22:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	473	13.8	13.8
At home	1	2,956	86.2	86.2
Total		3,429	100.0	100.0

V557 [2nd day 22:15-22:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	708	20.6	20.7
Meals	2	33	1.0	1.0
Personal Chores	3	237	6.9	6.9
Work	4	89	2.6	2.6
Network Radio	5	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	922	26.9	26.9
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	167	4.9	4.9
Cooking	21	6	0.2	0.2
Cleaning	22	17	0.5	0.5
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	36	1.0	1.1
Household Chores	27	89	2.6	2.6
Personal Meetings	31	62	1.8	1.8
Social Encounters	32	10	0.3	0.3
Rest	41	351	10.2	10.2
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	14	0.4	0.4
Sports	52	10	0.3	0.3
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	11	0.3	0.3
Hobbies	55	15	0.4	0.4
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	10	0.3	0.3
Watching Videos	62	15	0.4	0.4
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	61	1.8	1.8
Commuting To Work	71	43	1.3	1.3
Commuting To School	72	2	0.1	0.1
Other Travel	73	91	2.7	2.7
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	4	0.1	0.1
Books	83	61	1.8	1.8
Cable TV	84	106	3.1	3.1
Satellite TV	85	4	0.1	0.1
IPTV	86	9	0.3	0.3
DMB	87	3	0.1	0.1
Search For Information	91	95	2.8	2.8
Entertainment	92	41	1.2	1.2
Communications	93	30	0.9	0.9
Shopping And Electronic Transactions	94	10	0.3	0.3
Cellular Phones (Smart Phones)	95	27	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V558 [2nd day 22:15-22:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3	0.1	0.8
Meals	2	2	0.1	0.5
Personal Chores	3	12	0.3	3.0
Work	4	4	0.1	1.0
Network Radio	5	2	0.1	0.5
Network Television	6	167	4.9	41.8
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	3	0.1	0.8
Cleaning	22	2	0.1	0.5
Laundry	23	1	0.0	0.3
Caring For Child	26	2	0.1	0.5
Household Chores	27	11	0.3	2.8
Personal Meetings	31	1	0.0	0.3
Rest	41	52	1.5	13.0
Competition	53	4	0.1	1.0
Hobbies	55	2	0.1	0.5
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	17	0.5	4.3
Watching Videos	62	4	0.1	1.0
Playing Computer Games	64	20	0.6	5.0
Other Travel	73	2	0.1	0.5
Newspapers	81	1	0.0	0.3
Cable TV	84	16	0.5	4.0
Satellite TV	85	2	0.1	0.5
IPTV	86	3	0.1	0.8
DMB	87	3	0.1	0.8
Search For Information	91	13	0.4	3.3
Entertainment	92	22	0.6	5.5
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	22	0.6	5.5
NA	0	3,029	88.3	
Total		3,429	100.0	100.0

V559 [2nd day 22:15-22:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	427	12.5	12.5
At home	1	3,002	87.5	87.5
Total		3,429	100.0	100.0

V560 [2nd day 22:30-22:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	930	27.1	27.1
Meals	2	24	0.7	0.7
Personal Chores	3	202	5.9	5.9
Work	4	73	2.1	2.1
Network Radio	5	3	0.1	0.1
Network Television	6	877	25.6	25.6
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	161	4.7	4.7
Cooking	21	9	0.3	0.3
Cleaning	22	14	0.4	0.4
Laundry	23	9	0.3	0.3
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	25	0.7	0.7
Household Chores	27	79	2.3	2.3
Personal Meetings	31	57	1.7	1.7
Social Encounters	32	7	0.2	0.2
Rest	41	332	9.7	9.7
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	8	0.2	0.2
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	4	0.1	0.1
Hobbies	55	8	0.2	0.2
Mastering Technical Skills And Technology	56	9	0.3	0.3
Listening To Music	61	9	0.3	0.3
Watching Videos	62	16	0.5	0.5
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	61	1.8	1.8
Commuting To Work	71	26	0.8	0.8
Commuting To School	72	1	0.0	0.0
Other Travel	73	75	2.2	2.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	5	0.1	0.1
Books	83	69	2.0	2.0
Cable TV	84	104	3.0	3.0
Satellite TV	85	4	0.1	0.1
IPTV	86	10	0.3	0.3
DMB	87	2	0.1	0.1
Search For Information	91	95	2.8	2.8
Entertainment	92	40	1.2	1.2
Communications	93	25	0.7	0.7
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	24	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V561 [2nd day 22:30-22:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	1.1
Meals	2	1	0.0	0.3
Personal Chores	3	15	0.4	4.0
Work	4	5	0.1	1.3
Network Radio	5	1	0.0	0.3
Network Television	6	152	4.4	40.3
Outside Of School Learning	13	3	0.1	0.8
Cooking	21	2	0.1	0.5
Cleaning	22	2	0.1	0.5
Laundry	23	3	0.1	0.8
Household Chores	27	11	0.3	2.9
Personal Meetings	31	1	0.0	0.3
Rest	41	42	1.2	11.1
Competition	53	5	0.1	1.3
Hobbies	55	2	0.1	0.5
Listening To Music	61	17	0.5	4.5
Watching Videos	62	6	0.2	1.6
Playing Computer Games	64	23	0.7	6.1
Other Travel	73	1	0.0	0.3
Newspapers	81	1	0.0	0.3
Cable TV	84	16	0.5	4.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Satellite TV	85	4	0.1	1.1
IPTV	86	2	0.1	0.5
DMB	87	3	0.1	0.8
Search For Information	91	18	0.5	4.8
Entertainment	92	17	0.5	4.5
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	2	0.1	0.5
Cellular Phones (Smart Phones)	95	15	0.4	4.0
NA	0	3,052	89.0	
Total		3,429	100.0	100.0

V562 [2nd day 22:30-22:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	348	10.1	10.1
At home	1	3,081	89.9	89.9
Total		3,429	100.0	100.0

V563 [2nd day 22:45-23:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,014	29.6	29.6
Meals	2	19	0.6	0.6
Personal Chores	3	198	5.8	5.8
Work	4	72	2.1	2.1
Network Radio	5	2	0.1	0.1
Network Television	6	857	25.0	25.0
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	156	4.5	4.6
Cooking	21	10	0.3	0.3
Cleaning	22	16	0.5	0.5
Laundry	23	9	0.3	0.3
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	22	0.6	0.6
Household Chores	27	76	2.2	2.2
Personal Meetings	31	57	1.7	1.7
Social Encounters	32	8	0.2	0.2
Rest	41	307	9.0	9.0
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	8	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	7	0.2	0.2
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	5	0.1	0.1
Hobbies	55	8	0.2	0.2
Mastering Technical Skills And Technology	56	9	0.3	0.3
Listening To Music	61	9	0.3	0.3
Watching Videos	62	15	0.4	0.4
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	59	1.7	1.7
Commuting To Work	71	23	0.7	0.7
Commuting To School	72	2	0.1	0.1
Other Travel	73	65	1.9	1.9
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	5	0.1	0.1
Books	83	66	1.9	1.9
Cable TV	84	106	3.1	3.1
Satellite TV	85	4	0.1	0.1
IPTV	86	9	0.3	0.3
DMB	87	2	0.1	0.1
Search For Information	91	95	2.8	2.8
Entertainment	92	44	1.3	1.3
Communications	93	28	0.8	0.8
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V564 [2nd day 22:45-23:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	5	0.1	1.4
Personal Chores	3	26	0.8	7.0
Work	4	4	0.1	1.1
Network Radio	5	1	0.0	0.3
Network Television	6	134	3.9	36.3
Outside Of School Learning	13	3	0.1	0.8
Cooking	21	2	0.1	0.5
Cleaning	22	2	0.1	0.5
Laundry	23	3	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	13	0.4	3.5
Personal Meetings	31	1	0.0	0.3
Rest	41	41	1.2	11.1
Competition	53	5	0.1	1.4
Hobbies	55	3	0.1	0.8
Listening To Music	61	14	0.4	3.8
Watching Videos	62	6	0.2	1.6
Playing Computer Games	64	23	0.7	6.2
Newspapers	81	1	0.0	0.3
Cable TV	84	17	0.5	4.6
Satellite TV	85	4	0.1	1.1
IPTV	86	2	0.1	0.5
DMB	87	3	0.1	0.8
Search For Information	91	16	0.5	4.3
Entertainment	92	17	0.5	4.6
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	19	0.6	5.1
NA	0	3,060	89.2	
Total		3,429	100.0	100.0

V565 [2nd day 22:45-23:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	332	9.7	9.7
At home	1	3,097	90.3	90.3
Total		3,429	100.0	100.0

V566 [2nd day 23:00-23:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,822	53.1	53.2
Meals	2	11	0.3	0.3
Personal Chores	3	294	8.6	8.6
Work	4	60	1.7	1.8
Network Radio	5	1	0.0	0.0
Network Television	6	253	7.4	7.4
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	122	3.6	3.6
Cooking	21	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	6	0.2	0.2
Laundry	23	6	0.2	0.2
Caring For Child	26	7	0.2	0.2
Household Chores	27	96	2.8	2.8
Personal Meetings	31	42	1.2	1.2
Social Encounters	32	3	0.1	0.1
Rest	41	192	5.6	5.6
Watching, Sightseeing, Enjoying	51	6	0.2	0.2
Sports	52	3	0.1	0.1
Amusement, Taking A Walk	54	4	0.1	0.1
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	6	0.2	0.2
Watching Videos	62	11	0.3	0.3
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	46	1.3	1.3
Commuting To Work	71	15	0.4	0.4
Commuting To School	72	1	0.0	0.0
Other Travel	73	63	1.8	1.8
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	5	0.1	0.1
Books	83	42	1.2	1.2
Cable TV	84	96	2.8	2.8
Satellite TV	85	2	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	87	2.5	2.5
Entertainment	92	37	1.1	1.1
Communications	93	29	0.8	0.8
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V567 [2nd day 23:00-23:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	7	0.2	3.5
Personal Chores	3	7	0.2	3.5
Work	4	2	0.1	1.0
Network Radio	5	2	0.1	1.0
Network Television	6	48	1.4	23.8
Outside Of School Learning	13	2	0.1	1.0
Laundry	23	2	0.1	1.0
Household Chores	27	4	0.1	2.0
Personal Meetings	31	1	0.0	0.5
Rest	41	14	0.4	6.9
Competition	53	5	0.1	2.5
Listening To Music	61	12	0.3	5.9
Watching Videos	62	4	0.1	2.0
Playing Computer Games	64	18	0.5	8.9
Commuting To Work	71	1	0.0	0.5
Books	83	2	0.1	1.0
Cable TV	84	18	0.5	8.9
Satellite TV	85	1	0.0	0.5
IPTV	86	1	0.0	0.5
DMB	87	2	0.1	1.0
Search For Information	91	16	0.5	7.9
Entertainment	92	19	0.6	9.4
Communications	93	3	0.1	1.5
Cellular Phones (Smart Phones)	95	11	0.3	5.4
NA	0	3,227	94.1	
Total		3,429	100.0	100.0

V568 [2nd day 23:00-23:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	257	7.5	7.5
At home	1	3,172	92.5	92.5
Total		3,429	100.0	100.0

V569 [2nd day 23:15-23:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,041	59.5	59.5
Meals	2	9	0.3	0.3
Personal Chores	3	229	6.7	6.7
Work	4	58	1.7	1.7
Network Radio	5	1	0.0	0.0
Network Television	6	195	5.7	5.7
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	125	3.6	3.6
Cooking	21	4	0.1	0.1
Cleaning	22	5	0.1	0.1
Laundry	23	8	0.2	0.2
Caring For Child	26	7	0.2	0.2
Household Chores	27	64	1.9	1.9
Personal Meetings	31	41	1.2	1.2
Social Encounters	32	3	0.1	0.1
Rest	41	170	5.0	5.0
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	3	0.1	0.1
Amusement, Taking A Walk	54	2	0.1	0.1
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	7	0.2	0.2
Watching Videos	62	10	0.3	0.3
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	43	1.3	1.3
Commuting To Work	71	11	0.3	0.3
Commuting To School	72	1	0.0	0.0
Other Travel	73	46	1.3	1.3
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	5	0.1	0.1
Books	83	37	1.1	1.1
Cable TV	84	99	2.9	2.9
Satellite TV	85	2	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	88	2.6	2.6
Entertainment	92	37	1.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	26	0.8	0.8
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V570 [2nd day 23:15-23:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	7	0.2	4.2
Personal Chores	3	5	0.1	3.0
Work	4	2	0.1	1.2
Network Radio	5	2	0.1	1.2
Network Television	6	38	1.1	22.6
Outside Of School Learning	13	2	0.1	1.2
Household Chores	27	4	0.1	2.4
Rest	41	12	0.3	7.1
Competition	53	5	0.1	3.0
Listening To Music	61	10	0.3	6.0
Watching Videos	62	4	0.1	2.4
Playing Computer Games	64	17	0.5	10.1
Books	83	2	0.1	1.2
Cable TV	84	15	0.4	8.9
Satellite TV	85	2	0.1	1.2
IPTV	86	1	0.0	0.6
DMB	87	1	0.0	0.6
Search For Information	91	16	0.5	9.5
Entertainment	92	16	0.5	9.5
Communications	93	2	0.1	1.2
Cellular Phones (Smart Phones)	95	5	0.1	3.0
NA	0	3,261	95.1	
Total		3,429	100.0	100.0

V571 [2nd day 23:15-23:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	226	6.6	6.6
At home	1	3,203	93.4	93.4
Total		3,429	100.0	100.0

V572 [2nd day 23:30-23:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,377	69.3	69.3
Meals	2	12	0.3	0.4
Personal Chores	3	141	4.1	4.1
Work	4	54	1.6	1.6
Network Radio	5	1	0.0	0.0
Network Television	6	158	4.6	4.6
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	97	2.8	2.8
Cooking	21	3	0.1	0.1
Cleaning	22	5	0.1	0.1
Laundry	23	5	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	4	0.1	0.1
Household Chores	27	44	1.3	1.3
Personal Meetings	31	31	0.9	0.9
Social Encounters	32	1	0.0	0.0
Rest	41	121	3.5	3.5
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	9	0.3	0.3
Watching Videos	62	10	0.3	0.3
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	35	1.0	1.0
Commuting To Work	71	6	0.2	0.2
Commuting To School	72	2	0.1	0.1
Other Travel	73	30	0.9	0.9
Magazines, Comics	82	4	0.1	0.1
Books	83	22	0.6	0.6
Cable TV	84	87	2.5	2.5
Satellite TV	85	3	0.1	0.1
IPTV	86	6	0.2	0.2
DMB	87	2	0.1	0.1
Search For Information	91	72	2.1	2.1
Entertainment	92	28	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	20	0.6	0.6
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V573 [2nd day 23:30-23:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	4	0.1	3.3
Personal Chores	3	4	0.1	3.3
Work	4	1	0.0	0.8
Network Radio	5	2	0.1	1.6
Network Television	6	19	0.6	15.6
Outside Of School Learning	13	2	0.1	1.6
Household Chores	27	6	0.2	4.9
Rest	41	9	0.3	7.4
Competition	53	3	0.1	2.5
Listening To Music	61	6	0.2	4.9
Watching Videos	62	3	0.1	2.5
Playing Computer Games	64	14	0.4	11.5
Books	83	3	0.1	2.5
Cable TV	84	11	0.3	9.0
Satellite TV	85	1	0.0	0.8
IPTV	86	1	0.0	0.8
DMB	87	1	0.0	0.8
Search For Information	91	10	0.3	8.2
Entertainment	92	15	0.4	12.3
Communications	93	1	0.0	0.8
Cellular Phones (Smart Phones)	95	6	0.2	4.9
NA	0	3,307	96.4	
Total		3,429	100.0	100.0

V574 [2nd day 23:30-23:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	186	5.4	5.4
At home	1	3,243	94.6	94.6
Total		3,429	100.0	100.0

V575 [2nd day 23:45-24:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,477	72.2	72.3
Meals	2	10	0.3	0.3
Personal Chores	3	111	3.2	3.2
Work	4	49	1.4	1.4
Network Radio	5	1	0.0	0.0
Network Television	6	145	4.2	4.2
Class, School Events	11	1	0.0	0.0
Outside Of School Learning	13	91	2.7	2.7
Cooking	21	1	0.0	0.0
Cleaning	22	3	0.1	0.1
Laundry	23	2	0.1	0.1
Caring For Child	26	3	0.1	0.1
Household Chores	27	48	1.4	1.4
Personal Meetings	31	26	0.8	0.8
Social Encounters	32	1	0.0	0.0
Rest	41	107	3.1	3.1
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	7	0.2	0.2
Watching Videos	62	9	0.3	0.3
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	34	1.0	1.0
Commuting To Work	71	8	0.2	0.2
Commuting To School	72	1	0.0	0.0
Other Travel	73	28	0.8	0.8
Magazines, Comics	82	4	0.1	0.1
Books	83	21	0.6	0.6
Cable TV	84	81	2.4	2.4
Satellite TV	85	2	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	68	2.0	2.0
Entertainment	92	28	0.8	0.8
Communications	93	19	0.6	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V576 [2nd day 23:45-24:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	5	0.1	4.5
Personal Chores	3	4	0.1	3.6
Work	4	1	0.0	0.9
Network Radio	5	2	0.1	1.8
Network Television	6	14	0.4	12.6
Outside Of School Learning	13	1	0.0	0.9
Household Chores	27	6	0.2	5.4
Rest	41	7	0.2	6.3
Competition	53	3	0.1	2.7
Listening To Music	61	8	0.2	7.2
Watching Videos	62	3	0.1	2.7
Playing Computer Games	64	14	0.4	12.6
Books	83	3	0.1	2.7
Cable TV	84	10	0.3	9.0
Satellite TV	85	1	0.0	0.9
IPTV	86	1	0.0	0.9
DMB	87	1	0.0	0.9
Search For Information	91	8	0.2	7.2
Entertainment	92	15	0.4	13.5
Communications	93	1	0.0	0.9
Cellular Phones (Smart Phones)	95	3	0.1	2.7
NA	0	3,318	96.8	
Total		3,429	100.0	100.0

V577 [2nd day 23:45-24:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	174	5.1	5.1
At home	1	3,255	94.9	94.9
Total		3,429	100.0	100.0

V578 [3rd day 00:00-00:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,983	87.0	87.0
Meals	2	3	0.1	0.1
Personal Chores	3	68	2.0	2.0
Work	4	44	1.3	1.3
Network Television	6	24	0.7	0.7
Outside Of School Learning	13	57	1.7	1.7
Laundry	23	1	0.0	0.0
Household Chores	27	23	0.7	0.7
Personal Meetings	31	16	0.5	0.5
Social Encounters	32	1	0.0	0.0
Rest	41	16	0.5	0.5
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	2	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	22	0.6	0.6
Commuting To Work	71	16	0.5	0.5
Other Travel	73	21	0.6	0.6
Books	83	13	0.4	0.4
Cable TV	84	39	1.1	1.1
IPTV	86	5	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	23	0.7	0.7
Entertainment	92	18	0.5	0.5
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V579 [3rd day 00:00-00:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	2.1
Meals	2	2	0.1	4.3
Personal Chores	3	1	0.0	2.1
Work	4	1	0.0	2.1
Network Radio	5	1	0.0	2.1
Network Television	6	3	0.1	6.4
Rest	41	3	0.1	6.4
Competition	53	5	0.1	10.6
Listening To Music	61	3	0.1	6.4
Watching Videos	62	2	0.1	4.3
Playing Computer Games	64	8	0.2	17.0
Cable TV	84	1	0.0	2.1
Search For Information	91	5	0.1	10.6
Entertainment	92	7	0.2	14.9
Communications	93	2	0.1	4.3
Cellular Phones (Smart Phones)	95	2	0.1	4.3
NA	0	3,382	98.6	
Total		3,429	100.0	100.0

V580 [3rd day 00:00-00:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	115	3.4	3.4
At home	1	3,314	96.6	96.6
Total		3,429	100.0	100.0

V581 [3rd day 00:15-00:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,013	87.9	87.9
Meals	2	5	0.1	0.1
Personal Chores	3	56	1.6	1.6
Work	4	42	1.2	1.2
Network Television	6	22	0.6	0.6
Outside Of School Learning	13	59	1.7	1.7
Cleaning	22	2	0.1	0.1
Laundry	23	1	0.0	0.0
Household Chores	27	16	0.5	0.5
Personal Meetings	31	17	0.5	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	1	0.0	0.0
Rest	41	16	0.5	0.5
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	3	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	23	0.7	0.7
Commuting To Work	71	6	0.2	0.2
Other Travel	73	15	0.4	0.4
Books	83	13	0.4	0.4
Cable TV	84	39	1.1	1.1
IPTV	86	5	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	25	0.7	0.7
Entertainment	92	18	0.5	0.5
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	9	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V582 [3rd day 00:15-00:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	1	0.0	2.0
Work	4	1	0.0	2.0
Network Radio	5	1	0.0	2.0
Network Television	6	4	0.1	8.0
Rest	41	3	0.1	6.0
Competition	53	5	0.1	10.0
Listening To Music	61	4	0.1	8.0
Watching Videos	62	2	0.1	4.0
Playing Computer Games	64	8	0.2	16.0
Cable TV	84	3	0.1	6.0
Search For Information	91	4	0.1	8.0
Entertainment	92	8	0.2	16.0
Communications	93	2	0.1	4.0
Cellular Phones (Smart Phones)	95	4	0.1	8.0
NA	0	3,379	98.5	
Total		3,429	100.0	100.0

V583 [3rd day 00:15-00:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	100	2.9	2.9
At home	1	3,329	97.1	97.1
Total		3,429	100.0	100.0

V584 [3rd day 00:30-00:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,074	89.6	89.7
Meals	2	2	0.1	0.1
Personal Chores	3	39	1.1	1.1
Work	4	42	1.2	1.2
Network Television	6	20	0.6	0.6
Outside Of School Learning	13	54	1.6	1.6
Cleaning	22	1	0.0	0.0
Laundry	23	1	0.0	0.0
Household Chores	27	8	0.2	0.2
Personal Meetings	31	13	0.4	0.4
Social Encounters	32	1	0.0	0.0
Rest	41	17	0.5	0.5
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	1	0.0	0.0
Hobbies	55	4	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	19	0.6	0.6
Commuting To Work	71	5	0.1	0.1
Other Travel	73	11	0.3	0.3
Books	83	9	0.3	0.3
Cable TV	84	32	0.9	0.9
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	26	0.8	0.8
Entertainment	92	16	0.5	0.5
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	5	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V585 [3rd day 00:30-00:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	1	0.0	2.4
Work	4	1	0.0	2.4
Network Radio	5	1	0.0	2.4
Network Television	6	3	0.1	7.1
Outside Of School Learning	13	1	0.0	2.4
Competition	53	3	0.1	7.1
Listening To Music	61	2	0.1	4.8
Watching Videos	62	2	0.1	4.8
Playing Computer Games	64	7	0.2	16.7
Cable TV	84	3	0.1	7.1
Search For Information	91	4	0.1	9.5
Entertainment	92	8	0.2	19.0
Communications	93	2	0.1	4.8
Cellular Phones (Smart Phones)	95	4	0.1	9.5
NA	0	3,387	98.8	
Total		3,429	100.0	100.0

V586 [3rd day 00:30-00:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	85	2.5	2.5
At home	1	3,344	97.5	97.5
Total		3,429	100.0	100.0

V587 [3rd day 00:45-01:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,102	90.5	90.5
Meals	2	3	0.1	0.1
Personal Chores	3	33	1.0	1.0
Work	4	39	1.1	1.1
Network Radio	5	1	0.0	0.0
Network Television	6	17	0.5	0.5
Outside Of School Learning	13	55	1.6	1.6
Cleaning	22	2	0.1	0.1
Household Chores	27	7	0.2	0.2
Personal Meetings	31	14	0.4	0.4
Rest	41	11	0.3	0.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	1	0.0	0.0
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	19	0.6	0.6
Commuting To Work	71	3	0.1	0.1
Other Travel	73	6	0.2	0.2
Books	83	6	0.2	0.2
Cable TV	84	31	0.9	0.9
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	30	0.9	0.9
Entertainment	92	13	0.4	0.4
Communications	93	9	0.3	0.3
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	5	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V588 [3rd day 00:45-01:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	2	0.1	5.3
Network Radio	5	1	0.0	2.6
Network Television	6	2	0.1	5.3
Outside Of School Learning	13	1	0.0	2.6
Competition	53	3	0.1	7.9
Listening To Music	61	2	0.1	5.3
Watching Videos	62	1	0.0	2.6
Playing Computer Games	64	7	0.2	18.4
Cable TV	84	2	0.1	5.3
Search For Information	91	3	0.1	7.9
Entertainment	92	8	0.2	21.1
Communications	93	2	0.1	5.3
Cellular Phones (Smart Phones)	95	4	0.1	10.5
NA	0	3,391	98.9	
Total		3,429	100.0	100.0

V589 [3rd day 00:45-01:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	77	2.2	2.2
At home	1	3,352	97.8	97.8
Total		3,429	100.0	100.0

V590 [3rd day 01:00-01:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,208	93.6	93.6
Meals	2	3	0.1	0.1
Personal Chores	3	33	1.0	1.0
Work	4	27	0.8	0.8
Network Radio	5	2	0.1	0.1
Network Television	6	3	0.1	0.1
Outside Of School Learning	13	36	1.0	1.1
Household Chores	27	6	0.2	0.2
Personal Meetings	31	11	0.3	0.3
Rest	41	11	0.3	0.3
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	4	0.1	0.1
Playing Computer Games	64	11	0.3	0.3
Commuting To Work	71	3	0.1	0.1
Other Travel	73	8	0.2	0.2
Books	83	1	0.0	0.0
Cable TV	84	16	0.5	0.5
IPTV	86	1	0.0	0.0
DMB	87	2	0.1	0.1
Search For Information	91	18	0.5	0.5
Entertainment	92	11	0.3	0.3
Communications	93	5	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V591 [3rd day 01:00-01:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	3.8
Network Television	6	1	0.0	3.8
Outside Of School Learning	13	1	0.0	3.8
Rest	41	1	0.0	3.8
Competition	53	1	0.0	3.8
Listening To Music	61	2	0.1	7.7
Watching Videos	62	1	0.0	3.8
Playing Computer Games	64	6	0.2	23.1
Search For Information	91	2	0.1	7.7
Entertainment	92	5	0.1	19.2
Cellular Phones (Smart Phones)	95	5	0.1	19.2
NA	0	3,403	99.2	
Total		3,429	100.0	100.0

V592 [3rd day 01:00-01:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	67	2.0	2.0
At home	1	3,362	98.0	98.0
Total		3,429	100.0	100.0

V593 [3rd day 01:15-01:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,229	94.2	94.2
Meals	2	1	0.0	0.0
Personal Chores	3	22	0.6	0.6
Work	4	28	0.8	0.8
Network Radio	5	2	0.1	0.1
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	37	1.1	1.1
Household Chores	27	6	0.2	0.2
Personal Meetings	31	13	0.4	0.4
Rest	41	11	0.3	0.3
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	11	0.3	0.3
Commuting To Work	71	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	2	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	15	0.4	0.4
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	17	0.5	0.5
Entertainment	92	10	0.3	0.3
Communications	93	5	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V594 [3rd day 01:15-01:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	4.8
Network Television	6	1	0.0	4.8
Outside Of School Learning	13	1	0.0	4.8
Rest	41	1	0.0	4.8
Listening To Music	61	1	0.0	4.8
Watching Videos	62	1	0.0	4.8
Playing Computer Games	64	6	0.2	28.6
Search For Information	91	2	0.1	9.5
Entertainment	92	4	0.1	19.0
Cellular Phones (Smart Phones)	95	3	0.1	14.3
NA	0	3,408	99.4	
Total		3,429	100.0	100.0

V595 [3rd day 01:15-01:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	61	1.8	1.8
At home	1	3,368	98.2	98.2
Total		3,429	100.0	100.0

V596 [3rd day 01:30-01:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,271	95.4	95.4
Meals	2	1	0.0	0.0
Personal Chores	3	19	0.6	0.6
Work	4	29	0.8	0.8
Network Radio	5	2	0.1	0.1
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	28	0.8	0.8
Caring For Child	26	1	0.0	0.0
Household Chores	27	5	0.1	0.1
Personal Meetings	31	9	0.3	0.3
Rest	41	3	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	2	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	10	0.3	0.3
Commuting To Work	71	6	0.2	0.2
Other Travel	73	3	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	8	0.2	0.2
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	11	0.3	0.3
Entertainment	92	5	0.1	0.1
Communications	93	5	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V597 [3rd day 01:30-01:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	7.7
Network Radio	5	1	0.0	7.7
Rest	41	1	0.0	7.7
Listening To Music	61	1	0.0	7.7
Search For Information	91	2	0.1	15.4
Entertainment	92	4	0.1	30.8
Cellular Phones (Smart Phones)	95	3	0.1	23.1
NA	0	3,416	99.6	
Total		3,429	100.0	100.0

V598 [3rd day 01:30-01:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	59	1.7	1.7
At home	1	3,370	98.3	98.3
Total		3,429	100.0	100.0

V599 [3rd day 01:45-02:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,281	95.7	95.7
Meals	2	2	0.1	0.1
Personal Chores	3	18	0.5	0.5
Work	4	28	0.8	0.8
Network Radio	5	1	0.0	0.0
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	25	0.7	0.7
Caring For Child	26	1	0.0	0.0
Household Chores	27	7	0.2	0.2
Personal Meetings	31	8	0.2	0.2
Rest	41	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	10	0.3	0.3
Commuting To Work	71	2	0.1	0.1
Other Travel	73	7	0.2	0.2
Books	83	1	0.0	0.0
Cable TV	84	8	0.2	0.2
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	9	0.3	0.3
Entertainment	92	4	0.1	0.1
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V600 [3rd day 01:45-02:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	8.3
Network Radio	5	1	0.0	8.3
Rest	41	1	0.0	8.3
Listening To Music	61	1	0.0	8.3
Search For Information	91	2	0.1	16.7
Entertainment	92	4	0.1	33.3
Cellular Phones (Smart Phones)	95	2	0.1	16.7
NA	0	3,417	99.7	
Total		3,429	100.0	100.0

V601 [3rd day 01:45-02:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	54	1.6	1.6
At home	1	3,375	98.4	98.4
Total		3,429	100.0	100.0

V602 [3rd day 02:00-02:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,324	96.9	97.0
Meals	2	1	0.0	0.0
Personal Chores	3	21	0.6	0.6
Work	4	23	0.7	0.7
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	17	0.5	0.5
Caring For Child	26	1	0.0	0.0
Household Chores	27	4	0.1	0.1
Personal Meetings	31	4	0.1	0.1
Rest	41	4	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	2	0.1	0.1
Commuting To Work	71	7	0.2	0.2
Other Travel	73	4	0.1	0.1
Cable TV	84	3	0.1	0.1
Search For Information	91	3	0.1	0.1
Entertainment	92	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	2	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V603 [3rd day 02:00-02:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	12.5
Network Radio	5	1	0.0	12.5
Search For Information	91	1	0.0	12.5
Entertainment	92	1	0.0	12.5
Cellular Phones (Smart Phones)	95	4	0.1	50.0
NA	0	3,421	99.8	
Total		3,429	100.0	100.0

V604 [3rd day 02:00-02:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	46	1.3	1.3
At home	1	3,383	98.7	98.7
Total		3,429	100.0	100.0

V605 [3rd day 02:15-02:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,331	97.1	97.2
Personal Chores	3	19	0.6	0.6
Work	4	23	0.7	0.7
Network Radio	5	1	0.0	0.0
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	15	0.4	0.4
Caring For Child	26	1	0.0	0.0
Household Chores	27	3	0.1	0.1
Personal Meetings	31	4	0.1	0.1
Rest	41	3	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To Work	71	5	0.1	0.1
Commuting To School	72	1	0.0	0.0
Other Travel	73	2	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	3	0.1	0.1
Search For Information	91	4	0.1	0.1
Entertainment	92	3	0.1	0.1
Communications	93	2	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V606 [3rd day 02:15-02:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	16.7
Search For Information	91	1	0.0	16.7
Entertainment	92	1	0.0	16.7
Cellular Phones (Smart Phones)	95	3	0.1	50.0
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V607 [3rd day 02:15-02:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	43	1.3	1.3
At home	1	3,386	98.7	98.7
Total		3,429	100.0	100.0

V608 [3rd day 02:30-02:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,345	97.6	97.6
Meals	2	1	0.0	0.0
Personal Chores	3	18	0.5	0.5
Work	4	24	0.7	0.7
Network Radio	5	1	0.0	0.0
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	9	0.3	0.3
Caring For Child	26	1	0.0	0.0
Household Chores	27	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	3	0.1	0.1
Rest	41	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	1	0.0	0.0
Commuting To School	72	1	0.0	0.0
Other Travel	73	1	0.0	0.0
Books	83	1	0.0	0.0
Cable TV	84	2	0.1	0.1
Search For Information	91	6	0.2	0.2
Entertainment	92	3	0.1	0.1
Communications	93	2	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V609 [3rd day 02:30-02:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	16.7
Personal Chores	3	2	0.1	33.3
Work	4	1	0.0	16.7
Entertainment	92	1	0.0	16.7
Cellular Phones (Smart Phones)	95	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V610 [3rd day 02:30-02:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	38	1.1	1.1
At home	1	3,391	98.9	98.9
Total		3,429	100.0	100.0

V611 [3rd day 02:45-03:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,350	97.7	97.7
Meals	2	1	0.0	0.0
Personal Chores	3	14	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	24	0.7	0.7
Network Radio	5	1	0.0	0.0
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	9	0.3	0.3
Caring For Child	26	1	0.0	0.0
Household Chores	27	2	0.1	0.1
Personal Meetings	31	3	0.1	0.1
Rest	41	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	1	0.0	0.0
Commuting To School	72	1	0.0	0.0
Other Travel	73	1	0.0	0.0
Cable TV	84	3	0.1	0.1
Search For Information	91	5	0.1	0.1
Entertainment	92	4	0.1	0.1
Communications	93	2	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V612 [3rd day 02:45-03:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	20.0
Personal Chores	3	1	0.0	20.0
Work	4	1	0.0	20.0
Cable TV	84	1	0.0	20.0
Entertainment	92	1	0.0	20.0
NA	0	3,424	99.9	
Total		3,429	100.0	100.0

V613 [3rd day 02:45-03:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	37	1.1	1.1
At home	1	3,392	98.9	98.9
Total		3,429	100.0	100.0

V614 [3rd day 03:00-03:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,357	97.9	97.9
Meals	2	2	0.1	0.1
Personal Chores	3	15	0.4	0.4
Work	4	21	0.6	0.6
Outside Of School Learning	13	6	0.2	0.2
Household Chores	27	2	0.1	0.1
Personal Meetings	31	3	0.1	0.1
Rest	41	4	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	1	0.0	0.0
Commuting To School	72	1	0.0	0.0
Other Travel	73	4	0.1	0.1
Newspapers	81	1	0.0	0.0
Cable TV	84	2	0.1	0.1
Search For Information	91	2	0.1	0.1
Entertainment	92	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V615 [3rd day 03:00-03:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	33.3
Listening To Music	61	1	0.0	16.7
DMB	87	1	0.0	16.7
Cellular Phones (Smart Phones)	95	2	0.1	33.3
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V616 [3rd day 03:00-03:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	36	1.0	1.0
At home	1	3,393	99.0	99.0
Total		3,429	100.0	100.0

V617 [3rd day 03:15-03:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,360	98.0	98.0
Meals	2	3	0.1	0.1
Personal Chores	3	17	0.5	0.5
Work	4	20	0.6	0.6
Outside Of School Learning	13	6	0.2	0.2
Household Chores	27	1	0.0	0.0
Personal Meetings	31	3	0.1	0.1
Rest	41	3	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	1	0.0	0.0
Other Travel	73	2	0.1	0.1
Newspapers	81	1	0.0	0.0
Cable TV	84	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	4	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V618 [3rd day 03:15-03:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	50.0
Listening To Music	61	1	0.0	25.0
Cellular Phones (Smart Phones)	95	1	0.0	25.0
NA	0	3,425	99.9	
Total		3,429	100.0	100.0

V619 [3rd day 03:15-03:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	33	1.0	1.0
At home	1	3,396	99.0	99.0
Total		3,429	100.0	100.0

V620 [3rd day 03:30-03:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,354	97.8	97.8
Meals	2	3	0.1	0.1
Personal Chores	3	17	0.5	0.5
Work	4	22	0.6	0.6
Outside Of School Learning	13	6	0.2	0.2
Personal Meetings	31	3	0.1	0.1
Social Encounters	32	1	0.0	0.0
Rest	41	4	0.1	0.1
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	3	0.1	0.1
Other Travel	73	3	0.1	0.1
Newspapers	81	1	0.0	0.0
Cable TV	84	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V621 [3rd day 03:30-03:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	66.7
Listening To Music	61	1	0.0	33.3
NA	0	3,426	99.9	
Total		3,429	100.0	100.0

V622 [3rd day 03:30-03:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	38	1.1	1.1
At home	1	3,391	98.9	98.9
Total		3,429	100.0	100.0

V623 [3rd day 03:45-04:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,360	98.0	98.0
Meals	2	3	0.1	0.1
Personal Chores	3	10	0.3	0.3
Work	4	24	0.7	0.7
Outside Of School Learning	13	6	0.2	0.2
Personal Meetings	31	3	0.1	0.1
Social Encounters	32	2	0.1	0.1
Rest	41	4	0.1	0.1
Hobbies	55	1	0.0	0.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	2	0.1	0.1
Other Travel	73	3	0.1	0.1
Newspapers	81	1	0.0	0.0
Cable TV	84	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V624 [3rd day 03:45-04:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	50.0
Listening To Music	61	1	0.0	50.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V625 [3rd day 03:45-04:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	41	1.2	1.2
At home	1	3,388	98.8	98.8
Total		3,429	100.0	100.0

V626 [3rd day 04:00-04:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,342	97.5	97.5
Meals	2	3	0.1	0.1
Personal Chores	3	25	0.7	0.7
Work	4	23	0.7	0.7
Network Radio	5	1	0.0	0.0
Outside Of School Learning	13	4	0.1	0.1
Cooking	21	1	0.0	0.0
Cleaning	22	1	0.0	0.0
Personal Meetings	31	1	0.0	0.0
Social Encounters	32	4	0.1	0.1
Rest	41	4	0.1	0.1
Hobbies	55	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	5	0.1	0.1
Other Travel	73	5	0.1	0.1
Newspapers	81	1	0.0	0.0
Cable TV	84	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V627 [3rd day 04:00-04:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	50.0
Listening To Music	61	1	0.0	50.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V628 [3rd day 04:00-04:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	46	1.3	1.3
At home	1	3,383	98.7	98.7
Total		3,429	100.0	100.0

V629 [3rd day 04:15-04:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,337	97.3	97.3
Meals	2	4	0.1	0.1
Personal Chores	3	26	0.8	0.8
Work	4	26	0.8	0.8
Network Radio	5	1	0.0	0.0
Outside Of School Learning	13	4	0.1	0.1
Cooking	21	2	0.1	0.1
Cleaning	22	1	0.0	0.0
Social Encounters	32	4	0.1	0.1
Rest	41	3	0.1	0.1
Hobbies	55	3	0.1	0.1
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	4	0.1	0.1
Other Travel	73	5	0.1	0.1
Newspapers	81	1	0.0	0.0
Cable TV	84	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
Communications	93	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V630 [3rd day 04:15-04:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	50.0
Newspapers	81	1	0.0	50.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V631 [3rd day 04:15-04:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	48	1.4	1.4
At home	1	3,381	98.6	98.6
Total		3,429	100.0	100.0

V632 [3rd day 04:30-04:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,295	96.1	96.1
Meals	2	6	0.2	0.2
Personal Chores	3	49	1.4	1.4
Work	4	28	0.8	0.8
Network Radio	5	1	0.0	0.0
Outside Of School Learning	13	3	0.1	0.1
Cooking	21	2	0.1	0.1
Cleaning	22	1	0.0	0.0
Social Encounters	32	5	0.1	0.1
Rest	41	4	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	4	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	2	0.1	0.1
Other Travel	73	16	0.5	0.5
Newspapers	81	2	0.1	0.1
Cable TV	84	2	0.1	0.1
Satellite TV	85	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Communications	93	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V633 [3rd day 04:30-04:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	50.0
Newspapers	81	1	0.0	50.0
NA	0	3,427	99.9	
Total		3,429	100.0	100.0

V634 [3rd day 04:30-04:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	64	1.9	1.9
At home	1	3,365	98.1	98.1
Total		3,429	100.0	100.0

V635 [3rd day 04:45-05:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,289	95.9	95.9
Meals	2	6	0.2	0.2
Personal Chores	3	36	1.0	1.1
Work	4	29	0.8	0.8
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	2	0.1	0.1
Cooking	21	2	0.1	0.1
Cleaning	22	1	0.0	0.0
Social Encounters	32	14	0.4	0.4
Rest	41	5	0.1	0.1
Sports	52	1	0.0	0.0
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	4	0.1	0.1
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	5	0.1	0.1
Other Travel	73	20	0.6	0.6
Newspapers	81	2	0.1	0.1
Books	83	1	0.0	0.0
Cable TV	84	1	0.0	0.0
Satellite TV	85	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	2	0.1	0.1
Communications	93	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V636 [3rd day 04:45-05:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	66.7
Newspapers	81	1	0.0	33.3
NA	0	3,426	99.9	
Total		3,429	100.0	100.0

V637 [3rd day 04:45-05:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	81	2.4	2.4
At home	1	3,348	97.6	97.6
Total		3,429	100.0	100.0

V638 [3rd day 05:00-05:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,176	92.6	92.6
Meals	2	9	0.3	0.3
Personal Chores	3	87	2.5	2.5
Work	4	38	1.1	1.1
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	1	0.0	0.0
Cooking	21	11	0.3	0.3
Laundry	23	2	0.1	0.1
Caring For Child	26	1	0.0	0.0
Household Chores	27	4	0.1	0.1
Social Encounters	32	34	1.0	1.0
Rest	41	5	0.1	0.1
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	9	0.3	0.3
Hobbies	55	9	0.3	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	6	0.2	0.2
Other Travel	73	12	0.3	0.4
Newspapers	81	2	0.1	0.1
Books	83	2	0.1	0.1
Cable TV	84	6	0.2	0.2
Satellite TV	85	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	4	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V639 [3rd day 05:00-05:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	16.7
Personal Chores	3	1	0.0	16.7
Network Radio	5	1	0.0	16.7
Listening To Music	61	1	0.0	16.7
Cable TV	84	1	0.0	16.7
Cellular Phones (Smart Phones)	95	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V640 [3rd day 05:00-05:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	115	3.4	3.4
At home	1	3,314	96.6	96.6
Total		3,429	100.0	100.0

V641 [3rd day 05:15-05:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,167	92.4	92.4
Meals	2	11	0.3	0.3
Personal Chores	3	64	1.9	1.9
Work	4	42	1.2	1.2
Network Radio	5	1	0.0	0.0
Network Television	6	1	0.0	0.0
Outside Of School Learning	13	4	0.1	0.1
Cooking	21	13	0.4	0.4
Laundry	23	2	0.1	0.1
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	1	0.0	0.0
Household Chores	27	3	0.1	0.1
Social Encounters	32	36	1.0	1.1
Rest	41	7	0.2	0.2
Sports	52	3	0.1	0.1
Amusement, Taking A Walk	54	13	0.4	0.4
Hobbies	55	17	0.5	0.5
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	9	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	7	0.2	0.2
Newspapers	81	3	0.1	0.1
Books	83	5	0.1	0.1
Cable TV	84	6	0.2	0.2
Satellite TV	85	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	4	0.1	0.1
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V642 [3rd day 05:15-05:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	16.7
Meals	2	1	0.0	16.7
Personal Chores	3	1	0.0	16.7
Network Radio	5	1	0.0	16.7
Listening To Music	61	1	0.0	16.7
Cable TV	84	1	0.0	16.7
NA	0	3,423	99.8	
Total		3,429	100.0	100.0

V643 [3rd day 05:15-05:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	127	3.7	3.7
At home	1	3,302	96.3	96.3
Total		3,429	100.0	100.0

V644 [3rd day 05:30-05:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,069	89.5	89.5
Meals	2	28	0.8	0.8
Personal Chores	3	103	3.0	3.0
Work	4	47	1.4	1.4
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	5	0.1	0.1
Cooking	21	19	0.6	0.6
Cleaning	22	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	3	0.1	0.1
Purchasing Commodities	25	2	0.1	0.1
Household Chores	27	5	0.1	0.1
Social Encounters	32	37	1.1	1.1
Rest	41	12	0.3	0.4
Sports	52	5	0.1	0.1
Amusement, Taking A Walk	54	14	0.4	0.4
Hobbies	55	23	0.7	0.7
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	14	0.4	0.4
Commuting To School	72	2	0.1	0.1
Other Travel	73	9	0.3	0.3
Newspapers	81	4	0.1	0.1
Books	83	7	0.2	0.2
Cable TV	84	8	0.2	0.2
Satellite TV	85	1	0.0	0.0
Search For Information	91	4	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V645 [3rd day 05:30-05:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	6.3
Personal Chores	3	4	0.1	25.0
Network Radio	5	2	0.1	12.5
Network Television	6	1	0.0	6.3
Listening To Music	61	2	0.1	12.5
Newspapers	81	1	0.0	6.3
Cable TV	84	3	0.1	18.8
IPTV	86	1	0.0	6.3
DMB	87	1	0.0	6.3
NA	0	3,413	99.5	
Total		3,429	100.0	100.0

V646 [3rd day 05:30-05:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	150	4.4	4.4
At home	1	3,279	95.6	95.6
Total		3,429	100.0	100.0

V647 [3rd day 05:45-06:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	3,026	88.2	88.3
Meals	2	29	0.8	0.8
Personal Chores	3	115	3.4	3.4
Work	4	53	1.5	1.5
Network Television	6	2	0.1	0.1
Outside Of School Learning	13	5	0.1	0.1
Cooking	21	22	0.6	0.6
Cleaning	22	5	0.1	0.1
Laundry	23	3	0.1	0.1
Purchasing Commodities	25	2	0.1	0.1
Household Chores	27	8	0.2	0.2
Social Encounters	32	32	0.9	0.9
Rest	41	13	0.4	0.4
Sports	52	8	0.2	0.2
Amusement, Taking A Walk	54	18	0.5	0.5
Hobbies	55	30	0.9	0.9
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	20	0.6	0.6
Commuting To School	72	1	0.0	0.0
Other Travel	73	10	0.3	0.3
Newspapers	81	4	0.1	0.1
Books	83	6	0.2	0.2
Cable TV	84	10	0.3	0.3
Satellite TV	85	1	0.0	0.0
Search For Information	91	3	0.1	0.1
Cellular Phones (Smart Phones)	95	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V648 [3rd day 05:45-06:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	4.8
Personal Chores	3	3	0.1	14.3
Network Radio	5	4	0.1	19.0
Network Television	6	1	0.0	4.8
Amusement, Taking A Walk	54	1	0.0	4.8
Listening To Music	61	4	0.1	19.0
Newspapers	81	1	0.0	4.8
Cable TV	84	3	0.1	14.3
IPTV	86	1	0.0	4.8
DMB	87	1	0.0	4.8
Cellular Phones (Smart Phones)	95	1	0.0	4.8
NA	0	3,408	99.4	
Total		3,429	100.0	100.0

V649 [3rd day 05:45-06:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	171	5.0	5.0
At home	1	3,258	95.0	95.0
Total		3,429	100.0	100.0

V650 [3rd day 06:00-06:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,415	70.4	70.4
Meals	2	56	1.6	1.6
Personal Chores	3	508	14.8	14.8
Work	4	58	1.7	1.7
Network Radio	5	1	0.0	0.0
Network Television	6	21	0.6	0.6
Outside Of School Learning	13	6	0.2	0.2
Cooking	21	114	3.3	3.3
Cleaning	22	5	0.1	0.1
Laundry	23	5	0.1	0.1
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	2	0.1	0.1
Household Chores	27	11	0.3	0.3
Social Encounters	32	19	0.6	0.6
Rest	41	15	0.4	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sports	52	14	0.4	0.4
Amusement, Taking A Walk	54	36	1.0	1.1
Hobbies	55	47	1.4	1.4
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	37	1.1	1.1
Commuting To School	72	4	0.1	0.1
Other Travel	73	30	0.9	0.9
Newspapers	81	10	0.3	0.3
Books	83	1	0.0	0.0
Cable TV	84	9	0.3	0.3
Search For Information	91	1	0.0	0.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V651 [3rd day 06:00-06:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	1.4
Meals	2	3	0.1	4.3
Network Radio	5	6	0.2	8.7
Network Television	6	38	1.1	55.1
Rest	41	1	0.0	1.4
Hobbies	55	1	0.0	1.4
Listening To Music	61	7	0.2	10.1
Newspapers	81	2	0.1	2.9
Cable TV	84	2	0.1	2.9
Satellite TV	85	1	0.0	1.4
IPTV	86	1	0.0	1.4
DMB	87	2	0.1	2.9
Search For Information	91	1	0.0	1.4
Cellular Phones (Smart Phones)	95	3	0.1	4.3
NA	0	3,360	98.0	
Total		3,429	100.0	100.0

V652 [3rd day 06:00-06:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	234	6.8	6.8
At home	1	3,195	93.2	93.2
Total		3,429	100.0	100.0

V653 [3rd day 06:15-06:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,312	67.4	67.4
Meals	2	133	3.9	3.9
Personal Chores	3	417	12.2	12.2
Work	4	72	2.1	2.1
Network Radio	5	2	0.1	0.1
Network Television	6	28	0.8	0.8
Outside Of School Learning	13	6	0.2	0.2
Cooking	21	174	5.1	5.1
Cleaning	22	10	0.3	0.3
Laundry	23	5	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	4	0.1	0.1
Household Chores	27	20	0.6	0.6
Social Encounters	32	13	0.4	0.4
Rest	41	20	0.6	0.6
Sports	52	19	0.6	0.6
Amusement, Taking A Walk	54	46	1.3	1.3
Hobbies	55	50	1.5	1.5
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	38	1.1	1.1
Commuting To School	72	4	0.1	0.1
Other Travel	73	29	0.8	0.8
Newspapers	81	14	0.4	0.4
Books	83	1	0.0	0.0
Cable TV	84	7	0.2	0.2
Search For Information	91	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V654 [3rd day 06:15-06:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	1.1
Meals	2	4	0.1	4.4
Network Radio	5	7	0.2	7.8
Network Television	6	48	1.4	53.3
Outside Of School Learning	13	1	0.0	1.1
Rest	41	1	0.0	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	1	0.0	1.1
Listening To Music	61	9	0.3	10.0
Newspapers	81	5	0.1	5.6
Cable TV	84	4	0.1	4.4
Satellite TV	85	1	0.0	1.1
IPTV	86	1	0.0	1.1
DMB	87	2	0.1	2.2
Search For Information	91	1	0.0	1.1
Cellular Phones (Smart Phones)	95	4	0.1	4.4
NA	0	3,339	97.4	
Total		3,429	100.0	100.0

V655 [3rd day 06:15-06:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	263	7.7	7.7
At home	1	3,166	92.3	92.3
Total		3,429	100.0	100.0

V656 [3rd day 06:30-06:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,774	51.7	51.8
Meals	2	294	8.6	8.6
Personal Chores	3	605	17.6	17.6
Work	4	77	2.2	2.2
Network Radio	5	1	0.0	0.0
Network Television	6	45	1.3	1.3
Class, School Events	11	2	0.1	0.1
Outside Of School Learning	13	7	0.2	0.2
Cooking	21	266	7.8	7.8
Cleaning	22	11	0.3	0.3
Laundry	23	8	0.2	0.2
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	4	0.1	0.1
Household Chores	27	27	0.8	0.8
Social Encounters	32	10	0.3	0.3
Rest	41	26	0.8	0.8
Sports	52	28	0.8	0.8
Amusement, Taking A Walk	54	55	1.6	1.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	42	1.2	1.2
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	65	1.9	1.9
Commuting To School	72	15	0.4	0.4
Other Travel	73	33	1.0	1.0
Newspapers	81	19	0.6	0.6
Books	83	2	0.1	0.1
Cable TV	84	3	0.1	0.1
Satellite TV	85	2	0.1	0.1
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V657 [3rd day 06:30-06:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.7
Meals	2	5	0.1	3.6
Personal Chores	3	4	0.1	2.9
Network Radio	5	10	0.3	7.2
Network Television	6	74	2.2	53.2
Cooking	21	1	0.0	0.7
Cleaning	22	1	0.0	0.7
Caring For Child	26	1	0.0	0.7
Rest	41	1	0.0	0.7
Hobbies	55	1	0.0	0.7
Listening To Music	61	15	0.4	10.8
Playing Computer Games	64	1	0.0	0.7
Commuting To School	72	1	0.0	0.7
Newspapers	81	11	0.3	7.9
Cable TV	84	5	0.1	3.6
Satellite TV	85	1	0.0	0.7
IPTV	86	1	0.0	0.7
DMB	87	2	0.1	1.4
Cellular Phones (Smart Phones)	95	3	0.1	2.2
NA	0	3,290	95.9	
Total		3,429	100.0	100.0

V658 [3rd day 06:30-06:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	327	9.5	9.5
At home	1	3,102	90.5	90.5
Total		3,429	100.0	100.0

V659 [3rd day 06:45-07:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,646	48.0	48.0
Meals	2	417	12.2	12.2
Personal Chores	3	518	15.1	15.1
Work	4	84	2.4	2.5
Network Radio	5	1	0.0	0.0
Network Television	6	49	1.4	1.4
Class, School Events	11	3	0.1	0.1
Outside Of School Learning	13	8	0.2	0.2
Cooking	21	297	8.7	8.7
Cleaning	22	11	0.3	0.3
Laundry	23	7	0.2	0.2
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	3	0.1	0.1
Household Chores	27	28	0.8	0.8
Personal Meetings	31	1	0.0	0.0
Social Encounters	32	10	0.3	0.3
Rest	41	34	1.0	1.0
Sports	52	29	0.8	0.8
Amusement, Taking A Walk	54	59	1.7	1.7
Hobbies	55	42	1.2	1.2
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	84	2.4	2.5
Commuting To School	72	25	0.7	0.7
Other Travel	73	30	0.9	0.9
Newspapers	81	22	0.6	0.6
Books	83	3	0.1	0.1
Cable TV	84	5	0.1	0.1
Satellite TV	85	2	0.1	0.1
Search For Information	91	4	0.1	0.1
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V660 [3rd day 06:45-07:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.6
Meals	2	6	0.2	3.8
Personal Chores	3	6	0.2	3.8
Network Radio	5	17	0.5	10.8
Network Television	6	82	2.4	52.2
Cooking	21	3	0.1	1.9
Cleaning	22	1	0.0	0.6
Caring For Child	26	1	0.0	0.6
Rest	41	1	0.0	0.6
Listening To Music	61	17	0.5	10.8
Playing Computer Games	64	1	0.0	0.6
Newspapers	81	8	0.2	5.1
Books	83	1	0.0	0.6
Cable TV	84	3	0.1	1.9
Satellite TV	85	1	0.0	0.6
IPTV	86	1	0.0	0.6
DMB	87	2	0.1	1.3
Cellular Phones (Smart Phones)	95	5	0.1	3.2
NA	0	3,272	95.4	
Total		3,429	100.0	100.0

V661 [3rd day 06:45-07:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	379	11.1	11.1
At home	1	3,050	88.9	88.9
Total		3,429	100.0	100.0

V662 [3rd day 07:00-07:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	835	24.4	24.4
Meals	2	613	17.9	17.9
Personal Chores	3	939	27.4	27.4
Work	4	99	2.9	2.9
Network Radio	5	1	0.0	0.0
Network Television	6	69	2.0	2.0
Class, School Events	11	10	0.3	0.3
Outside Of School Learning	13	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	302	8.8	8.8
Cleaning	22	25	0.7	0.7
Laundry	23	3	0.1	0.1
Caring For Child	26	10	0.3	0.3
Household Chores	27	55	1.6	1.6
Personal Meetings	31	1	0.0	0.0
Social Encounters	32	2	0.1	0.1
Rest	41	33	1.0	1.0
Illness, Recuperation	42	1	0.0	0.0
Sports	52	30	0.9	0.9
Amusement, Taking A Walk	54	38	1.1	1.1
Hobbies	55	35	1.0	1.0
Mastering Technical Skills And Technology	56	1	0.0	0.0
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	163	4.8	4.8
Commuting To School	72	77	2.2	2.2
Other Travel	73	37	1.1	1.1
Newspapers	81	19	0.6	0.6
Books	83	2	0.1	0.1
Cable TV	84	10	0.3	0.3
Satellite TV	85	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	3	0.1	0.1
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	3	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V663 [3rd day 07:00-07:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.8
Meals	2	15	0.4	6.1
Personal Chores	3	10	0.3	4.1
Network Radio	5	31	0.9	12.7
Network Television	6	108	3.1	44.1
Cooking	21	2	0.1	0.8
Cleaning	22	1	0.0	0.4
Laundry	23	1	0.0	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	1	0.0	0.4
Rest	41	2	0.1	0.8
Listening To Music	61	28	0.8	11.4
Playing Computer Games	64	1	0.0	0.4
Commuting To School	72	1	0.0	0.4
Newspapers	81	15	0.4	6.1
Books	83	1	0.0	0.4
Cable TV	84	12	0.3	4.9
Satellite TV	85	1	0.0	0.4
DMB	87	5	0.1	2.0
Search For Information	91	2	0.1	0.8
Cellular Phones (Smart Phones)	95	6	0.2	2.4
NA	0	3,184	92.9	
Total		3,429	100.0	100.0

V664 [3rd day 07:00-07:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	541	15.8	15.8
At home	1	2,888	84.2	84.2
Total		3,429	100.0	100.0

V665 [3rd day 07:15-07:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	752	21.9	21.9
Meals	2	743	21.7	21.7
Personal Chores	3	728	21.2	21.2
Work	4	129	3.8	3.8
Network Radio	5	1	0.0	0.0
Network Television	6	80	2.3	2.3
Class, School Events	11	21	0.6	0.6
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	11	0.3	0.3
Cooking	21	316	9.2	9.2
Cleaning	22	29	0.8	0.8
Laundry	23	5	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	13	0.4	0.4
Household Chores	27	62	1.8	1.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	2	0.1	0.1
Social Encounters	32	2	0.1	0.1
Rest	41	37	1.1	1.1
Illness, Recuperation	42	1	0.0	0.0
Sports	52	33	1.0	1.0
Amusement, Taking A Walk	54	42	1.2	1.2
Hobbies	55	29	0.8	0.8
Mastering Technical Skills And Technology	56	2	0.1	0.1
Listening To Music	61	1	0.0	0.0
Commuting To Work	71	199	5.8	5.8
Commuting To School	72	110	3.2	3.2
Other Travel	73	36	1.0	1.1
Newspapers	81	22	0.6	0.6
Books	83	2	0.1	0.1
Cable TV	84	10	0.3	0.3
Satellite TV	85	2	0.1	0.1
Search For Information	91	2	0.1	0.1
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	2	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V666 [3rd day 07:15-07:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.7
Meals	2	21	0.6	7.4
Personal Chores	3	8	0.2	2.8
Work	4	1	0.0	0.4
Network Radio	5	36	1.0	12.8
Network Television	6	108	3.1	38.3
Cooking	21	3	0.1	1.1
Cleaning	22	2	0.1	0.7
Laundry	23	1	0.0	0.4
Household Chores	27	1	0.0	0.4
Rest	41	4	0.1	1.4
Listening To Music	61	38	1.1	13.5
Commuting To School	72	1	0.0	0.4
Newspapers	81	14	0.4	5.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	3	0.1	1.1
Cable TV	84	15	0.4	5.3
Satellite TV	85	1	0.0	0.4
DMB	87	5	0.1	1.8
Search For Information	91	3	0.1	1.1
Cellular Phones (Smart Phones)	95	15	0.4	5.3
NA	0	3,147	91.8	
Total		3,429	100.0	100.0

V667 [3rd day 07:15-07:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	666	19.4	19.4
At home	1	2,763	80.6	80.6
Total		3,429	100.0	100.0

V668 [3rd day 07:30-07:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	492	14.3	14.4
Meals	2	856	25.0	25.0
Personal Chores	3	625	18.2	18.2
Work	4	169	4.9	4.9
Network Radio	5	2	0.1	0.1
Network Television	6	86	2.5	2.5
Class, School Events	11	73	2.1	2.1
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	11	0.3	0.3
Cooking	21	240	7.0	7.0
Cleaning	22	49	1.4	1.4
Laundry	23	13	0.4	0.4
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	31	0.9	0.9
Household Chores	27	87	2.5	2.5
Personal Meetings	31	5	0.1	0.1
Social Encounters	32	2	0.1	0.1
Rest	41	65	1.9	1.9
Illness, Recuperation	42	1	0.0	0.0
Sports	52	20	0.6	0.6
Amusement, Taking A Walk	54	28	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	23	0.7	0.7
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	3	0.1	0.1
Commuting To Work	71	303	8.8	8.8
Commuting To School	72	138	4.0	4.0
Other Travel	73	38	1.1	1.1
Newspapers	81	24	0.7	0.7
Books	83	1	0.0	0.0
Cable TV	84	10	0.3	0.3
IPTV	86	3	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	8	0.2	0.2
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	10	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V669 [3rd day 07:30-07:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.6
Meals	2	20	0.6	6.3
Personal Chores	3	17	0.5	5.4
Work	4	1	0.0	0.3
Network Radio	5	44	1.3	14.0
Network Television	6	108	3.1	34.3
Class, School Events	11	1	0.0	0.3
Cooking	21	3	0.1	1.0
Cleaning	22	1	0.0	0.3
Laundry	23	2	0.1	0.6
Household Chores	27	1	0.0	0.3
Rest	41	2	0.1	0.6
Listening To Music	61	44	1.3	14.0
Playing Computer Games	64	1	0.0	0.3
Commuting To Work	71	3	0.1	1.0
Commuting To School	72	5	0.1	1.6
Other Travel	73	1	0.0	0.3
Newspapers	81	9	0.3	2.9
Books	83	3	0.1	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	12	0.3	3.8
Satellite TV	85	2	0.1	0.6
IPTV	86	1	0.0	0.3
DMB	87	9	0.3	2.9
Search For Information	91	2	0.1	0.6
Cellular Phones (Smart Phones)	95	21	0.6	6.7
NA	0	3,114	90.8	
Total		3,429	100.0	100.0

V670 [3rd day 07:30-07:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	915	26.7	26.7
At home	1	2,514	73.3	73.3
Total		3,429	100.0	100.0

V671 [3rd day 07:45-08:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	459	13.4	13.4
Meals	2	814	23.7	23.7
Personal Chores	3	509	14.8	14.8
Work	4	197	5.7	5.7
Network Radio	5	6	0.2	0.2
Network Television	6	98	2.9	2.9
Class, School Events	11	107	3.1	3.1
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	13	0.4	0.4
Cooking	21	198	5.8	5.8
Cleaning	22	66	1.9	1.9
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	32	0.9	0.9
Household Chores	27	83	2.4	2.4
Personal Meetings	31	8	0.2	0.2
Social Encounters	32	4	0.1	0.1
Rest	41	100	2.9	2.9
Illness, Recuperation	42	1	0.0	0.0
Sports	52	19	0.6	0.6
Amusement, Taking A Walk	54	25	0.7	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	19	0.6	0.6
Mastering Technical Skills And Technology	56	4	0.1	0.1
Listening To Music	61	3	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	367	10.7	10.7
Commuting To School	72	180	5.2	5.3
Other Travel	73	38	1.1	1.1
Newspapers	81	22	0.6	0.6
Books	83	1	0.0	0.0
Cable TV	84	12	0.3	0.4
Satellite TV	85	1	0.0	0.0
IPTV	86	3	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	9	0.3	0.3
Entertainment	92	1	0.0	0.0
Cellular Phones (Smart Phones)	95	5	0.1	0.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V672 [3rd day 07:45-08:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	18	0.5	5.0
Personal Chores	3	15	0.4	4.1
Work	4	1	0.0	0.3
Network Radio	5	46	1.3	12.7
Network Television	6	143	4.2	39.5
Class, School Events	11	3	0.1	0.8
Cooking	21	4	0.1	1.1
Cleaning	22	2	0.1	0.6
Laundry	23	3	0.1	0.8
Household Chores	27	1	0.0	0.3
Personal Meetings	31	1	0.0	0.3
Rest	41	3	0.1	0.8
Listening To Music	61	53	1.5	14.6
Playing Computer Games	64	2	0.1	0.6
Commuting To Work	71	3	0.1	0.8
Commuting To School	72	2	0.1	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	1	0.0	0.3
Newspapers	81	13	0.4	3.6
Books	83	3	0.1	0.8
Cable TV	84	13	0.4	3.6
Satellite TV	85	1	0.0	0.3
IPTV	86	1	0.0	0.3
DMB	87	10	0.3	2.8
Search For Information	91	2	0.1	0.6
Entertainment	92	1	0.0	0.3
Cellular Phones (Smart Phones)	95	16	0.5	4.4
NA	0	3,067	89.4	
Total		3,429	100.0	100.0

V673 [3rd day 07:45-08:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,092	31.8	31.8
At home	1	2,337	68.2	68.2
Total		3,429	100.0	100.0

V674 [3rd day 08:00-08:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	255	7.4	7.4
Meals	2	457	13.3	13.3
Personal Chores	3	521	15.2	15.2
Work	4	356	10.4	10.4
Network Radio	5	7	0.2	0.2
Network Television	6	154	4.5	4.5
Class, School Events	11	200	5.8	5.8
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	18	0.5	0.5
Cooking	21	148	4.3	4.3
Cleaning	22	103	3.0	3.0
Laundry	23	31	0.9	0.9
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	47	1.4	1.4
Household Chores	27	96	2.8	2.8
Personal Meetings	31	15	0.4	0.4
Social Encounters	32	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	114	3.3	3.3
Illness, Recuperation	42	4	0.1	0.1
Sports	52	14	0.4	0.4
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	24	0.7	0.7
Hobbies	55	17	0.5	0.5
Mastering Technical Skills And Technology	56	3	0.1	0.1
Listening To Music	61	4	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	475	13.9	13.9
Commuting To School	72	203	5.9	5.9
Other Travel	73	68	2.0	2.0
Newspapers	81	17	0.5	0.5
Books	83	3	0.1	0.1
Cable TV	84	20	0.6	0.6
Satellite TV	85	2	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	17	0.5	0.5
Communications	93	1	0.0	0.0
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V675 [3rd day 08:00-08:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	15	0.4	4.0
Personal Chores	3	10	0.3	2.7
Work	4	6	0.2	1.6
Network Radio	5	52	1.5	13.8
Network Television	6	119	3.5	31.6
Class, School Events	11	3	0.1	0.8
Cooking	21	8	0.2	2.1
Cleaning	22	5	0.1	1.3
Laundry	23	5	0.1	1.3
Household Chores	27	2	0.1	0.5
Personal Meetings	31	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	8	0.2	2.1
Sports	52	1	0.0	0.3
Listening To Music	61	44	1.3	11.7
Playing Computer Games	64	4	0.1	1.1
Commuting To Work	71	5	0.1	1.3
Commuting To School	72	2	0.1	0.5
Other Travel	73	1	0.0	0.3
Newspapers	81	20	0.6	5.3
Books	83	2	0.1	0.5
Cable TV	84	5	0.1	1.3
Satellite TV	85	1	0.0	0.3
DMB	87	12	0.3	3.2
Search For Information	91	4	0.1	1.1
Entertainment	92	1	0.0	0.3
Communications	93	1	0.0	0.3
Cellular Phones (Smart Phones)	95	37	1.1	9.8
NA	0	3,053	89.0	
Total		3,429	100.0	100.0

V676 [3rd day 08:00-08:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,579	46.0	46.0
At home	1	1,850	54.0	54.0
Total		3,429	100.0	100.0

V677 [3rd day 08:15-08:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	234	6.8	6.8
Meals	2	378	11.0	11.0
Personal Chores	3	410	12.0	12.0
Work	4	443	12.9	12.9
Network Radio	5	6	0.2	0.2
Network Television	6	183	5.3	5.3
Class, School Events	11	273	8.0	8.0
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	20	0.6	0.6
Cooking	21	125	3.6	3.6
Cleaning	22	118	3.4	3.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Laundry	23	41	1.2	1.2
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	46	1.3	1.3
Household Chores	27	95	2.8	2.8
Personal Meetings	31	30	0.9	0.9
Social Encounters	32	4	0.1	0.1
Rest	41	133	3.9	3.9
Illness, Recuperation	42	4	0.1	0.1
Sports	52	17	0.5	0.5
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	22	0.6	0.6
Hobbies	55	19	0.6	0.6
Mastering Technical Skills And Technology	56	4	0.1	0.1
Listening To Music	61	4	0.1	0.1
Playing Computer Games	64	1	0.0	0.0
Commuting To Work	71	497	14.5	14.5
Commuting To School	72	159	4.6	4.6
Other Travel	73	64	1.9	1.9
Newspapers	81	30	0.9	0.9
Books	83	5	0.1	0.1
Cable TV	84	16	0.5	0.5
Satellite TV	85	1	0.0	0.0
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	17	0.5	0.5
Communications	93	1	0.0	0.0
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V678 [3rd day 08:15-08:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.6
Meals	2	13	0.4	3.6
Personal Chores	3	14	0.4	3.9
Work	4	8	0.2	2.2
Network Radio	5	50	1.5	13.9
Network Television	6	101	2.9	28.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Class, School Events	11	3	0.1	0.8
Cooking	21	6	0.2	1.7
Cleaning	22	10	0.3	2.8
Laundry	23	4	0.1	1.1
Household Chores	27	3	0.1	0.8
Personal Meetings	31	1	0.0	0.3
Social Encounters	32	1	0.0	0.3
Rest	41	7	0.2	1.9
Listening To Music	61	41	1.2	11.4
Playing Computer Games	64	3	0.1	0.8
Commuting To Work	71	5	0.1	1.4
Commuting To School	72	2	0.1	0.6
Other Travel	73	1	0.0	0.3
Newspapers	81	23	0.7	6.4
Books	83	1	0.0	0.3
Cable TV	84	9	0.3	2.5
Satellite TV	85	2	0.1	0.6
DMB	87	10	0.3	2.8
Search For Information	91	6	0.2	1.7
Entertainment	92	1	0.0	0.3
Communications	93	1	0.0	0.3
Cellular Phones (Smart Phones)	95	33	1.0	9.1
NA	0	3,068	89.5	
Total		3,429	100.0	100.0

V679 [3rd day 08:15-08:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,746	50.9	50.9
At home	1	1,683	49.1	49.1
Total		3,429	100.0	100.0

V680 [3rd day 08:30-08:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	183	5.3	5.3
Meals	2	259	7.6	7.6
Personal Chores	3	279	8.1	8.1
Work	4	661	19.3	19.3
Network Radio	5	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	224	6.5	6.5
Class, School Events	11	362	10.6	10.6
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	22	0.6	0.6
Cooking	21	81	2.4	2.4
Cleaning	22	147	4.3	4.3
Laundry	23	53	1.5	1.5
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	42	1.2	1.2
Household Chores	27	48	1.4	1.4
Personal Meetings	31	40	1.2	1.2
Social Encounters	32	9	0.3	0.3
Rest	41	178	5.2	5.2
Illness, Recuperation	42	9	0.3	0.3
Sports	52	17	0.5	0.5
Amusement, Taking A Walk	54	18	0.5	0.5
Hobbies	55	20	0.6	0.6
Mastering Technical Skills And Technology	56	6	0.2	0.2
Listening To Music	61	2	0.1	0.1
Playing Computer Games	64	3	0.1	0.1
Commuting To Work	71	457	13.3	13.3
Commuting To School	72	108	3.1	3.2
Other Travel	73	82	2.4	2.4
Newspapers	81	37	1.1	1.1
Books	83	12	0.3	0.4
Cable TV	84	16	0.5	0.5
IPTV	86	3	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	18	0.5	0.5
Entertainment	92	2	0.1	0.1
Communications	93	4	0.1	0.1
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V681 [3rd day 08:30-08:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	11	0.3	2.8
Personal Chores	3	7	0.2	1.8
Work	4	13	0.4	3.3
Network Radio	5	45	1.3	11.4
Network Television	6	121	3.5	30.6
Class, School Events	11	3	0.1	0.8
Cooking	21	3	0.1	0.8
Cleaning	22	11	0.3	2.8
Laundry	23	5	0.1	1.3
Household Chores	27	4	0.1	1.0
Rest	41	12	0.3	3.0
Listening To Music	61	47	1.4	11.9
Watching Videos	62	1	0.0	0.3
Commuting To Work	71	3	0.1	0.8
Other Travel	73	1	0.0	0.3
Newspapers	81	25	0.7	6.3
Cable TV	84	10	0.3	2.5
Satellite TV	85	1	0.0	0.3
DMB	87	10	0.3	2.5
Search For Information	91	13	0.4	3.3
Entertainment	92	1	0.0	0.3
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	46	1.3	11.6
NA	0	3,034	88.5	
Total		3,429	100.0	100.0

V682 [3rd day 08:30-08:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,054	59.9	59.9
At home	1	1,375	40.1	40.1
Total		3,429	100.0	100.0

V683 [3rd day 08:45-09:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	176	5.1	5.1
Meals	2	206	6.0	6.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	246	7.2	7.2
Work	4	763	22.3	22.3
Network Radio	5	3	0.1	0.1
Network Television	6	243	7.1	7.1
Class, School Events	11	382	11.1	11.1
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	21	0.6	0.6
Cooking	21	71	2.1	2.1
Cleaning	22	146	4.3	4.3
Laundry	23	51	1.5	1.5
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	34	1.0	1.0
Household Chores	27	47	1.4	1.4
Personal Meetings	31	46	1.3	1.3
Social Encounters	32	9	0.3	0.3
Rest	41	231	6.7	6.7
Illness, Recuperation	42	9	0.3	0.3
Sports	52	17	0.5	0.5
Competition	53	1	0.0	0.0
Amusement, Taking A Walk	54	17	0.5	0.5
Hobbies	55	19	0.6	0.6
Mastering Technical Skills And Technology	56	5	0.1	0.1
Listening To Music	61	2	0.1	0.1
Playing Computer Games	64	3	0.1	0.1
Commuting To Work	71	394	11.5	11.5
Commuting To School	72	88	2.6	2.6
Other Travel	73	83	2.4	2.4
Newspapers	81	36	1.0	1.1
Books	83	10	0.3	0.3
Cable TV	84	17	0.5	0.5
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	21	0.6	0.6
Entertainment	92	3	0.1	0.1
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	11	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V684 [3rd day 08:45-09:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	10	0.3	2.6
Personal Chores	3	5	0.1	1.3
Work	4	14	0.4	3.6
Network Radio	5	37	1.1	9.5
Network Television	6	126	3.7	32.5
Class, School Events	11	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	12	0.3	3.1
Laundry	23	7	0.2	1.8
Household Chores	27	2	0.1	0.5
Social Encounters	32	1	0.0	0.3
Rest	41	16	0.5	4.1
Listening To Music	61	41	1.2	10.6
Watching Videos	62	1	0.0	0.3
Commuting To Work	71	3	0.1	0.8
Other Travel	73	1	0.0	0.3
Newspapers	81	20	0.6	5.2
Cable TV	84	10	0.3	2.6
Satellite TV	85	2	0.1	0.5
DMB	87	11	0.3	2.8
Search For Information	91	17	0.5	4.4
Entertainment	92	1	0.0	0.3
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	46	1.3	11.9
NA	0	3,041	88.7	
Total		3,429	100.0	100.0

V685 [3rd day 08:45-09:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,145	62.6	62.6
At home	1	1,284	37.4	37.4
Total		3,429	100.0	100.0

V686 [3rd day 09:00-09:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	114	3.3	3.3
Meals	2	118	3.4	3.4
Personal Chores	3	214	6.2	6.2
Work	4	1,143	33.3	33.3
Network Radio	5	5	0.1	0.1
Network Television	6	253	7.4	7.4
Class, School Events	11	480	14.0	14.0
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	27	0.8	0.8
Cooking	21	38	1.1	1.1
Cleaning	22	124	3.6	3.6
Laundry	23	48	1.4	1.4
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	28	0.8	0.8
Household Chores	27	39	1.1	1.1
Personal Meetings	31	34	1.0	1.0
Social Encounters	32	15	0.4	0.4
Rest	41	169	4.9	4.9
Illness, Recuperation	42	14	0.4	0.4
Sports	52	24	0.7	0.7
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	19	0.6	0.6
Hobbies	55	33	1.0	1.0
Mastering Technical Skills And Technology	56	13	0.4	0.4
Listening To Music	61	3	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	195	5.7	5.7
Commuting To School	72	62	1.8	1.8
Other Travel	73	96	2.8	2.8
Newspapers	81	29	0.8	0.8
Books	83	5	0.1	0.1
Cable TV	84	14	0.4	0.4
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	28	0.8	0.8
Entertainment	92	1	0.0	0.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V687 [3rd day 09:00-09:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	3	0.1	0.8
Personal Chores	3	9	0.3	2.4
Work	4	16	0.5	4.3
Network Radio	5	29	0.8	7.9
Network Television	6	88	2.6	23.9
Class, School Events	11	4	0.1	1.1
Cooking	21	2	0.1	0.5
Cleaning	22	10	0.3	2.7
Laundry	23	6	0.2	1.6
Caring For Child	26	2	0.1	0.5
Household Chores	27	4	0.1	1.1
Social Encounters	32	2	0.1	0.5
Rest	41	27	0.8	7.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	25	0.7	6.8
Watching Videos	62	2	0.1	0.5
Commuting To Work	71	1	0.0	0.3
Other Travel	73	2	0.1	0.5
Newspapers	81	14	0.4	3.8
Cable TV	84	11	0.3	3.0
DMB	87	8	0.2	2.2
Search For Information	91	43	1.3	11.7
Entertainment	92	1	0.0	0.3
Communications	93	4	0.1	1.1
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	50	1.5	13.6
NA	0	3,061	89.3	
Total		3,429	100.0	100.0

V688 [3rd day 09:00-09:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,387	69.6	69.6
At home	1	1,042	30.4	30.4
Total		3,429	100.0	100.0

V689 [3rd day 09:15-09:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	107	3.1	3.1
Meals	2	100	2.9	2.9
Personal Chores	3	176	5.1	5.1
Work	4	1,232	35.9	35.9
Network Radio	5	3	0.1	0.1
Network Television	6	225	6.6	6.6
Class, School Events	11	492	14.3	14.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	29	0.8	0.8
Cooking	21	27	0.8	0.8
Cleaning	22	128	3.7	3.7
Laundry	23	55	1.6	1.6
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	26	0.8	0.8
Household Chores	27	36	1.0	1.1
Personal Meetings	31	40	1.2	1.2
Social Encounters	32	19	0.6	0.6
Rest	41	169	4.9	4.9
Illness, Recuperation	42	19	0.6	0.6
Sports	52	26	0.8	0.8
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	21	0.6	0.6
Hobbies	55	41	1.2	1.2
Mastering Technical Skills And Technology	56	17	0.5	0.5
Listening To Music	61	5	0.1	0.1
Playing Computer Games	64	5	0.1	0.1
Commuting To Work	71	168	4.9	4.9
Commuting To School	72	56	1.6	1.6
Other Travel	73	86	2.5	2.5
Newspapers	81	31	0.9	0.9
Books	83	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	18	0.5	0.5
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	30	0.9	0.9
Entertainment	92	2	0.1	0.1
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V690 [3rd day 09:15-09:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	4	0.1	1.1
Personal Chores	3	8	0.2	2.3
Work	4	11	0.3	3.1
Network Radio	5	30	0.9	8.5
Network Television	6	82	2.4	23.3
Class, School Events	11	1	0.0	0.3
Cooking	21	4	0.1	1.1
Cleaning	22	8	0.2	2.3
Laundry	23	7	0.2	2.0
Caring For Child	26	1	0.0	0.3
Household Chores	27	5	0.1	1.4
Social Encounters	32	2	0.1	0.6
Rest	41	15	0.4	4.3
Sports	52	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	26	0.8	7.4
Watching Videos	62	2	0.1	0.6
Other Travel	73	1	0.0	0.3
Newspapers	81	14	0.4	4.0
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	9	0.3	2.6
DMB	87	6	0.2	1.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	52	1.5	14.8
Entertainment	92	1	0.0	0.3
Communications	93	4	0.1	1.1
Shopping And Electronic Transactions	94	3	0.1	0.9
Cellular Phones (Smart Phones)	95	50	1.5	14.2
NA	0	3,077	89.7	
Total		3,429	100.0	100.0

V691 [3rd day 09:15-09:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,456	71.6	71.6
At home	1	973	28.4	28.4
Total		3,429	100.0	100.0

V692 [3rd day 09:30-09:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	91	2.7	2.7
Meals	2	62	1.8	1.8
Personal Chores	3	145	4.2	4.2
Work	4	1,365	39.8	39.8
Network Radio	5	6	0.2	0.2
Network Television	6	173	5.0	5.0
Class, School Events	11	514	15.0	15.0
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	34	1.0	1.0
Cooking	21	28	0.8	0.8
Cleaning	22	104	3.0	3.0
Laundry	23	55	1.6	1.6
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	18	0.5	0.5
Household Chores	27	43	1.3	1.3
Personal Meetings	31	58	1.7	1.7
Social Encounters	32	22	0.6	0.6
Rest	41	145	4.2	4.2
Illness, Recuperation	42	18	0.5	0.5
Sports	52	26	0.8	0.8
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	24	0.7	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	54	1.6	1.6
Mastering Technical Skills And Technology	56	18	0.5	0.5
Listening To Music	61	3	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	135	3.9	3.9
Commuting To School	72	46	1.3	1.3
Other Travel	73	107	3.1	3.1
Newspapers	81	29	0.8	0.8
Books	83	5	0.1	0.1
Cable TV	84	21	0.6	0.6
Satellite TV	85	4	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	32	0.9	0.9
Entertainment	92	3	0.1	0.1
Communications	93	3	0.1	0.1
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V693 [3rd day 09:30-09:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	4	0.1	1.1
Personal Chores	3	10	0.3	2.7
Work	4	10	0.3	2.7
Network Radio	5	32	0.9	8.5
Network Television	6	54	1.6	14.3
Class, School Events	11	1	0.0	0.3
Cooking	21	4	0.1	1.1
Cleaning	22	15	0.4	4.0
Laundry	23	5	0.1	1.3
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Social Encounters	32	2	0.1	0.5
Rest	41	15	0.4	4.0
Illness, Recuperation	42	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	32	0.9	8.5
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	1	0.0	0.3
Commuting To School	72	1	0.0	0.3
Other Travel	73	1	0.0	0.3
Newspapers	81	14	0.4	3.7
Books	83	2	0.1	0.5
Cable TV	84	12	0.3	3.2
DMB	87	2	0.1	0.5
Search For Information	91	67	2.0	17.8
Entertainment	92	2	0.1	0.5
Communications	93	6	0.2	1.6
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	71	2.1	18.8
NA	0	3,052	89.0	
Total		3,429	100.0	100.0

V694 [3rd day 09:30-09:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,604	75.9	75.9
At home	1	825	24.1	24.1
Total		3,429	100.0	100.0

V695 [3rd day 09:45-10:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	85	2.5	2.5
Meals	2	51	1.5	1.5
Personal Chores	3	152	4.4	4.4
Work	4	1,411	41.1	41.2
Network Radio	5	6	0.2	0.2
Network Television	6	165	4.8	4.8
Class, School Events	11	458	13.4	13.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	35	1.0	1.0
Cooking	21	28	0.8	0.8
Cleaning	22	106	3.1	3.1
Laundry	23	53	1.5	1.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	17	0.5	0.5
Household Chores	27	49	1.4	1.4
Personal Meetings	31	62	1.8	1.8
Social Encounters	32	22	0.6	0.6
Rest	41	186	5.4	5.4
Illness, Recuperation	42	27	0.8	0.8
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	28	0.8	0.8
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	24	0.7	0.7
Hobbies	55	62	1.8	1.8
Mastering Technical Skills And Technology	56	18	0.5	0.5
Listening To Music	61	3	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	119	3.5	3.5
Commuting To School	72	39	1.1	1.1
Other Travel	73	93	2.7	2.7
Newspapers	81	28	0.8	0.8
Books	83	5	0.1	0.1
Cable TV	84	19	0.6	0.6
Satellite TV	85	3	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	33	1.0	1.0
Entertainment	92	3	0.1	0.1
Communications	93	3	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V696 [3rd day 09:45-10:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	1	0.0	0.3
Personal Chores	3	11	0.3	3.0
Work	4	10	0.3	2.8
Network Radio	5	30	0.9	8.3
Network Television	6	45	1.3	12.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Class, School Events	11	1	0.0	0.3
Cooking	21	6	0.2	1.7
Cleaning	22	15	0.4	4.1
Laundry	23	6	0.2	1.7
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.6
Social Encounters	32	3	0.1	0.8
Rest	41	17	0.5	4.7
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	31	0.9	8.6
Watching Videos	62	2	0.1	0.6
Playing Computer Games	64	1	0.0	0.3
Commuting To School	72	1	0.0	0.3
Other Travel	73	1	0.0	0.3
Newspapers	81	15	0.4	4.1
Books	83	2	0.1	0.6
Cable TV	84	15	0.4	4.1
DMB	87	1	0.0	0.3
Search For Information	91	68	2.0	18.8
Entertainment	92	2	0.1	0.6
Communications	93	6	0.2	1.7
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	61	1.8	16.9
NA	0	3,067	89.4	
Total		3,429	100.0	100.0

V697 [3rd day 09:45-10:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,653	77.4	77.4
At home	1	776	22.6	22.6
Total		3,429	100.0	100.0

V698 [3rd day 10:00-10:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	58	1.7	1.7
Meals	2	36	1.0	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	114	3.3	3.3
Work	4	1,497	43.7	43.7
Network Radio	5	7	0.2	0.2
Network Television	6	108	3.1	3.2
Class, School Events	11	539	15.7	15.7
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	37	1.1	1.1
Cooking	21	19	0.6	0.6
Cleaning	22	84	2.4	2.5
Laundry	23	47	1.4	1.4
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	10	0.3	0.3
Household Chores	27	46	1.3	1.3
Personal Meetings	31	72	2.1	2.1
Social Encounters	32	23	0.7	0.7
Rest	41	179	5.2	5.2
Illness, Recuperation	42	26	0.8	0.8
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	29	0.8	0.8
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	30	0.9	0.9
Hobbies	55	82	2.4	2.4
Mastering Technical Skills And Technology	56	25	0.7	0.7
Listening To Music	61	3	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	7	0.2	0.2
Commuting To Work	71	62	1.8	1.8
Commuting To School	72	29	0.8	0.8
Other Travel	73	137	4.0	4.0
Newspapers	81	17	0.5	0.5
Books	83	7	0.2	0.2
Cable TV	84	20	0.6	0.6
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	30	0.9	0.9
Entertainment	92	4	0.1	0.1
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V699 [3rd day 10:00-10:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	1	0.0	0.3
Personal Chores	3	7	0.2	1.8
Work	4	11	0.3	2.8
Network Radio	5	35	1.0	9.0
Network Television	6	37	1.1	9.5
Class, School Events	11	3	0.1	0.8
Cooking	21	4	0.1	1.0
Cleaning	22	12	0.3	3.1
Laundry	23	5	0.1	1.3
Household Chores	27	2	0.1	0.5
Personal Meetings	31	1	0.0	0.3
Social Encounters	32	2	0.1	0.5
Rest	41	15	0.4	3.8
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	22	0.6	5.6
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	2	0.1	0.5
Commuting To School	72	2	0.1	0.5
Other Travel	73	2	0.1	0.5
Newspapers	81	10	0.3	2.6
Books	83	1	0.0	0.3
Cable TV	84	23	0.7	5.9
DMB	87	3	0.1	0.8
Search For Information	91	80	2.3	20.5
Entertainment	92	4	0.1	1.0
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	96	2.8	24.6
NA	0	3,038	88.6	
Total		3,429	100.0	100.0

V700 [3rd day 10:00-10:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,820	82.2	82.2
At home	1	609	17.8	17.8
Total		3,429	100.0	100.0

V701 [3rd day 10:15-10:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	58	1.7	1.7
Meals	2	29	0.8	0.8
Personal Chores	3	96	2.8	2.8
Work	4	1,562	45.6	45.6
Network Radio	5	6	0.2	0.2
Network Television	6	108	3.1	3.2
Class, School Events	11	554	16.2	16.2
Outside Of School Learning	13	41	1.2	1.2
Cooking	21	15	0.4	0.4
Cleaning	22	77	2.2	2.2
Laundry	23	44	1.3	1.3
Purchasing Commodities	25	7	0.2	0.2
Caring For Child	26	11	0.3	0.3
Household Chores	27	48	1.4	1.4
Personal Meetings	31	93	2.7	2.7
Social Encounters	32	25	0.7	0.7
Rest	41	123	3.6	3.6
Illness, Recuperation	42	31	0.9	0.9
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	29	0.8	0.8
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	34	1.0	1.0
Hobbies	55	88	2.6	2.6
Mastering Technical Skills And Technology	56	29	0.8	0.8
Listening To Music	61	3	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	7	0.2	0.2
Commuting To Work	71	52	1.5	1.5
Commuting To School	72	30	0.9	0.9
Other Travel	73	102	3.0	3.0
Newspapers	81	13	0.4	0.4
Books	83	7	0.2	0.2
Cable TV	84	21	0.6	0.6
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	39	1.1	1.1
Entertainment	92	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Shopping And Electronic Transactions	94	1	0.0	0.0
Cellular Phones (Smart Phones)	95	26	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V702 [3rd day 10:15-10:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Chores	3	7	0.2	1.9
Work	4	11	0.3	2.9
Network Radio	5	35	1.0	9.3
Network Television	6	35	1.0	9.3
Class, School Events	11	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	12	0.3	3.2
Laundry	23	6	0.2	1.6
Household Chores	27	2	0.1	0.5
Personal Meetings	31	3	0.1	0.8
Social Encounters	32	3	0.1	0.8
Rest	41	13	0.4	3.5
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	21	0.6	5.6
Watching Videos	62	2	0.1	0.5
Playing Computer Games	64	2	0.1	0.5
Commuting To School	72	2	0.1	0.5
Newspapers	81	10	0.3	2.7
Books	83	2	0.1	0.5
Cable TV	84	27	0.8	7.2
DMB	87	3	0.1	0.8
Search For Information	91	79	2.3	21.1
Entertainment	92	4	0.1	1.1
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	4	0.1	1.1
Cellular Phones (Smart Phones)	95	83	2.4	22.1
NA	0	3,054	89.1	
Total		3,429	100.0	100.0

V703 [3rd day 10:15-10:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,846	83.0	83.0
At home	1	583	17.0	17.0
Total		3,429	100.0	100.0

V704 [3rd day 10:30-10:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	62	1.8	1.8
Meals	2	27	0.8	0.8
Personal Chores	3	81	2.4	2.4
Work	4	1,605	46.8	46.8
Network Radio	5	8	0.2	0.2
Network Television	6	89	2.6	2.6
Class, School Events	11	559	16.3	16.3
Outside Of School Learning	13	45	1.3	1.3
Cooking	21	14	0.4	0.4
Cleaning	22	64	1.9	1.9
Laundry	23	44	1.3	1.3
Purchasing Commodities	25	6	0.2	0.2
Caring For Child	26	9	0.3	0.3
Household Chores	27	53	1.5	1.5
Personal Meetings	31	114	3.3	3.3
Social Encounters	32	33	1.0	1.0
Rest	41	128	3.7	3.7
Illness, Recuperation	42	33	1.0	1.0
Watching, Sightseeing, Enjoying	51	3	0.1	0.1
Sports	52	32	0.9	0.9
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	34	1.0	1.0
Hobbies	55	93	2.7	2.7
Mastering Technical Skills And Technology	56	30	0.9	0.9
Listening To Music	61	3	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	35	1.0	1.0
Commuting To School	72	17	0.5	0.5
Other Travel	73	80	2.3	2.3
Newspapers	81	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	8	0.2	0.2
Cable TV	84	24	0.7	0.7
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	37	1.1	1.1
Entertainment	92	6	0.2	0.2
Communications	93	1	0.0	0.0
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V705 [3rd day 10:30-10:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	6	0.2	1.7
Personal Chores	3	5	0.1	1.4
Work	4	10	0.3	2.8
Network Radio	5	32	0.9	8.8
Network Television	6	33	1.0	9.1
Class, School Events	11	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	8	0.2	2.2
Laundry	23	7	0.2	1.9
Household Chores	27	2	0.1	0.6
Personal Meetings	31	3	0.1	0.8
Social Encounters	32	1	0.0	0.3
Rest	41	11	0.3	3.0
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	20	0.6	5.5
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	4	0.1	1.1
Commuting To Work	71	1	0.0	0.3
Commuting To School	72	2	0.1	0.6
Other Travel	73	1	0.0	0.3
Newspapers	81	8	0.2	2.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	2	0.1	0.6
Cable TV	84	22	0.6	6.1
DMB	87	2	0.1	0.6
Search For Information	91	87	2.5	24.0
Entertainment	92	3	0.1	0.8
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	81	2.4	22.3
NA	0	3,066	89.4	
Total		3,429	100.0	100.0

V706 [3rd day 10:30-10:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,891	84.3	84.3
At home	1	538	15.7	15.7
Total		3,429	100.0	100.0

V707 [3rd day 10:45-11:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	66	1.9	1.9
Meals	2	29	0.8	0.8
Personal Chores	3	91	2.7	2.7
Work	4	1,608	46.9	46.9
Network Radio	5	8	0.2	0.2
Network Television	6	77	2.2	2.2
Class, School Events	11	503	14.7	14.7
Outside Of School Learning	13	47	1.4	1.4
Cooking	21	17	0.5	0.5
Cleaning	22	56	1.6	1.6
Laundry	23	47	1.4	1.4
Purchasing Commodities	25	8	0.2	0.2
Caring For Child	26	9	0.3	0.3
Household Chores	27	51	1.5	1.5
Personal Meetings	31	128	3.7	3.7
Social Encounters	32	34	1.0	1.0
Rest	41	171	5.0	5.0
Illness, Recuperation	42	33	1.0	1.0
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	31	0.9	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	34	1.0	1.0
Hobbies	55	99	2.9	2.9
Mastering Technical Skills And Technology	56	29	0.8	0.8
Listening To Music	61	2	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	8	0.2	0.2
Commuting To Work	71	29	0.8	0.8
Commuting To School	72	19	0.6	0.6
Other Travel	73	74	2.2	2.2
Newspapers	81	7	0.2	0.2
Books	83	11	0.3	0.3
Cable TV	84	26	0.8	0.8
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	34	1.0	1.0
Entertainment	92	6	0.2	0.2
Communications	93	1	0.0	0.0
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V708 [3rd day 10:45-11:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	6	0.2	1.6
Personal Chores	3	8	0.2	2.1
Work	4	9	0.3	2.4
Network Radio	5	32	0.9	8.6
Network Television	6	30	0.9	8.0
Class, School Events	11	2	0.1	0.5
Cooking	21	1	0.0	0.3
Cleaning	22	9	0.3	2.4
Laundry	23	7	0.2	1.9
Household Chores	27	2	0.1	0.5
Personal Meetings	31	4	0.1	1.1
Rest	41	11	0.3	2.9
Competition	53	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	19	0.6	5.1
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	5	0.1	1.3
Commuting To School	72	2	0.1	0.5
Other Travel	73	2	0.1	0.5
Newspapers	81	9	0.3	2.4
Books	83	2	0.1	0.5
Cable TV	84	25	0.7	6.7
DMB	87	2	0.1	0.5
Search For Information	91	94	2.7	25.1
Entertainment	92	3	0.1	0.8
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	80	2.3	21.4
NA	0	3,055	89.1	
Total		3,429	100.0	100.0

V709 [3rd day 10:45-11:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,901	84.6	84.6
At home	1	528	15.4	15.4
Total		3,429	100.0	100.0

V710 [3rd day 11:00-11:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	70	2.0	2.0
Meals	2	30	0.9	0.9
Personal Chores	3	114	3.3	3.3
Work	4	1,598	46.6	46.6
Network Radio	5	5	0.1	0.1
Network Television	6	37	1.1	1.1
Class, School Events	11	544	15.9	15.9
Outside Of School Learning	13	45	1.3	1.3
Cooking	21	19	0.6	0.6
Cleaning	22	46	1.3	1.3
Laundry	23	46	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Purchasing Commodities	25	12	0.3	0.4
Caring For Child	26	13	0.4	0.4
Household Chores	27	53	1.5	1.5
Personal Meetings	31	138	4.0	4.0
Social Encounters	32	38	1.1	1.1
Rest	41	167	4.9	4.9
Illness, Recuperation	42	32	0.9	0.9
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	27	0.8	0.8
Competition	53	7	0.2	0.2
Amusement, Taking A Walk	54	29	0.8	0.8
Hobbies	55	89	2.6	2.6
Mastering Technical Skills And Technology	56	32	0.9	0.9
Children'S Games	57	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	10	0.3	0.3
Commuting To Work	71	11	0.3	0.3
Commuting To School	72	11	0.3	0.3
Other Travel	73	89	2.6	2.6
Newspapers	81	6	0.2	0.2
Books	83	13	0.4	0.4
Cable TV	84	28	0.8	0.8
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	25	0.7	0.7
Entertainment	92	5	0.1	0.1
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V711 [3rd day 11:00-11:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.6
Meals	2	7	0.2	2.0
Personal Chores	3	3	0.1	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	6	0.2	1.7
Network Radio	5	21	0.6	6.0
Network Television	6	24	0.7	6.8
Class, School Events	11	1	0.0	0.3
Cooking	21	1	0.0	0.3
Cleaning	22	4	0.1	1.1
Laundry	23	4	0.1	1.1
Household Chores	27	2	0.1	0.6
Personal Meetings	31	2	0.1	0.6
Rest	41	12	0.3	3.4
Competition	53	2	0.1	0.6
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	2	0.1	0.6
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	12	0.3	3.4
Playing Computer Games	64	3	0.1	0.9
Commuting To School	72	2	0.1	0.6
Other Travel	73	4	0.1	1.1
Newspapers	81	5	0.1	1.4
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	24	0.7	6.8
DMB	87	2	0.1	0.6
Search For Information	91	90	2.6	25.6
Entertainment	92	3	0.1	0.9
Communications	93	4	0.1	1.1
Shopping And Electronic Transactions	94	7	0.2	2.0
Cellular Phones (Smart Phones)	95	98	2.9	27.9
NA	0	3,078	89.8	
Total		3,429	100.0	100.0

V712 [3rd day 11:00-11:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,934	85.6	85.6
At home	1	495	14.4	14.4
Total		3,429	100.0	100.0

V713 [3rd day 11:15-11:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	72	2.1	2.1
Meals	2	38	1.1	1.1
Personal Chores	3	79	2.3	2.3
Work	4	1,645	48.0	48.0
Network Radio	5	5	0.1	0.1
Network Television	6	40	1.2	1.2
Class, School Events	11	560	16.3	16.3
Outside Of School Learning	13	47	1.4	1.4
Cooking	21	19	0.6	0.6
Cleaning	22	46	1.3	1.3
Laundry	23	45	1.3	1.3
Purchasing Commodities	25	15	0.4	0.4
Caring For Child	26	13	0.4	0.4
Household Chores	27	52	1.5	1.5
Personal Meetings	31	140	4.1	4.1
Social Encounters	32	41	1.2	1.2
Rest	41	135	3.9	3.9
Illness, Recuperation	42	30	0.9	0.9
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	27	0.8	0.8
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	35	1.0	1.0
Hobbies	55	87	2.5	2.5
Mastering Technical Skills And Technology	56	33	1.0	1.0
Children'S Games	57	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	10	0.3	0.3
Commuting To Work	71	8	0.2	0.2
Commuting To School	72	9	0.3	0.3
Other Travel	73	76	2.2	2.2
Newspapers	81	4	0.1	0.1
Books	83	14	0.4	0.4
Cable TV	84	29	0.8	0.8
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	26	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	6	0.2	0.2
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	2	0.1	0.1
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V714 [3rd day 11:15-11:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.6
Meals	2	8	0.2	2.5
Personal Chores	3	4	0.1	1.3
Work	4	5	0.1	1.6
Network Radio	5	21	0.6	6.7
Network Television	6	23	0.7	7.3
Class, School Events	11	1	0.0	0.3
Cleaning	22	3	0.1	1.0
Laundry	23	5	0.1	1.6
Household Chores	27	3	0.1	1.0
Personal Meetings	31	3	0.1	1.0
Rest	41	10	0.3	3.2
Competition	53	2	0.1	0.6
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	2	0.1	0.6
Listening To Music	61	12	0.3	3.8
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	3	0.1	1.0
Commuting To School	72	2	0.1	0.6
Other Travel	73	1	0.0	0.3
Newspapers	81	4	0.1	1.3
Books	83	1	0.0	0.3
Cable TV	84	23	0.7	7.3
DMB	87	2	0.1	0.6
Search For Information	91	84	2.4	26.7
Entertainment	92	4	0.1	1.3
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	5	0.1	1.6
Cellular Phones (Smart Phones)	95	78	2.3	24.8
NA	0	3,114	90.8	
Total		3,429	100.0	100.0

V715 [3rd day 11:15-11:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,936	85.6	85.6
At home	1	493	14.4	14.4
Total		3,429	100.0	100.0

V716 [3rd day 11:30-11:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	72	2.1	2.1
Meals	2	93	2.7	2.7
Personal Chores	3	74	2.2	2.2
Work	4	1,627	47.4	47.5
Network Radio	5	6	0.2	0.2
Network Television	6	38	1.1	1.1
Class, School Events	11	560	16.3	16.3
Outside Of School Learning	13	48	1.4	1.4
Cooking	21	30	0.9	0.9
Cleaning	22	33	1.0	1.0
Laundry	23	38	1.1	1.1
Purchasing Commodities	25	14	0.4	0.4
Caring For Child	26	12	0.3	0.4
Household Chores	27	49	1.4	1.4
Personal Meetings	31	140	4.1	4.1
Social Encounters	32	43	1.3	1.3
Rest	41	134	3.9	3.9
Illness, Recuperation	42	23	0.7	0.7
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	26	0.8	0.8
Competition	53	10	0.3	0.3
Amusement, Taking A Walk	54	34	1.0	1.0
Hobbies	55	74	2.2	2.2
Mastering Technical Skills And Technology	56	29	0.8	0.8
Children'S Games	57	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	8	0.2	0.2
Commuting To Work	71	10	0.3	0.3
Commuting To School	72	6	0.2	0.2
Other Travel	73	89	2.6	2.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	6	0.2	0.2
Books	83	13	0.4	0.4
Cable TV	84	26	0.8	0.8
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	21	0.6	0.6
Entertainment	92	6	0.2	0.2
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V717 [3rd day 11:30-11:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	12	0.3	4.7
Personal Chores	3	3	0.1	1.2
Work	4	7	0.2	2.7
Network Radio	5	18	0.5	7.0
Network Television	6	19	0.6	7.4
Class, School Events	11	1	0.0	0.4
Cooking	21	2	0.1	0.8
Cleaning	22	3	0.1	1.2
Laundry	23	2	0.1	0.8
Household Chores	27	3	0.1	1.2
Personal Meetings	31	3	0.1	1.2
Rest	41	9	0.3	3.5
Competition	53	1	0.0	0.4
Amusement, Taking A Walk	54	2	0.1	0.8
Hobbies	55	2	0.1	0.8
Listening To Music	61	9	0.3	3.5
Watching Videos	62	1	0.0	0.4
Playing Computer Games	64	2	0.1	0.8
Other Travel	73	1	0.0	0.4
Newspapers	81	3	0.1	1.2
Books	83	1	0.0	0.4
Cable TV	84	21	0.6	8.1
DMB	87	3	0.1	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	61	1.8	23.6
Entertainment	92	4	0.1	1.6
Communications	93	2	0.1	0.8
Shopping And Electronic Transactions	94	2	0.1	0.8
Cellular Phones (Smart Phones)	95	61	1.8	23.6
NA	0	3,171	92.5	
Total		3,429	100.0	100.0

V718 [3rd day 11:30-11:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,943	85.8	85.8
At home	1	486	14.2	14.2
Total		3,429	100.0	100.0

V719 [3rd day 11:45-12:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	71	2.1	2.1
Meals	2	128	3.7	3.7
Personal Chores	3	108	3.1	3.2
Work	4	1,599	46.6	46.6
Network Radio	5	7	0.2	0.2
Network Television	6	36	1.0	1.1
Class, School Events	11	498	14.5	14.5
Outside Of School Learning	13	45	1.3	1.3
Cooking	21	29	0.8	0.8
Cleaning	22	33	1.0	1.0
Laundry	23	37	1.1	1.1
Purchasing Commodities	25	13	0.4	0.4
Caring For Child	26	12	0.3	0.4
Household Chores	27	46	1.3	1.3
Personal Meetings	31	135	3.9	3.9
Social Encounters	32	42	1.2	1.2
Rest	41	162	4.7	4.7
Illness, Recuperation	42	19	0.6	0.6
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	23	0.7	0.7
Competition	53	9	0.3	0.3
Amusement, Taking A Walk	54	33	1.0	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	75	2.2	2.2
Mastering Technical Skills And Technology	56	27	0.8	0.8
Children'S Games	57	1	0.0	0.0
Listening To Music	61	2	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	7	0.2	0.2
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	10	0.3	0.3
Other Travel	73	108	3.1	3.2
Newspapers	81	6	0.2	0.2
Books	83	14	0.4	0.4
Cable TV	84	25	0.7	0.7
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	20	0.6	0.6
Entertainment	92	6	0.2	0.2
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V720 [3rd day 11:45-12:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	14	0.4	6.6
Personal Chores	3	4	0.1	1.9
Work	4	7	0.2	3.3
Network Radio	5	17	0.5	8.1
Network Television	6	18	0.5	8.5
Class, School Events	11	1	0.0	0.5
Cooking	21	1	0.0	0.5
Cleaning	22	1	0.0	0.5
Laundry	23	2	0.1	0.9
Household Chores	27	3	0.1	1.4
Personal Meetings	31	3	0.1	1.4
Rest	41	6	0.2	2.8
Competition	53	1	0.0	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Amusement, Taking A Walk	54	1	0.0	0.5
Hobbies	55	2	0.1	0.9
Listening To Music	61	9	0.3	4.3
Watching Videos	62	1	0.0	0.5
Playing Computer Games	64	2	0.1	0.9
Other Travel	73	1	0.0	0.5
Newspapers	81	3	0.1	1.4
Books	83	1	0.0	0.5
Cable TV	84	22	0.6	10.4
DMB	87	2	0.1	0.9
Search For Information	91	49	1.4	23.2
Entertainment	92	3	0.1	1.4
Communications	93	2	0.1	0.9
Shopping And Electronic Transactions	94	2	0.1	0.9
Cellular Phones (Smart Phones)	95	33	1.0	15.6
NA	0	3,218	93.8	
Total		3,429	100.0	100.0

V721 [3rd day 11:45-12:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,942	85.8	85.8
At home	1	487	14.2	14.2
Total		3,429	100.0	100.0

V722 [3rd day 12:00-12:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	50	1.5	1.5
Meals	2	1,500	43.7	43.8
Personal Chores	3	89	2.6	2.6
Work	4	711	20.7	20.7
Network Radio	5	8	0.2	0.2
Network Television	6	17	0.5	0.5
Class, School Events	11	346	10.1	10.1
Outside Of School Learning	13	27	0.8	0.8
Cooking	21	50	1.5	1.5
Cleaning	22	19	0.6	0.6
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	9	0.3	0.3
Household Chores	27	27	0.8	0.8
Personal Meetings	31	69	2.0	2.0
Social Encounters	32	23	0.7	0.7
Rest	41	75	2.2	2.2
Illness, Recuperation	42	8	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	13	0.4	0.4
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	27	0.8	0.8
Hobbies	55	44	1.3	1.3
Mastering Technical Skills And Technology	56	15	0.4	0.4
Children'S Games	57	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	17	0.5	0.5
Commuting To School	72	8	0.2	0.2
Other Travel	73	147	4.3	4.3
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	11	0.3	0.3
Cable TV	84	20	0.6	0.6
Search For Information	91	20	0.6	0.6
Entertainment	92	5	0.1	0.1
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V723 [3rd day 12:00-12:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	21	0.6	10.5
Personal Chores	3	2	0.1	1.0
Work	4	3	0.1	1.5
Network Radio	5	25	0.7	12.5
Network Television	6	16	0.5	8.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	1	0.0	0.5
Cleaning	22	1	0.0	0.5
Caring For Child	26	1	0.0	0.5
Household Chores	27	1	0.0	0.5
Personal Meetings	31	3	0.1	1.5
Social Encounters	32	2	0.1	1.0
Rest	41	3	0.1	1.5
Amusement, Taking A Walk	54	2	0.1	1.0
Hobbies	55	1	0.0	0.5
Listening To Music	61	5	0.1	2.5
Watching Videos	62	1	0.0	0.5
Playing Computer Games	64	1	0.0	0.5
Other Travel	73	1	0.0	0.5
Newspapers	81	4	0.1	2.0
Books	83	1	0.0	0.5
Cable TV	84	31	0.9	15.5
Satellite TV	85	2	0.1	1.0
DMB	87	3	0.1	1.5
Search For Information	91	18	0.5	9.0
Entertainment	92	3	0.1	1.5
Communications	93	1	0.0	0.5
Shopping And Electronic Transactions	94	2	0.1	1.0
Cellular Phones (Smart Phones)	95	45	1.3	22.5
NA	0	3,229	94.2	
Total		3,429	100.0	100.0

V724 [3rd day 12:00-12:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,905	84.7	84.7
At home	1	524	15.3	15.3
Total		3,429	100.0	100.0

V725 [3rd day 12:15-12:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	49	1.4	1.4
Meals	2	1,635	47.7	47.7
Personal Chores	3	56	1.6	1.6
Work	4	704	20.5	20.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	9	0.3	0.3
Network Television	6	17	0.5	0.5
Class, School Events	11	317	9.2	9.2
Outside Of School Learning	13	26	0.8	0.8
Cooking	21	54	1.6	1.6
Cleaning	22	19	0.6	0.6
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	9	0.3	0.3
Household Chores	27	34	1.0	1.0
Personal Meetings	31	68	2.0	2.0
Social Encounters	32	24	0.7	0.7
Rest	41	69	2.0	2.0
Illness, Recuperation	42	7	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	14	0.4	0.4
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	27	0.8	0.8
Hobbies	55	49	1.4	1.4
Mastering Technical Skills And Technology	56	14	0.4	0.4
Children'S Games	57	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	6	0.2	0.2
Commuting To Work	71	13	0.4	0.4
Commuting To School	72	7	0.2	0.2
Other Travel	73	74	2.2	2.2
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	11	0.3	0.3
Cable TV	84	21	0.6	0.6
Search For Information	91	20	0.6	0.6
Entertainment	92	6	0.2	0.2
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V726 [3rd day 12:15-12:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	21	0.6	9.4
Personal Chores	3	2	0.1	0.9
Work	4	2	0.1	0.9
Network Radio	5	28	0.8	12.5
Network Television	6	18	0.5	8.0
Cooking	21	2	0.1	0.9
Cleaning	22	1	0.0	0.4
Caring For Child	26	1	0.0	0.4
Household Chores	27	1	0.0	0.4
Personal Meetings	31	4	0.1	1.8
Social Encounters	32	2	0.1	0.9
Rest	41	3	0.1	1.3
Amusement, Taking A Walk	54	2	0.1	0.9
Hobbies	55	1	0.0	0.4
Listening To Music	61	9	0.3	4.0
Watching Videos	62	1	0.0	0.4
Playing Computer Games	64	2	0.1	0.9
Other Travel	73	1	0.0	0.4
Newspapers	81	4	0.1	1.8
Books	83	1	0.0	0.4
Cable TV	84	36	1.0	16.1
Satellite TV	85	2	0.1	0.9
DMB	87	3	0.1	1.3
Search For Information	91	20	0.6	8.9
Entertainment	92	3	0.1	1.3
Communications	93	1	0.0	0.4
Shopping And Electronic Transactions	94	1	0.0	0.4
Cellular Phones (Smart Phones)	95	52	1.5	23.2
NA	0	3,205	93.5	
Total		3,429	100.0	100.0

V727 [3rd day 12:15-12:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,879	84.0	84.0
At home	1	550	16.0	16.0
Total		3,429	100.0	100.0

V728 [3rd day 12:30-12:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	54	1.6	1.6
Meals	2	1,781	51.9	52.0
Personal Chores	3	57	1.7	1.7
Work	4	541	15.8	15.8
Network Radio	5	10	0.3	0.3
Network Television	6	18	0.5	0.5
Class, School Events	11	186	5.4	5.4
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	24	0.7	0.7
Cooking	21	40	1.2	1.2
Cleaning	22	16	0.5	0.5
Laundry	23	10	0.3	0.3
Purchasing Commodities	25	8	0.2	0.2
Caring For Child	26	8	0.2	0.2
Household Chores	27	35	1.0	1.0
Personal Meetings	31	88	2.6	2.6
Social Encounters	32	23	0.7	0.7
Rest	41	202	5.9	5.9
Illness, Recuperation	42	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	13	0.4	0.4
Competition	53	8	0.2	0.2
Amusement, Taking A Walk	54	24	0.7	0.7
Hobbies	55	47	1.4	1.4
Mastering Technical Skills And Technology	56	14	0.4	0.4
Watching Videos	62	2	0.1	0.1
Watching Movies	63	3	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	13	0.4	0.4
Commuting To School	72	5	0.1	0.1
Other Travel	73	82	2.4	2.4
Newspapers	81	10	0.3	0.3
Magazines, Comics	82	1	0.0	0.0
Books	83	6	0.2	0.2
Cable TV	84	24	0.7	0.7
Search For Information	91	20	0.6	0.6
Entertainment	92	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	11	0.3	0.3
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V729 [3rd day 12:30-12:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	34	1.0	10.4
Personal Chores	3	2	0.1	0.6
Work	4	4	0.1	1.2
Network Radio	5	26	0.8	7.9
Network Television	6	18	0.5	5.5
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	5	0.1	1.5
Cleaning	22	2	0.1	0.6
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	4	0.1	1.2
Social Encounters	32	2	0.1	0.6
Rest	41	12	0.3	3.7
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	2	0.1	0.6
Hobbies	55	1	0.0	0.3
Listening To Music	61	18	0.5	5.5
Playing Computer Games	64	4	0.1	1.2
Newspapers	81	10	0.3	3.0
Books	83	1	0.0	0.3
Cable TV	84	34	1.0	10.4
Satellite TV	85	2	0.1	0.6
DMB	87	4	0.1	1.2
Search For Information	91	21	0.6	6.4
Entertainment	92	5	0.1	1.5
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	111	3.2	33.8
NA	0	3,101	90.4	
Total		3,429	100.0	100.0

V730 [3rd day 12:30-12:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,878	83.9	83.9
At home	1	551	16.1	16.1
Total		3,429	100.0	100.0

V731 [3rd day 12:45-13:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	63	1.8	1.8
Meals	2	1,677	48.9	48.9
Personal Chores	3	65	1.9	1.9
Work	4	533	15.5	15.5
Network Radio	5	11	0.3	0.3
Network Television	6	20	0.6	0.6
Class, School Events	11	144	4.2	4.2
Extra-Curricular Activities	12	2	0.1	0.1
Outside Of School Learning	13	25	0.7	0.7
Cooking	21	39	1.1	1.1
Cleaning	22	16	0.5	0.5
Laundry	23	13	0.4	0.4
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	8	0.2	0.2
Household Chores	27	29	0.8	0.8
Personal Meetings	31	101	2.9	2.9
Social Encounters	32	20	0.6	0.6
Rest	41	293	8.5	8.5
Illness, Recuperation	42	8	0.2	0.2
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	16	0.5	0.5
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	23	0.7	0.7
Hobbies	55	45	1.3	1.3
Mastering Technical Skills And Technology	56	14	0.4	0.4
Children'S Games	57	2	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	13	0.4	0.4
Commuting To School	72	7	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	104	3.0	3.0
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	6	0.2	0.2
Cable TV	84	24	0.7	0.7
Search For Information	91	21	0.6	0.6
Entertainment	92	7	0.2	0.2
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	13	0.4	0.4
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V732 [3rd day 12:45-13:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	44	1.3	13.1
Personal Chores	3	5	0.1	1.5
Work	4	7	0.2	2.1
Network Radio	5	19	0.6	5.7
Network Television	6	17	0.5	5.1
Class, School Events	11	2	0.1	0.6
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	2	0.1	0.6
Cleaning	22	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	3	0.1	0.9
Social Encounters	32	2	0.1	0.6
Rest	41	13	0.4	3.9
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Listening To Music	61	18	0.5	5.4
Playing Computer Games	64	3	0.1	0.9
Newspapers	81	14	0.4	4.2
Books	83	1	0.0	0.3
Cable TV	84	30	0.9	8.9
Satellite TV	85	2	0.1	0.6
DMB	87	4	0.1	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	20	0.6	6.0
Entertainment	92	5	0.1	1.5
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	116	3.4	34.5
NA	0	3,093	90.2	
Total		3,429	100.0	100.0

V733 [3rd day 12:45-13:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,877	83.9	83.9
At home	1	552	16.1	16.1
Total		3,429	100.0	100.0

V734 [3rd day 13:00-13:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	76	2.2	2.2
Meals	2	923	26.9	26.9
Personal Chores	3	116	3.4	3.4
Work	4	890	26.0	26.0
Network Radio	5	8	0.2	0.2
Network Television	6	18	0.5	0.5
Class, School Events	11	275	8.0	8.0
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	38	1.1	1.1
Cooking	21	40	1.2	1.2
Cleaning	22	10	0.3	0.3
Laundry	23	8	0.2	0.2
Purchasing Commodities	25	13	0.4	0.4
Caring For Child	26	6	0.2	0.2
Household Chores	27	37	1.1	1.1
Personal Meetings	31	117	3.4	3.4
Social Encounters	32	22	0.6	0.6
Rest	41	343	10.0	10.0
Illness, Recuperation	42	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	14	0.4	0.4
Competition	53	12	0.3	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Amusement, Taking A Walk	54	18	0.5	0.5
Hobbies	55	52	1.5	1.5
Mastering Technical Skills And Technology	56	14	0.4	0.4
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	7	0.2	0.2
Commuting To Work	71	8	0.2	0.2
Commuting To School	72	5	0.1	0.1
Other Travel	73	182	5.3	5.3
Newspapers	81	11	0.3	0.3
Magazines, Comics	82	1	0.0	0.0
Books	83	7	0.2	0.2
Cable TV	84	30	0.9	0.9
Satellite TV	85	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	39	1.1	1.1
Entertainment	92	5	0.1	0.1
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	15	0.4	0.4
Cellular Phones (Smart Phones)	95	42	1.2	1.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V735 [3rd day 13:00-13:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	29	0.8	8.2
Personal Chores	3	3	0.1	0.8
Work	4	21	0.6	5.9
Network Radio	5	19	0.6	5.4
Network Television	6	19	0.6	5.4
Class, School Events	11	2	0.1	0.6
Outside Of School Learning	13	3	0.1	0.8
Cleaning	22	2	0.1	0.6
Laundry	23	1	0.0	0.3
Household Chores	27	3	0.1	0.8
Personal Meetings	31	7	0.2	2.0
Social Encounters	32	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	14	0.4	4.0
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	17	0.5	4.8
Playing Computer Games	64	5	0.1	1.4
Other Travel	73	2	0.1	0.6
Newspapers	81	6	0.2	1.7
Books	83	2	0.1	0.6
Cable TV	84	29	0.8	8.2
Satellite TV	85	2	0.1	0.6
IPTV	86	1	0.0	0.3
DMB	87	6	0.2	1.7
Search For Information	91	31	0.9	8.8
Entertainment	92	4	0.1	1.1
Communications	93	4	0.1	1.1
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	117	3.4	33.1
NA	0	3,075	89.7	
Total		3,429	100.0	100.0

V736 [3rd day 13:00-13:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,931	85.5	85.5
At home	1	498	14.5	14.5
Total		3,429	100.0	100.0

V737 [3rd day 13:15-13:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	79	2.3	2.3
Meals	2	784	22.9	22.9
Personal Chores	3	68	2.0	2.0
Work	4	1,048	30.6	30.6
Network Radio	5	6	0.2	0.2
Network Television	6	19	0.6	0.6
Class, School Events	11	330	9.6	9.6
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	39	1.1	1.1
Cooking	21	42	1.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	13	0.4	0.4
Laundry	23	10	0.3	0.3
Purchasing Commodities	25	22	0.6	0.6
Caring For Child	26	7	0.2	0.2
Household Chores	27	44	1.3	1.3
Personal Meetings	31	124	3.6	3.6
Social Encounters	32	23	0.7	0.7
Rest	41	288	8.4	8.4
Illness, Recuperation	42	9	0.3	0.3
Watching, Sightseeing, Enjoying	51	1	0.0	0.0
Sports	52	17	0.5	0.5
Competition	53	19	0.6	0.6
Amusement, Taking A Walk	54	19	0.6	0.6
Hobbies	55	59	1.7	1.7
Mastering Technical Skills And Technology	56	15	0.4	0.4
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	8	0.2	0.2
Commuting To School	72	4	0.1	0.1
Other Travel	73	139	4.1	4.1
Newspapers	81	12	0.3	0.4
Magazines, Comics	82	1	0.0	0.0
Books	83	6	0.2	0.2
Cable TV	84	38	1.1	1.1
Satellite TV	85	3	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	46	1.3	1.3
Entertainment	92	5	0.1	0.1
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	14	0.4	0.4
Cellular Phones (Smart Phones)	95	42	1.2	1.2
NA	0	1	0.0	
Total		3,429	100.0	100.0

V738 [3rd day 13:15-13:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	23	0.7	7.2
Personal Chores	3	4	0.1	1.3
Work	4	18	0.5	5.6
Network Radio	5	18	0.5	5.6
Network Television	6	19	0.6	6.0
Class, School Events	11	3	0.1	0.9
Outside Of School Learning	13	2	0.1	0.6
Cooking	21	1	0.0	0.3
Cleaning	22	2	0.1	0.6
Laundry	23	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	6	0.2	1.9
Social Encounters	32	1	0.0	0.3
Rest	41	11	0.3	3.4
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	2	0.1	0.6
Listening To Music	61	17	0.5	5.3
Playing Computer Games	64	5	0.1	1.6
Other Travel	73	1	0.0	0.3
Newspapers	81	7	0.2	2.2
Books	83	3	0.1	0.9
Cable TV	84	26	0.8	8.2
Satellite TV	85	2	0.1	0.6
IPTV	86	1	0.0	0.3
DMB	87	6	0.2	1.9
Search For Information	91	39	1.1	12.2
Entertainment	92	5	0.1	1.6
Communications	93	6	0.2	1.9
Shopping And Electronic Transactions	94	1	0.0	0.3
Cellular Phones (Smart Phones)	95	86	2.5	27.0
NA	0	3,110	90.7	
Total		3,429	100.0	100.0

V739 [3rd day 13:15-13:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,942	85.8	85.8
At home	1	487	14.2	14.2
Total		3,429	100.0	100.0

V740 [3rd day 13:30-13:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	89	2.6	2.6
Meals	2	474	13.8	13.8
Personal Chores	3	68	2.0	2.0
Work	4	1,267	36.9	37.0
Network Radio	5	8	0.2	0.2
Network Television	6	18	0.5	0.5
Class, School Events	11	436	12.7	12.7
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	48	1.4	1.4
Cooking	21	29	0.8	0.8
Cleaning	22	23	0.7	0.7
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	27	0.8	0.8
Caring For Child	26	13	0.4	0.4
Household Chores	27	48	1.4	1.4
Personal Meetings	31	149	4.3	4.3
Social Encounters	32	28	0.8	0.8
Rest	41	226	6.6	6.6
Illness, Recuperation	42	9	0.3	0.3
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	9	0.3	0.3
Competition	53	22	0.6	0.6
Amusement, Taking A Walk	54	22	0.6	0.6
Hobbies	55	68	2.0	2.0
Mastering Technical Skills And Technology	56	17	0.5	0.5
Listening To Music	61	1	0.0	0.0
Watching Videos	62	1	0.0	0.0
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	10	0.3	0.3
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	111	3.2	3.2
Newspapers	81	10	0.3	0.3
Books	83	10	0.3	0.3
Cable TV	84	42	1.2	1.2
Satellite TV	85	3	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	48	1.4	1.4
Entertainment	92	4	0.1	0.1
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	15	0.4	0.4
Cellular Phones (Smart Phones)	95	33	1.0	1.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V741 [3rd day 13:30-13:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	17	0.5	5.0
Personal Chores	3	6	0.2	1.8
Work	4	22	0.6	6.5
Network Radio	5	18	0.5	5.3
Network Television	6	22	0.6	6.5
Outside Of School Learning	13	3	0.1	0.9
Cooking	21	2	0.1	0.6
Cleaning	22	2	0.1	0.6
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.6
Personal Meetings	31	3	0.1	0.9
Social Encounters	32	1	0.0	0.3
Rest	41	7	0.2	2.1
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Listening To Music	61	13	0.4	3.8
Playing Computer Games	64	3	0.1	0.9
Other Travel	73	2	0.1	0.6
Newspapers	81	8	0.2	2.4
Books	83	3	0.1	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	26	0.8	7.6
Satellite TV	85	3	0.1	0.9
DMB	87	5	0.1	1.5
Search For Information	91	57	1.7	16.8
Entertainment	92	4	0.1	1.2
Communications	93	5	0.1	1.5
Shopping And Electronic Transactions	94	2	0.1	0.6
Cellular Phones (Smart Phones)	95	100	2.9	29.4
NA	0	3,089	90.1	
Total		3,429	100.0	100.0

V742 [3rd day 13:30-13:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,937	85.7	85.7
At home	1	492	14.3	14.3
Total		3,429	100.0	100.0

V743 [3rd day 13:45-14:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	94	2.7	2.7
Meals	2	380	11.1	11.1
Personal Chores	3	53	1.5	1.5
Work	4	1,332	38.8	38.9
Network Radio	5	9	0.3	0.3
Network Television	6	21	0.6	0.6
Class, School Events	11	449	13.1	13.1
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	51	1.5	1.5
Cooking	21	27	0.8	0.8
Cleaning	22	25	0.7	0.7
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	26	0.8	0.8
Caring For Child	26	14	0.4	0.4
Household Chores	27	46	1.3	1.3
Personal Meetings	31	156	4.5	4.6
Social Encounters	32	31	0.9	0.9
Rest	41	224	6.5	6.5
Illness, Recuperation	42	10	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	9	0.3	0.3
Competition	53	26	0.8	0.8
Amusement, Taking A Walk	54	23	0.7	0.7
Hobbies	55	82	2.4	2.4
Mastering Technical Skills And Technology	56	17	0.5	0.5
Listening To Music	61	2	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	7	0.2	0.2
Commuting To School	72	4	0.1	0.1
Other Travel	73	112	3.3	3.3
Newspapers	81	8	0.2	0.2
Books	83	10	0.3	0.3
Cable TV	84	43	1.3	1.3
Satellite TV	85	3	0.1	0.1
IPTV	86	1	0.0	0.0
DMB	87	1	0.0	0.0
Search For Information	91	50	1.5	1.5
Entertainment	92	3	0.1	0.1
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	14	0.4	0.4
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V744 [3rd day 13:45-14:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	12	0.3	3.6
Personal Chores	3	5	0.1	1.5
Work	4	22	0.6	6.6
Network Radio	5	19	0.6	5.7
Network Television	6	18	0.5	5.4
Class, School Events	11	1	0.0	0.3
Outside Of School Learning	13	4	0.1	1.2
Cooking	21	4	0.1	1.2
Cleaning	22	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	1	0.0	0.3
Household Chores	27	2	0.1	0.6
Personal Meetings	31	4	0.1	1.2
Social Encounters	32	1	0.0	0.3
Rest	41	14	0.4	4.2
Competition	53	2	0.1	0.6
Amusement, Taking A Walk	54	2	0.1	0.6
Hobbies	55	1	0.0	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	11	0.3	3.3
Playing Computer Games	64	3	0.1	0.9
Other Travel	73	1	0.0	0.3
Newspapers	81	7	0.2	2.1
Books	83	3	0.1	0.9
Cable TV	84	24	0.7	7.2
Satellite TV	85	3	0.1	0.9
DMB	87	5	0.1	1.5
Search For Information	91	65	1.9	19.5
Entertainment	92	3	0.1	0.9
Communications	93	3	0.1	0.9
Shopping And Electronic Transactions	94	4	0.1	1.2
Cellular Phones (Smart Phones)	95	88	2.6	26.3
NA	0	3,095	90.3	
Total		3,429	100.0	100.0

V745 [3rd day 13:45-14:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,947	85.9	85.9
At home	1	482	14.1	14.1
Total		3,429	100.0	100.0

V746 [3rd day 14:00-14:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	86	2.5	2.5
Meals	2	150	4.4	4.4
Personal Chores	3	72	2.1	2.1
Work	4	1,476	43.0	43.1
Network Radio	5	10	0.3	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	17	0.5	0.5
Class, School Events	11	513	15.0	15.0
Extra-Curricular Activities	12	3	0.1	0.1
Outside Of School Learning	13	54	1.6	1.6
Cooking	21	28	0.8	0.8
Cleaning	22	21	0.6	0.6
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	33	1.0	1.0
Caring For Child	26	20	0.6	0.6
Household Chores	27	53	1.5	1.5
Personal Meetings	31	152	4.4	4.4
Social Encounters	32	32	0.9	0.9
Rest	41	164	4.8	4.8
Illness, Recuperation	42	8	0.2	0.2
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	13	0.4	0.4
Competition	53	31	0.9	0.9
Amusement, Taking A Walk	54	23	0.7	0.7
Hobbies	55	90	2.6	2.6
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	7	0.2	0.2
Commuting To Work	71	5	0.1	0.1
Commuting To School	72	3	0.1	0.1
Other Travel	73	151	4.4	4.4
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	13	0.4	0.4
Cable TV	84	40	1.2	1.2
Satellite TV	85	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	50	1.5	1.5
Entertainment	92	5	0.1	0.1
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	35	1.0	1.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V747 [3rd day 14:00-14:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	9	0.3	2.3
Personal Chores	3	1	0.0	0.3
Work	4	22	0.6	5.6
Network Radio	5	29	0.8	7.4
Network Television	6	15	0.4	3.8
Outside Of School Learning	13	3	0.1	0.8
Cooking	21	3	0.1	0.8
Cleaning	22	1	0.0	0.3
Purchasing Commodities	25	1	0.0	0.3
Caring For Child	26	2	0.1	0.5
Household Chores	27	1	0.0	0.3
Personal Meetings	31	4	0.1	1.0
Social Encounters	32	1	0.0	0.3
Rest	41	15	0.4	3.8
Sports	52	1	0.0	0.3
Competition	53	3	0.1	0.8
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	2	0.1	0.5
Listening To Music	61	6	0.2	1.5
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	4	0.1	1.0
Other Travel	73	2	0.1	0.5
Newspapers	81	4	0.1	1.0
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	34	1.0	8.7
Satellite TV	85	1	0.0	0.3
DMB	87	3	0.1	0.8
Search For Information	91	85	2.5	21.6
Entertainment	92	6	0.2	1.5
Communications	93	7	0.2	1.8
Shopping And Electronic Transactions	94	5	0.1	1.3
Cellular Phones (Smart Phones)	95	115	3.4	29.3
NA	0	3,036	88.5	
Total		3,429	100.0	100.0

V748 [3rd day 14:00-14:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,994	87.3	87.3
At home	1	435	12.7	12.7
Total		3,429	100.0	100.0

V749 [3rd day 14:15-14:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	93	2.7	2.7
Meals	2	132	3.8	3.9
Personal Chores	3	53	1.5	1.5
Work	4	1,540	44.9	44.9
Network Radio	5	10	0.3	0.3
Network Television	6	14	0.4	0.4
Class, School Events	11	504	14.7	14.7
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	57	1.7	1.7
Cooking	21	27	0.8	0.8
Cleaning	22	19	0.6	0.6
Laundry	23	15	0.4	0.4
Purchasing Commodities	25	38	1.1	1.1
Caring For Child	26	21	0.6	0.6
Household Chores	27	63	1.8	1.8
Personal Meetings	31	165	4.8	4.8
Social Encounters	32	32	0.9	0.9
Rest	41	153	4.5	4.5
Illness, Recuperation	42	10	0.3	0.3
Watching, Sightseeing, Enjoying	51	3	0.1	0.1
Sports	52	18	0.5	0.5
Competition	53	32	0.9	0.9
Amusement, Taking A Walk	54	24	0.7	0.7
Hobbies	55	89	2.6	2.6
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	4	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	4	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	3	0.1	0.1
Other Travel	73	109	3.2	3.2
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	15	0.4	0.4
Cable TV	84	40	1.2	1.2
Satellite TV	85	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	49	1.4	1.4
Entertainment	92	5	0.1	0.1
Communications	93	8	0.2	0.2
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	22	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V750 [3rd day 14:15-14:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	8	0.2	2.3
Personal Chores	3	2	0.1	0.6
Work	4	18	0.5	5.2
Network Radio	5	29	0.8	8.3
Network Television	6	15	0.4	4.3
Outside Of School Learning	13	2	0.1	0.6
Cooking	21	2	0.1	0.6
Cleaning	22	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Personal Meetings	31	3	0.1	0.9
Social Encounters	32	1	0.0	0.3
Rest	41	11	0.3	3.2
Sports	52	1	0.0	0.3
Competition	53	3	0.1	0.9
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.9
Mastering Technical Skills And Technology	56	3	0.1	0.9
Listening To Music	61	10	0.3	2.9
Watching Videos	62	3	0.1	0.9
Playing Computer Games	64	4	0.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	2	0.1	0.6
Newspapers	81	5	0.1	1.4
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	42	1.2	12.0
Satellite TV	85	1	0.0	0.3
DMB	87	2	0.1	0.6
Search For Information	91	84	2.4	24.1
Entertainment	92	6	0.2	1.7
Communications	93	6	0.2	1.7
Shopping And Electronic Transactions	94	4	0.1	1.1
Cellular Phones (Smart Phones)	95	74	2.2	21.2
NA	0	3,080	89.8	
Total		3,429	100.0	100.0

V751 [3rd day 14:15-14:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,989	87.2	87.2
At home	1	440	12.8	12.8
Total		3,429	100.0	100.0

V752 [3rd day 14:30-14:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	97	2.8	2.8
Meals	2	83	2.4	2.4
Personal Chores	3	62	1.8	1.8
Work	4	1,584	46.2	46.2
Network Radio	5	9	0.3	0.3
Network Television	6	17	0.5	0.5
Class, School Events	11	497	14.5	14.5
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	65	1.9	1.9
Cooking	21	18	0.5	0.5
Cleaning	22	22	0.6	0.6
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	43	1.3	1.3
Caring For Child	26	24	0.7	0.7
Household Chores	27	65	1.9	1.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	165	4.8	4.8
Social Encounters	32	34	1.0	1.0
Rest	41	141	4.1	4.1
Illness, Recuperation	42	14	0.4	0.4
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	19	0.6	0.6
Competition	53	31	0.9	0.9
Amusement, Taking A Walk	54	23	0.7	0.7
Hobbies	55	92	2.7	2.7
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	3	0.1	0.1
Watching Videos	62	1	0.0	0.0
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	9	0.3	0.3
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	5	0.1	0.1
Other Travel	73	88	2.6	2.6
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	15	0.4	0.4
Cable TV	84	42	1.2	1.2
Satellite TV	85	4	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	47	1.4	1.4
Entertainment	92	3	0.1	0.1
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	32	0.9	0.9
NA	0	1	0.0	
Total		3,429	100.0	100.0

V753 [3rd day 14:30-14:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	2	0.1	0.6
Personal Chores	3	1	0.0	0.3
Work	4	15	0.4	4.2
Network Radio	5	30	0.9	8.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	15	0.4	4.2
Class, School Events	11	1	0.0	0.3
Outside Of School Learning	13	2	0.1	0.6
Laundry	23	2	0.1	0.6
Caring For Child	26	2	0.1	0.6
Household Chores	27	2	0.1	0.6
Personal Meetings	31	2	0.1	0.6
Rest	41	8	0.2	2.3
Illness, Recuperation	42	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	2	0.1	0.6
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	3	0.1	0.8
Mastering Technical Skills And Technology	56	4	0.1	1.1
Listening To Music	61	13	0.4	3.7
Watching Videos	62	2	0.1	0.6
Playing Computer Games	64	4	0.1	1.1
Commuting To Work	71	1	0.0	0.3
Commuting To School	72	2	0.1	0.6
Other Travel	73	3	0.1	0.8
Newspapers	81	5	0.1	1.4
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	38	1.1	10.7
Satellite TV	85	1	0.0	0.3
IPTV	86	1	0.0	0.3
DMB	87	2	0.1	0.6
Search For Information	91	85	2.5	23.9
Entertainment	92	4	0.1	1.1
Communications	93	2	0.1	0.6
Shopping And Electronic Transactions	94	4	0.1	1.1
Cellular Phones (Smart Phones)	95	92	2.7	25.9
NA	0	3,074	89.6	
Total		3,429	100.0	100.0

V754 [3rd day 14:30-14:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,991	87.2	87.2
At home	1	438	12.8	12.8
Total		3,429	100.0	100.0

V755 [3rd day 14:45-15:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	97	2.8	2.8
Meals	2	74	2.2	2.2
Personal Chores	3	58	1.7	1.7
Work	4	1,596	46.5	46.6
Network Radio	5	9	0.3	0.3
Network Television	6	20	0.6	0.6
Class, School Events	11	460	13.4	13.4
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	71	2.1	2.1
Cooking	21	15	0.4	0.4
Cleaning	22	23	0.7	0.7
Laundry	23	17	0.5	0.5
Purchasing Commodities	25	40	1.2	1.2
Caring For Child	26	25	0.7	0.7
Household Chores	27	66	1.9	1.9
Personal Meetings	31	168	4.9	4.9
Social Encounters	32	38	1.1	1.1
Rest	41	159	4.6	4.6
Illness, Recuperation	42	14	0.4	0.4
Watching, Sightseeing, Enjoying	51	3	0.1	0.1
Sports	52	20	0.6	0.6
Competition	53	31	0.9	0.9
Amusement, Taking A Walk	54	23	0.7	0.7
Hobbies	55	90	2.6	2.6
Mastering Technical Skills And Technology	56	18	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	4	0.1	0.1
Watching Videos	62	2	0.1	0.1
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	11	0.3	0.3
Commuting To Work	71	12	0.3	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To School	72	9	0.3	0.3
Other Travel	73	95	2.8	2.8
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	45	1.3	1.3
Satellite TV	85	5	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	46	1.3	1.3
Entertainment	92	3	0.1	0.1
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	3	0.1	0.1
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V756 [3rd day 14:45-15:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	2	0.1	0.6
Personal Chores	3	5	0.1	1.4
Work	4	14	0.4	4.0
Network Radio	5	29	0.8	8.2
Network Television	6	12	0.3	3.4
Class, School Events	11	1	0.0	0.3
Outside Of School Learning	13	3	0.1	0.8
Laundry	23	2	0.1	0.6
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	1	0.0	0.3
Rest	41	9	0.3	2.5
Sports	52	1	0.0	0.3
Competition	53	2	0.1	0.6
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	2	0.1	0.6
Mastering Technical Skills And Technology	56	3	0.1	0.8
Listening To Music	61	13	0.4	3.7
Watching Videos	62	2	0.1	0.6
Playing Computer Games	64	4	0.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Commuting To Work	71	1	0.0	0.3
Commuting To School	72	1	0.0	0.3
Other Travel	73	2	0.1	0.6
Newspapers	81	4	0.1	1.1
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	37	1.1	10.5
DMB	87	3	0.1	0.8
Search For Information	91	83	2.4	23.5
Entertainment	92	5	0.1	1.4
Communications	93	1	0.0	0.3
Shopping And Electronic Transactions	94	5	0.1	1.4
Cellular Phones (Smart Phones)	95	101	2.9	28.6
NA	0	3,076	89.7	
Total		3,429	100.0	100.0

V757 [3rd day 14:45-15:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,990	87.2	87.2
At home	1	439	12.8	12.8
Total		3,429	100.0	100.0

V758 [3rd day 15:00-15:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	89	2.6	2.6
Meals	2	63	1.8	1.8
Personal Chores	3	84	2.4	2.5
Work	4	1,507	43.9	44.0
Network Radio	5	8	0.2	0.2
Network Television	6	13	0.4	0.4
Class, School Events	11	468	13.6	13.7
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	81	2.4	2.4
Cooking	21	14	0.4	0.4
Cleaning	22	26	0.8	0.8
Laundry	23	15	0.4	0.4
Purchasing Commodities	25	41	1.2	1.2
Caring For Child	26	26	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	59	1.7	1.7
Personal Meetings	31	165	4.8	4.8
Social Encounters	32	31	0.9	0.9
Rest	41	195	5.7	5.7
Illness, Recuperation	42	16	0.5	0.5
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	19	0.6	0.6
Competition	53	30	0.9	0.9
Amusement, Taking A Walk	54	20	0.6	0.6
Hobbies	55	83	2.4	2.4
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	2	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	2	0.1	0.1
Playing Computer Games	64	11	0.3	0.3
Commuting To Work	71	10	0.3	0.3
Commuting To School	72	14	0.4	0.4
Other Travel	73	156	4.5	4.6
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	39	1.1	1.1
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	41	1.2	1.2
Entertainment	92	5	0.1	0.1
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	32	0.9	0.9
NA	0	1	0.0	
Total		3,429	100.0	100.0

V759 [3rd day 15:00-15:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	3	0.1	0.7
Personal Chores	3	2	0.1	0.5
Work	4	11	0.3	2.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	26	0.8	6.4
Network Television	6	13	0.4	3.2
Outside Of School Learning	13	3	0.1	0.7
Laundry	23	1	0.0	0.2
Caring For Child	26	2	0.1	0.5
Household Chores	27	3	0.1	0.7
Personal Meetings	31	2	0.1	0.5
Rest	41	18	0.5	4.4
Competition	53	1	0.0	0.2
Amusement, Taking A Walk	54	2	0.1	0.5
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	4	0.1	1.0
Listening To Music	61	14	0.4	3.4
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	4	0.1	1.0
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	4	0.1	1.0
Newspapers	81	6	0.2	1.5
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	40	1.2	9.9
Satellite TV	85	1	0.0	0.2
DMB	87	3	0.1	0.7
Search For Information	91	99	2.9	24.4
Entertainment	92	7	0.2	1.7
Communications	93	5	0.1	1.2
Shopping And Electronic Transactions	94	5	0.1	1.2
Cellular Phones (Smart Phones)	95	119	3.5	29.3
NA	0	3,023	88.2	
Total		3,429	100.0	100.0

V760 [3rd day 15:00-15:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,997	87.4	87.4
At home	1	432	12.6	12.6
Total		3,429	100.0	100.0

V761 [3rd day 15:15-15:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	93	2.7	2.7
Meals	2	57	1.7	1.7
Personal Chores	3	59	1.7	1.7
Work	4	1,572	45.8	45.9
Network Radio	5	8	0.2	0.2
Network Television	6	12	0.3	0.4
Class, School Events	11	451	13.2	13.2
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	83	2.4	2.4
Cooking	21	15	0.4	0.4
Cleaning	22	27	0.8	0.8
Laundry	23	17	0.5	0.5
Purchasing Commodities	25	51	1.5	1.5
Caring For Child	26	28	0.8	0.8
Household Chores	27	66	1.9	1.9
Personal Meetings	31	174	5.1	5.1
Social Encounters	32	33	1.0	1.0
Rest	41	166	4.8	4.8
Illness, Recuperation	42	16	0.5	0.5
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	22	0.6	0.6
Competition	53	32	0.9	0.9
Amusement, Taking A Walk	54	21	0.6	0.6
Hobbies	55	78	2.3	2.3
Mastering Technical Skills And Technology	56	20	0.6	0.6
Children'S Games	57	1	0.0	0.0
Watching Videos	62	3	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	12	0.3	0.4
Commuting To Work	71	10	0.3	0.3
Commuting To School	72	16	0.5	0.5
Other Travel	73	129	3.8	3.8
Newspapers	81	5	0.1	0.1
Books	83	15	0.4	0.4
Cable TV	84	40	1.2	1.2
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	49	1.4	1.4
Entertainment	92	5	0.1	0.1
Communications	93	2	0.1	0.1
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V762 [3rd day 15:15-15:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.5
Meals	2	3	0.1	0.8
Personal Chores	3	2	0.1	0.5
Work	4	15	0.4	3.9
Network Radio	5	26	0.8	6.8
Network Television	6	13	0.4	3.4
Class, School Events	11	1	0.0	0.3
Outside Of School Learning	13	3	0.1	0.8
Laundry	23	1	0.0	0.3
Caring For Child	26	2	0.1	0.5
Household Chores	27	3	0.1	0.8
Personal Meetings	31	1	0.0	0.3
Rest	41	15	0.4	3.9
Competition	53	1	0.0	0.3
Amusement, Taking A Walk	54	2	0.1	0.5
Hobbies	55	1	0.0	0.3
Mastering Technical Skills And Technology	56	4	0.1	1.1
Listening To Music	61	12	0.3	3.2
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	5	0.1	1.3
Commuting To Work	71	1	0.0	0.3
Commuting To School	72	3	0.1	0.8
Other Travel	73	4	0.1	1.1
Newspapers	81	7	0.2	1.8
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	39	1.1	10.3
Satellite TV	85	2	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
DMB	87	2	0.1	0.5
Search For Information	91	99	2.9	26.1
Entertainment	92	8	0.2	2.1
Communications	93	6	0.2	1.6
Shopping And Electronic Transactions	94	4	0.1	1.1
Cellular Phones (Smart Phones)	95	90	2.6	23.7
NA	0	3,049	88.9	
Total		3,429	100.0	100.0

V763 [3rd day 15:15-15:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,991	87.2	87.2
At home	1	438	12.8	12.8
Total		3,429	100.0	100.0

V764 [3rd day 15:30-15:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	90	2.6	2.6
Meals	2	30	0.9	0.9
Personal Chores	3	67	2.0	2.0
Work	4	1,573	45.9	45.9
Network Radio	5	6	0.2	0.2
Network Television	6	12	0.3	0.4
Class, School Events	11	427	12.5	12.5
Extra-Curricular Activities	12	7	0.2	0.2
Outside Of School Learning	13	85	2.5	2.5
Cooking	21	14	0.4	0.4
Cleaning	22	27	0.8	0.8
Laundry	23	14	0.4	0.4
Purchasing Commodities	25	53	1.5	1.5
Caring For Child	26	31	0.9	0.9
Household Chores	27	74	2.2	2.2
Personal Meetings	31	168	4.9	4.9
Social Encounters	32	31	0.9	0.9
Rest	41	165	4.8	4.8
Illness, Recuperation	42	15	0.4	0.4
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	23	0.7	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	33	1.0	1.0
Amusement, Taking A Walk	54	27	0.8	0.8
Hobbies	55	84	2.4	2.5
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	2	0.1	0.1
Listening To Music	61	4	0.1	0.1
Watching Videos	62	3	0.1	0.1
Playing Computer Games	64	15	0.4	0.4
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	33	1.0	1.0
Other Travel	73	122	3.6	3.6
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	16	0.5	0.5
Cable TV	84	48	1.4	1.4
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	46	1.3	1.3
Entertainment	92	5	0.1	0.1
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	23	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V765 [3rd day 15:30-15:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	6	0.2	1.5
Personal Chores	3	5	0.1	1.2
Work	4	15	0.4	3.6
Network Radio	5	28	0.8	6.8
Network Television	6	12	0.3	2.9
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	4	0.1	1.0
Cooking	21	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	2	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	2	0.1	0.5
Personal Meetings	31	1	0.0	0.2
Rest	41	13	0.4	3.2
Illness, Recuperation	42	1	0.0	0.2
Competition	53	3	0.1	0.7
Amusement, Taking A Walk	54	2	0.1	0.5
Mastering Technical Skills And Technology	56	4	0.1	1.0
Listening To Music	61	18	0.5	4.4
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	7	0.2	1.7
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	4	0.1	1.0
Other Travel	73	4	0.1	1.0
Newspapers	81	4	0.1	1.0
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	32	0.9	7.8
Satellite TV	85	2	0.1	0.5
DMB	87	2	0.1	0.5
Search For Information	91	96	2.8	23.3
Entertainment	92	8	0.2	1.9
Communications	93	6	0.2	1.5
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	122	3.6	29.6
NA	0	3,017	88.0	
Total		3,429	100.0	100.0

V766 [3rd day 15:30-15:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,965	86.5	86.5
At home	1	464	13.5	13.5
Total		3,429	100.0	100.0

V767 [3rd day 15:45-16:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	84	2.4	2.5
Meals	2	28	0.8	0.8
Personal Chores	3	64	1.9	1.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	1,599	46.6	46.6
Network Radio	5	6	0.2	0.2
Network Television	6	13	0.4	0.4
Class, School Events	11	392	11.4	11.4
Extra-Curricular Activities	12	9	0.3	0.3
Outside Of School Learning	13	88	2.6	2.6
Cooking	21	15	0.4	0.4
Cleaning	22	30	0.9	0.9
Laundry	23	15	0.4	0.4
Purchasing Commodities	25	56	1.6	1.6
Caring For Child	26	34	1.0	1.0
Household Chores	27	76	2.2	2.2
Personal Meetings	31	164	4.8	4.8
Social Encounters	32	30	0.9	0.9
Rest	41	182	5.3	5.3
Illness, Recuperation	42	15	0.4	0.4
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	23	0.7	0.7
Competition	53	32	0.9	0.9
Amusement, Taking A Walk	54	28	0.8	0.8
Hobbies	55	82	2.4	2.4
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	6	0.2	0.2
Watching Videos	62	3	0.1	0.1
Playing Computer Games	64	17	0.5	0.5
Commuting To Work	71	7	0.2	0.2
Commuting To School	72	32	0.9	0.9
Other Travel	73	118	3.4	3.4
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	3	0.1	0.1
Books	83	17	0.5	0.5
Cable TV	84	50	1.5	1.5
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	40	1.2	1.2
Entertainment	92	6	0.2	0.2
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	20	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V768 [3rd day 15:45-16:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	6	0.2	1.5
Personal Chores	3	10	0.3	2.5
Work	4	15	0.4	3.7
Network Radio	5	28	0.8	7.0
Network Television	6	14	0.4	3.5
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	4	0.1	1.0
Cooking	21	1	0.0	0.2
Cleaning	22	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	2	0.1	0.5
Household Chores	27	2	0.1	0.5
Personal Meetings	31	2	0.1	0.5
Rest	41	11	0.3	2.7
Illness, Recuperation	42	1	0.0	0.2
Competition	53	3	0.1	0.7
Amusement, Taking A Walk	54	2	0.1	0.5
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	3	0.1	0.7
Listening To Music	61	18	0.5	4.5
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	7	0.2	1.7
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	4	0.1	1.0
Other Travel	73	8	0.2	2.0
Newspapers	81	4	0.1	1.0
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	34	1.0	8.5
Satellite TV	85	2	0.1	0.5
DMB	87	2	0.1	0.5
Search For Information	91	99	2.9	24.7
Entertainment	92	8	0.2	2.0
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	6	0.2	1.5
Cellular Phones (Smart Phones)	95	94	2.7	23.4
NA	0	3,028	88.3	
Total		3,429	100.0	100.0

V769 [3rd day 15:45-16:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,955	86.2	86.2
At home	1	474	13.8	13.8
Total		3,429	100.0	100.0

V770 [3rd day 16:00-16:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	65	1.9	1.9
Meals	2	25	0.7	0.7
Personal Chores	3	90	2.6	2.6
Work	4	1,536	44.8	44.8
Network Radio	5	6	0.2	0.2
Network Television	6	11	0.3	0.3
Class, School Events	11	335	9.8	9.8
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	100	2.9	2.9
Cooking	21	25	0.7	0.7
Cleaning	22	34	1.0	1.0
Laundry	23	16	0.5	0.5
Purchasing Commodities	25	53	1.5	1.5
Caring For Child	26	41	1.2	1.2
Household Chores	27	64	1.9	1.9
Personal Meetings	31	150	4.4	4.4
Social Encounters	32	22	0.6	0.6
Rest	41	186	5.4	5.4
Illness, Recuperation	42	10	0.3	0.3
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	20	0.6	0.6
Competition	53	27	0.8	0.8
Amusement, Taking A Walk	54	35	1.0	1.0
Hobbies	55	72	2.1	2.1
Mastering Technical Skills And Technology	56	17	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	7	0.2	0.2
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	17	0.5	0.5
Commuting To Work	71	20	0.6	0.6
Commuting To School	72	63	1.8	1.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	205	6.0	6.0
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	15	0.4	0.4
Cable TV	84	40	1.2	1.2
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	37	1.1	1.1
Entertainment	92	8	0.2	0.2
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	35	1.0	1.0
NA	0	1	0.0	
Total		3,429	100.0	100.0

V771 [3rd day 16:00-16:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	6	0.2	1.4
Personal Chores	3	8	0.2	1.9
Work	4	10	0.3	2.4
Network Radio	5	24	0.7	5.6
Network Television	6	17	0.5	4.0
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	1	0.0	0.2
Cleaning	22	2	0.1	0.5
Laundry	23	1	0.0	0.2
Purchasing Commodities	25	2	0.1	0.5
Caring For Child	26	2	0.1	0.5
Household Chores	27	1	0.0	0.2
Personal Meetings	31	5	0.1	1.2
Social Encounters	32	2	0.1	0.5
Rest	41	16	0.5	3.8
Illness, Recuperation	42	1	0.0	0.2
Competition	53	3	0.1	0.7
Amusement, Taking A Walk	54	1	0.0	0.2
Mastering Technical Skills And Technology	56	2	0.1	0.5
Listening To Music	61	18	0.5	4.2
Watching Videos	62	2	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Playing Computer Games	64	7	0.2	1.6
Commuting To Work	71	2	0.1	0.5
Commuting To School	72	2	0.1	0.5
Other Travel	73	4	0.1	0.9
Newspapers	81	2	0.1	0.5
Magazines, Comics	82	2	0.1	0.5
Cable TV	84	33	1.0	7.8
DMB	87	3	0.1	0.7
Search For Information	91	87	2.5	20.5
Entertainment	92	11	0.3	2.6
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	5	0.1	1.2
Cellular Phones (Smart Phones)	95	140	4.1	32.9
NA	0	3,004	87.6	
Total		3,429	100.0	100.0

V772 [3rd day 16:00-16:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,959	86.3	86.3
At home	1	470	13.7	13.7
Total		3,429	100.0	100.0

V773 [3rd day 16:15-16:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	71	2.1	2.1
Meals	2	29	0.8	0.8
Personal Chores	3	61	1.8	1.8
Work	4	1,596	46.5	46.6
Network Radio	5	5	0.1	0.1
Network Television	6	13	0.4	0.4
Class, School Events	11	319	9.3	9.3
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	116	3.4	3.4
Cooking	21	27	0.8	0.8
Cleaning	22	33	1.0	1.0
Laundry	23	20	0.6	0.6
Purchasing Commodities	25	74	2.2	2.2
Caring For Child	26	45	1.3	1.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	68	2.0	2.0
Personal Meetings	31	156	4.5	4.6
Social Encounters	32	24	0.7	0.7
Rest	41	174	5.1	5.1
Illness, Recuperation	42	11	0.3	0.3
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	18	0.5	0.5
Competition	53	28	0.8	0.8
Amusement, Taking A Walk	54	37	1.1	1.1
Hobbies	55	76	2.2	2.2
Mastering Technical Skills And Technology	56	19	0.6	0.6
Children'S Games	57	1	0.0	0.0
Listening To Music	61	7	0.2	0.2
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	17	0.5	0.5
Commuting To Work	71	17	0.5	0.5
Commuting To School	72	57	1.7	1.7
Other Travel	73	137	4.0	4.0
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	43	1.3	1.3
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	41	1.2	1.2
Entertainment	92	9	0.3	0.3
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V774 [3rd day 16:15-16:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	5	0.1	1.3
Personal Chores	3	7	0.2	1.8
Work	4	10	0.3	2.6
Network Radio	5	27	0.8	7.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	18	0.5	4.7
Extra-Curricular Activities	12	1	0.0	0.3
Outside Of School Learning	13	1	0.0	0.3
Cleaning	22	2	0.1	0.5
Purchasing Commodities	25	1	0.0	0.3
Caring For Child	26	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	3	0.1	0.8
Social Encounters	32	1	0.0	0.3
Rest	41	12	0.3	3.1
Illness, Recuperation	42	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	2	0.1	0.5
Amusement, Taking A Walk	54	1	0.0	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	19	0.6	5.0
Watching Videos	62	3	0.1	0.8
Playing Computer Games	64	7	0.2	1.8
Commuting To Work	71	2	0.1	0.5
Commuting To School	72	2	0.1	0.5
Other Travel	73	5	0.1	1.3
Newspapers	81	2	0.1	0.5
Magazines, Comics	82	2	0.1	0.5
Cable TV	84	37	1.1	9.7
DMB	87	3	0.1	0.8
Search For Information	91	85	2.5	22.3
Entertainment	92	10	0.3	2.6
Communications	93	3	0.1	0.8
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	102	3.0	26.8
NA	0	3,048	88.9	
Total		3,429	100.0	100.0

V775 [3rd day 16:15-16:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,925	85.3	85.3
At home	1	504	14.7	14.7
Total		3,429	100.0	100.0

V776 [3rd day 16:30-16:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	64	1.9	1.9
Meals	2	29	0.8	0.8
Personal Chores	3	64	1.9	1.9
Work	4	1,604	46.8	46.8
Network Radio	5	6	0.2	0.2
Network Television	6	16	0.5	0.5
Class, School Events	11	269	7.8	7.8
Extra-Curricular Activities	12	7	0.2	0.2
Outside Of School Learning	13	133	3.9	3.9
Cooking	21	44	1.3	1.3
Cleaning	22	37	1.1	1.1
Laundry	23	22	0.6	0.6
Purchasing Commodities	25	80	2.3	2.3
Caring For Child	26	53	1.5	1.5
Household Chores	27	64	1.9	1.9
Personal Meetings	31	151	4.4	4.4
Social Encounters	32	24	0.7	0.7
Rest	41	173	5.0	5.0
Illness, Recuperation	42	10	0.3	0.3
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	23	0.7	0.7
Competition	53	24	0.7	0.7
Amusement, Taking A Walk	54	38	1.1	1.1
Hobbies	55	69	2.0	2.0
Mastering Technical Skills And Technology	56	16	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	5	0.1	0.1
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	13	0.4	0.4
Commuting To Work	71	17	0.5	0.5
Commuting To School	72	68	2.0	2.0
Other Travel	73	129	3.8	3.8
Newspapers	81	7	0.2	0.2
Books	83	15	0.4	0.4
Cable TV	84	47	1.4	1.4
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	37	1.1	1.1
Entertainment	92	12	0.3	0.4
Communications	93	5	0.1	0.1
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	37	1.1	1.1
NA	0	1	0.0	
Total		3,429	100.0	100.0

V777 [3rd day 16:30-16:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	2	0.1	0.5
Personal Chores	3	6	0.2	1.6
Work	4	11	0.3	2.8
Network Radio	5	23	0.7	5.9
Network Television	6	20	0.6	5.2
Class, School Events	11	1	0.0	0.3
Outside Of School Learning	13	3	0.1	0.8
Cooking	21	1	0.0	0.3
Cleaning	22	2	0.1	0.5
Purchasing Commodities	25	1	0.0	0.3
Personal Meetings	31	3	0.1	0.8
Social Encounters	32	1	0.0	0.3
Rest	41	10	0.3	2.6
Illness, Recuperation	42	1	0.0	0.3
Competition	53	5	0.1	1.3
Amusement, Taking A Walk	54	1	0.0	0.3
Hobbies	55	1	0.0	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	23	0.7	5.9
Watching Videos	62	4	0.1	1.0
Watching Movies	63	1	0.0	0.3
Playing Computer Games	64	8	0.2	2.1
Commuting To Work	71	2	0.1	0.5
Commuting To School	72	2	0.1	0.5
Other Travel	73	3	0.1	0.8
Newspapers	81	3	0.1	0.8
Magazines, Comics	82	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Books	83	1	0.0	0.3
Cable TV	84	38	1.1	9.8
Satellite TV	85	1	0.0	0.3
DMB	87	5	0.1	1.3
Search For Information	91	78	2.3	20.2
Entertainment	92	7	0.2	1.8
Communications	93	5	0.1	1.3
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	108	3.1	27.9
NA	0	3,042	88.7	
Total		3,429	100.0	100.0

V778 [3rd day 16:30-16:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,877	83.9	83.9
At home	1	552	16.1	16.1
Total		3,429	100.0	100.0

V779 [3rd day 16:45-17:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	59	1.7	1.7
Meals	2	36	1.0	1.1
Personal Chores	3	75	2.2	2.2
Work	4	1,605	46.8	46.8
Network Radio	5	6	0.2	0.2
Network Television	6	16	0.5	0.5
Class, School Events	11	249	7.3	7.3
Extra-Curricular Activities	12	8	0.2	0.2
Outside Of School Learning	13	140	4.1	4.1
Cooking	21	48	1.4	1.4
Cleaning	22	39	1.1	1.1
Laundry	23	20	0.6	0.6
Purchasing Commodities	25	76	2.2	2.2
Caring For Child	26	53	1.5	1.5
Household Chores	27	66	1.9	1.9
Personal Meetings	31	140	4.1	4.1
Social Encounters	32	24	0.7	0.7
Rest	41	191	5.6	5.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Illness, Recuperation	42	11	0.3	0.3
Watching, Sightseeing, Enjoying	51	2	0.1	0.1
Sports	52	23	0.7	0.7
Competition	53	24	0.7	0.7
Amusement, Taking A Walk	54	39	1.1	1.1
Hobbies	55	66	1.9	1.9
Mastering Technical Skills And Technology	56	17	0.5	0.5
Listening To Music	61	6	0.2	0.2
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	18	0.5	0.5
Commuting To School	72	46	1.3	1.3
Other Travel	73	134	3.9	3.9
Newspapers	81	8	0.2	0.2
Books	83	15	0.4	0.4
Cable TV	84	50	1.5	1.5
Satellite TV	85	4	0.1	0.1
IPTV	86	2	0.1	0.1
Search For Information	91	43	1.3	1.3
Entertainment	92	12	0.3	0.4
Communications	93	6	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	28	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V780 [3rd day 16:45-17:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.3
Meals	2	2	0.1	0.6
Personal Chores	3	6	0.2	1.7
Work	4	12	0.3	3.3
Network Radio	5	22	0.6	6.1
Network Television	6	20	0.6	5.5
Outside Of School Learning	13	2	0.1	0.6
Cooking	21	1	0.0	0.3
Cleaning	22	2	0.1	0.6
Personal Meetings	31	1	0.0	0.3

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	1	0.0	0.3
Rest	41	11	0.3	3.0
Illness, Recuperation	42	1	0.0	0.3
Sports	52	1	0.0	0.3
Competition	53	4	0.1	1.1
Amusement, Taking A Walk	54	1	0.0	0.3
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	24	0.7	6.6
Watching Videos	62	4	0.1	1.1
Playing Computer Games	64	9	0.3	2.5
Commuting To Work	71	2	0.1	0.6
Commuting To School	72	2	0.1	0.6
Other Travel	73	4	0.1	1.1
Newspapers	81	3	0.1	0.8
Magazines, Comics	82	1	0.0	0.3
Books	83	1	0.0	0.3
Cable TV	84	34	1.0	9.4
Satellite TV	85	1	0.0	0.3
DMB	87	4	0.1	1.1
Search For Information	91	76	2.2	21.0
Entertainment	92	7	0.2	1.9
Communications	93	6	0.2	1.7
Shopping And Electronic Transactions	94	3	0.1	0.8
Cellular Phones (Smart Phones)	95	92	2.7	25.4
NA	0	3,067	89.4	
Total		3,429	100.0	100.0

V781 [3rd day 16:45-17:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,843	82.9	82.9
At home	1	586	17.1	17.1
Total		3,429	100.0	100.0

V782 [3rd day 17:00-17:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	47	1.4	1.4
Meals	2	96	2.8	2.8
Personal Chores	3	100	2.9	2.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	1,467	42.8	42.8
Network Radio	5	6	0.2	0.2
Network Television	6	33	1.0	1.0
Class, School Events	11	178	5.2	5.2
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	149	4.3	4.3
Cooking	21	108	3.1	3.2
Cleaning	22	28	0.8	0.8
Laundry	23	24	0.7	0.7
Purchasing Commodities	25	79	2.3	2.3
Caring For Child	26	51	1.5	1.5
Household Chores	27	63	1.8	1.8
Personal Meetings	31	105	3.1	3.1
Social Encounters	32	15	0.4	0.4
Rest	41	202	5.9	5.9
Illness, Recuperation	42	9	0.3	0.3
Sports	52	21	0.6	0.6
Competition	53	18	0.5	0.5
Amusement, Taking A Walk	54	37	1.1	1.1
Hobbies	55	55	1.6	1.6
Mastering Technical Skills And Technology	56	14	0.4	0.4
Listening To Music	61	2	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	68	2.0	2.0
Commuting To School	72	62	1.8	1.8
Other Travel	73	217	6.3	6.3
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	14	0.4	0.4
Cable TV	84	29	0.8	0.8
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	51	1.5	1.5
Entertainment	92	13	0.4	0.4
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V783 [3rd day 17:00-17:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	3	0.1	0.8
Personal Chores	3	3	0.1	0.8
Work	4	9	0.3	2.4
Network Radio	5	23	0.7	6.1
Network Television	6	28	0.8	7.4
Cooking	21	3	0.1	0.8
Cleaning	22	1	0.0	0.3
Laundry	23	1	0.0	0.3
Personal Meetings	31	6	0.2	1.6
Rest	41	9	0.3	2.4
Sports	52	1	0.0	0.3
Competition	53	5	0.1	1.3
Mastering Technical Skills And Technology	56	1	0.0	0.3
Listening To Music	61	28	0.8	7.4
Watching Videos	62	3	0.1	0.8
Playing Computer Games	64	6	0.2	1.6
Commuting To School	72	3	0.1	0.8
Other Travel	73	2	0.1	0.5
Newspapers	81	4	0.1	1.1
Magazines, Comics	82	1	0.0	0.3
Cable TV	84	31	0.9	8.2
DMB	87	4	0.1	1.1
Search For Information	91	57	1.7	15.0
Entertainment	92	6	0.2	1.6
Communications	93	4	0.1	1.1
Shopping And Electronic Transactions	94	5	0.1	1.3
Cellular Phones (Smart Phones)	95	133	3.9	35.0
NA	0	3,049	88.9	
Total		3,429	100.0	100.0

V784 [3rd day 17:00-17:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,778	81.0	81.0
At home	1	651	19.0	19.0
Total		3,429	100.0	100.0

V785 [3rd day 17:15~17:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	47	1.4	1.4
Meals	2	113	3.3	3.3
Personal Chores	3	81	2.4	2.4
Work	4	1,507	43.9	44.0
Network Radio	5	6	0.2	0.2
Network Television	6	35	1.0	1.0
Class, School Events	11	160	4.7	4.7
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	165	4.8	4.8
Cooking	21	131	3.8	3.8
Cleaning	22	29	0.8	0.8
Laundry	23	26	0.8	0.8
Purchasing Commodities	25	69	2.0	2.0
Caring For Child	26	52	1.5	1.5
Household Chores	27	61	1.8	1.8
Personal Meetings	31	111	3.2	3.2
Social Encounters	32	15	0.4	0.4
Rest	41	187	5.5	5.5
Illness, Recuperation	42	9	0.3	0.3
Sports	52	21	0.6	0.6
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	36	1.0	1.1
Hobbies	55	54	1.6	1.6
Mastering Technical Skills And Technology	56	14	0.4	0.4
Listening To Music	61	2	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	18	0.5	0.5
Commuting To Work	71	62	1.8	1.8
Commuting To School	72	60	1.7	1.8
Other Travel	73	192	5.6	5.6
Newspapers	81	8	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	15	0.4	0.4
Cable TV	84	26	0.8	0.8
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	48	1.4	1.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	14	0.4	0.4
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V786 [3rd day 17:15~17:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	4	0.1	1.2
Personal Chores	3	3	0.1	0.9
Work	4	8	0.2	2.5
Network Radio	5	23	0.7	7.1
Network Television	6	28	0.8	8.6
Cooking	21	2	0.1	0.6
Cleaning	22	1	0.0	0.3
Personal Meetings	31	7	0.2	2.1
Rest	41	7	0.2	2.1
Sports	52	1	0.0	0.3
Competition	53	5	0.1	1.5
Listening To Music	61	26	0.8	8.0
Watching Videos	62	3	0.1	0.9
Playing Computer Games	64	6	0.2	1.8
Commuting To School	72	2	0.1	0.6
Newspapers	81	5	0.1	1.5
Cable TV	84	32	0.9	9.8
DMB	87	4	0.1	1.2
Search For Information	91	54	1.6	16.6
Entertainment	92	7	0.2	2.1
Communications	93	4	0.1	1.2
Shopping And Electronic Transactions	94	6	0.2	1.8
Cellular Phones (Smart Phones)	95	88	2.6	27.0
NA	0	3,103	90.5	
Total		3,429	100.0	100.0

V787 [3rd day 17:15~17:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,730	79.6	79.6
At home	1	699	20.4	20.4
Total		3,429	100.0	100.0

V788 [3rd day 17:30-17:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	37	1.1	1.1
Meals	2	168	4.9	4.9
Personal Chores	3	129	3.8	3.8
Work	4	1,440	42.0	42.0
Network Radio	5	7	0.2	0.2
Network Television	6	42	1.2	1.2
Class, School Events	11	131	3.8	3.8
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	169	4.9	4.9
Cooking	21	179	5.2	5.2
Cleaning	22	47	1.4	1.4
Laundry	23	27	0.8	0.8
Purchasing Commodities	25	60	1.7	1.8
Caring For Child	26	47	1.4	1.4
Household Chores	27	43	1.3	1.3
Personal Meetings	31	108	3.1	3.2
Social Encounters	32	13	0.4	0.4
Rest	41	176	5.1	5.1
Illness, Recuperation	42	9	0.3	0.3
Sports	52	19	0.6	0.6
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	30	0.9	0.9
Hobbies	55	41	1.2	1.2
Mastering Technical Skills And Technology	56	12	0.3	0.4
Listening To Music	61	6	0.2	0.2
Watching Videos	62	2	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	18	0.5	0.5
Commuting To Work	71	82	2.4	2.4
Commuting To School	72	50	1.5	1.5
Other Travel	73	164	4.8	4.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	8	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	13	0.4	0.4
Cable TV	84	29	0.8	0.8
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	43	1.3	1.3
Entertainment	92	12	0.3	0.4
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	29	0.8	0.8
NA	0	1	0.0	
Total		3,429	100.0	100.0

V789 [3rd day 17:30-17:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	2	0.1	0.6
Personal Chores	3	8	0.2	2.4
Work	4	8	0.2	2.4
Network Radio	5	20	0.6	6.1
Network Television	6	29	0.8	8.9
Outside Of School Learning	13	1	0.0	0.3
Cooking	21	3	0.1	0.9
Cleaning	22	1	0.0	0.3
Purchasing Commodities	25	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	4	0.1	1.2
Rest	41	15	0.4	4.6
Sports	52	2	0.1	0.6
Competition	53	3	0.1	0.9
Listening To Music	61	23	0.7	7.0
Watching Videos	62	2	0.1	0.6
Playing Computer Games	64	5	0.1	1.5
Commuting To School	72	2	0.1	0.6
Other Travel	73	1	0.0	0.3
Newspapers	81	5	0.1	1.5
Cable TV	84	33	1.0	10.1
DMB	87	5	0.1	1.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	45	1.3	13.8
Entertainment	92	8	0.2	2.4
Communications	93	5	0.1	1.5
Shopping And Electronic Transactions	94	3	0.1	0.9
Cellular Phones (Smart Phones)	95	92	2.7	28.1
NA	0	3,102	90.5	
Total		3,429	100.0	100.0

V790 [3rd day 17:30-17:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,618	76.3	76.3
At home	1	811	23.7	23.7
Total		3,429	100.0	100.0

V791 [3rd day 17:45-18:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	37	1.1	1.1
Meals	2	207	6.0	6.0
Personal Chores	3	135	3.9	3.9
Work	4	1,421	41.4	41.5
Network Radio	5	7	0.2	0.2
Network Television	6	43	1.3	1.3
Class, School Events	11	116	3.4	3.4
Extra-Curricular Activities	12	5	0.1	0.1
Outside Of School Learning	13	168	4.9	4.9
Cooking	21	205	6.0	6.0
Cleaning	22	45	1.3	1.3
Laundry	23	20	0.6	0.6
Purchasing Commodities	25	51	1.5	1.5
Caring For Child	26	47	1.4	1.4
Household Chores	27	41	1.2	1.2
Personal Meetings	31	101	2.9	2.9
Social Encounters	32	13	0.4	0.4
Rest	41	177	5.2	5.2
Illness, Recuperation	42	9	0.3	0.3
Sports	52	19	0.6	0.6
Competition	53	16	0.5	0.5
Amusement, Taking A Walk	54	28	0.8	0.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	40	1.2	1.2
Mastering Technical Skills And Technology	56	11	0.3	0.3
Listening To Music	61	5	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	19	0.6	0.6
Commuting To Work	71	88	2.6	2.6
Commuting To School	72	50	1.5	1.5
Other Travel	73	154	4.5	4.5
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	13	0.4	0.4
Cable TV	84	27	0.8	0.8
Satellite TV	85	2	0.1	0.1
IPTV	86	1	0.0	0.0
Search For Information	91	42	1.2	1.2
Entertainment	92	13	0.4	0.4
Communications	93	3	0.1	0.1
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	30	0.9	0.9
NA	0	1	0.0	
Total		3,429	100.0	100.0

V792 [3rd day 17:45-18:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	3	0.1	0.9
Personal Chores	3	11	0.3	3.5
Work	4	8	0.2	2.5
Network Radio	5	16	0.5	5.0
Network Television	6	35	1.0	11.0
Cooking	21	4	0.1	1.3
Cleaning	22	1	0.0	0.3
Purchasing Commodities	25	1	0.0	0.3
Household Chores	27	1	0.0	0.3
Personal Meetings	31	3	0.1	0.9
Rest	41	8	0.2	2.5
Sports	52	2	0.1	0.6
Competition	53	3	0.1	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	1	0.0	0.3
Listening To Music	61	18	0.5	5.7
Watching Videos	62	1	0.0	0.3
Playing Computer Games	64	5	0.1	1.6
Commuting To School	72	3	0.1	0.9
Other Travel	73	1	0.0	0.3
Newspapers	81	6	0.2	1.9
Cable TV	84	34	1.0	10.7
DMB	87	5	0.1	1.6
Search For Information	91	41	1.2	12.9
Entertainment	92	12	0.3	3.8
Communications	93	5	0.1	1.6
Shopping And Electronic Transactions	94	3	0.1	0.9
Cellular Phones (Smart Phones)	95	86	2.5	27.1
NA	0	3,112	90.8	
Total		3,429	100.0	100.0

V793 [3rd day 17:45-18:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,576	75.1	75.1
At home	1	853	24.9	24.9
Total		3,429	100.0	100.0

V794 [3rd day 18:00-18:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	22	0.6	0.6
Meals	2	454	13.2	13.2
Personal Chores	3	165	4.8	4.8
Work	4	963	28.1	28.1
Network Radio	5	6	0.2	0.2
Network Television	6	92	2.7	2.7
Class, School Events	11	80	2.3	2.3
Extra-Curricular Activities	12	8	0.2	0.2
Outside Of School Learning	13	165	4.8	4.8
Cooking	21	293	8.5	8.5
Cleaning	22	30	0.9	0.9
Laundry	23	14	0.4	0.4
Purchasing Commodities	25	40	1.2	1.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Caring For Child	26	30	0.9	0.9
Household Chores	27	27	0.8	0.8
Personal Meetings	31	69	2.0	2.0
Social Encounters	32	12	0.3	0.4
Rest	41	142	4.1	4.1
Illness, Recuperation	42	6	0.2	0.2
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	13	0.4	0.4
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	14	0.4	0.4
Hobbies	55	23	0.7	0.7
Mastering Technical Skills And Technology	56	9	0.3	0.3
Listening To Music	61	4	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	13	0.4	0.4
Commuting To Work	71	351	10.2	10.2
Commuting To School	72	57	1.7	1.7
Other Travel	73	199	5.8	5.8
Newspapers	81	4	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	8	0.2	0.2
Cable TV	84	20	0.6	0.6
Satellite TV	85	1	0.0	0.0
IPTV	86	2	0.1	0.1
Search For Information	91	29	0.8	0.8
Entertainment	92	11	0.3	0.3
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	23	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V795 [3rd day 18:00-18:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	15	0.4	3.3
Personal Chores	3	8	0.2	1.7
Work	4	8	0.2	1.7
Network Radio	5	20	0.6	4.4
Network Television	6	144	4.2	31.4
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	9	0.3	2.0
Cleaning	22	2	0.1	0.4
Purchasing Commodities	25	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	4	0.1	0.9
Rest	41	5	0.1	1.1
Sports	52	1	0.0	0.2
Competition	53	3	0.1	0.7
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	39	1.1	8.5
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	4	0.1	0.9
Commuting To Work	71	6	0.2	1.3
Commuting To School	72	1	0.0	0.2
Newspapers	81	3	0.1	0.7
Cable TV	84	23	0.7	5.0
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	13	0.4	2.8
Search For Information	91	37	1.1	8.1
Entertainment	92	8	0.2	1.7
Communications	93	3	0.1	0.7
Shopping And Electronic Transactions	94	3	0.1	0.7
Cellular Phones (Smart Phones)	95	92	2.7	20.0
NA	0	2,970	86.6	
Total		3,429	100.0	100.0

V796 [3rd day 18:00-18:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,415	70.4	70.4
At home	1	1,014	29.6	29.6
Total		3,429	100.0	100.0

V797 [3rd day 18:15-18:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	23	0.7	0.7
Meals	2	523	15.3	15.3
Personal Chores	3	144	4.2	4.2
Work	4	947	27.6	27.6
Network Radio	5	7	0.2	0.2
Network Television	6	104	3.0	3.0
Class, School Events	11	74	2.2	2.2
Extra-Curricular Activities	12	10	0.3	0.3
Outside Of School Learning	13	177	5.2	5.2
Cooking	21	297	8.7	8.7
Cleaning	22	30	0.9	0.9
Laundry	23	13	0.4	0.4
Purchasing Commodities	25	40	1.2	1.2
Caring For Child	26	30	0.9	0.9
Household Chores	27	28	0.8	0.8
Personal Meetings	31	68	2.0	2.0
Social Encounters	32	15	0.4	0.4
Rest	41	142	4.1	4.1
Illness, Recuperation	42	4	0.1	0.1
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	14	0.4	0.4
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	13	0.4	0.4
Hobbies	55	23	0.7	0.7
Mastering Technical Skills And Technology	56	10	0.3	0.3
Listening To Music	61	3	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	346	10.1	10.1
Commuting To School	72	57	1.7	1.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	154	4.5	4.5
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	9	0.3	0.3
Cable TV	84	22	0.6	0.6
Satellite TV	85	1	0.0	0.0
IPTV	86	3	0.1	0.1
Search For Information	91	28	0.8	0.8
Entertainment	92	9	0.3	0.3
Communications	93	4	0.1	0.1
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V798 [3rd day 18:15-18:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	17	0.5	3.7
Personal Chores	3	5	0.1	1.1
Work	4	8	0.2	1.8
Network Radio	5	28	0.8	6.2
Network Television	6	151	4.4	33.3
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	8	0.2	1.8
Cleaning	22	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	3	0.1	0.7
Rest	41	7	0.2	1.5
Sports	52	1	0.0	0.2
Competition	53	2	0.1	0.4
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	43	1.3	9.5
Watching Videos	62	1	0.0	0.2
Playing Computer Games	64	4	0.1	0.9
Commuting To Work	71	5	0.1	1.1
Commuting To School	72	1	0.0	0.2
Other Travel	73	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	5	0.1	1.1
Cable TV	84	27	0.8	5.9
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	14	0.4	3.1
Search For Information	91	34	1.0	7.5
Entertainment	92	7	0.2	1.5
Communications	93	3	0.1	0.7
Shopping And Electronic Transactions	94	3	0.1	0.7
Cellular Phones (Smart Phones)	95	69	2.0	15.2
NA	0	2,975	86.8	
Total		3,429	100.0	100.0

V799 [3rd day 18:15-18:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,345	68.4	68.4
At home	1	1,084	31.6	31.6
Total		3,429	100.0	100.0

V800 [3rd day 18:30-18:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	15	0.4	0.4
Meals	2	692	20.2	20.2
Personal Chores	3	192	5.6	5.6
Work	4	796	23.2	23.2
Network Radio	5	4	0.1	0.1
Network Television	6	138	4.0	4.0
Class, School Events	11	76	2.2	2.2
Extra-Curricular Activities	12	11	0.3	0.3
Outside Of School Learning	13	199	5.8	5.8
Cooking	21	274	8.0	8.0
Cleaning	22	23	0.7	0.7
Laundry	23	7	0.2	0.2
Purchasing Commodities	25	33	1.0	1.0
Caring For Child	26	22	0.6	0.6
Household Chores	27	29	0.8	0.8
Personal Meetings	31	65	1.9	1.9
Social Encounters	32	16	0.5	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	130	3.8	3.8
Illness, Recuperation	42	3	0.1	0.1
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	20	0.6	0.6
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	8	0.2	0.2
Hobbies	55	23	0.7	0.7
Mastering Technical Skills And Technology	56	9	0.3	0.3
Listening To Music	61	8	0.2	0.2
Watching Videos	62	5	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	14	0.4	0.4
Commuting To Work	71	330	9.6	9.6
Commuting To School	72	42	1.2	1.2
Other Travel	73	136	4.0	4.0
Newspapers	81	3	0.1	0.1
Books	83	6	0.2	0.2
Cable TV	84	18	0.5	0.5
Satellite TV	85	2	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	22	0.6	0.6
Entertainment	92	11	0.3	0.3
Communications	93	7	0.2	0.2
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V801 [3rd day 18:30-18:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	28	0.8	5.6
Personal Chores	3	7	0.2	1.4
Work	4	8	0.2	1.6
Network Radio	5	39	1.1	7.8
Network Television	6	151	4.4	30.1
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	3	0.1	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cooking	21	16	0.5	3.2
Cleaning	22	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Personal Meetings	31	3	0.1	0.6
Rest	41	14	0.4	2.8
Sports	52	2	0.1	0.4
Competition	53	2	0.1	0.4
Hobbies	55	1	0.0	0.2
Listening To Music	61	42	1.2	8.4
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	5	0.1	1.0
Commuting To Work	71	4	0.1	0.8
Commuting To School	72	2	0.1	0.4
Newspapers	81	5	0.1	1.0
Cable TV	84	33	1.0	6.6
Satellite TV	85	2	0.1	0.4
DMB	87	15	0.4	3.0
Search For Information	91	28	0.8	5.6
Entertainment	92	7	0.2	1.4
Communications	93	2	0.1	0.4
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	76	2.2	15.1
NA	0	2,927	85.4	
Total		3,429	100.0	100.0

V802 [3rd day 18:30-18:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,154	62.8	62.8
At home	1	1,275	37.2	37.2
Total		3,429	100.0	100.0

V803 [3rd day 18:45-19:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	17	0.5	0.5
Meals	2	723	21.1	21.1
Personal Chores	3	198	5.8	5.8
Work	4	775	22.6	22.6
Network Radio	5	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	158	4.6	4.6
Class, School Events	11	81	2.4	2.4
Extra-Curricular Activities	12	15	0.4	0.4
Outside Of School Learning	13	200	5.8	5.8
Cooking	21	276	8.0	8.1
Cleaning	22	25	0.7	0.7
Laundry	23	11	0.3	0.3
Purchasing Commodities	25	23	0.7	0.7
Caring For Child	26	24	0.7	0.7
Household Chores	27	26	0.8	0.8
Personal Meetings	31	66	1.9	1.9
Social Encounters	32	15	0.4	0.4
Rest	41	141	4.1	4.1
Illness, Recuperation	42	2	0.1	0.1
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	23	0.7	0.7
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	8	0.2	0.2
Hobbies	55	28	0.8	0.8
Mastering Technical Skills And Technology	56	10	0.3	0.3
Listening To Music	61	6	0.2	0.2
Watching Videos	62	4	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	15	0.4	0.4
Commuting To Work	71	273	8.0	8.0
Commuting To School	72	36	1.0	1.1
Other Travel	73	134	3.9	3.9
Newspapers	81	2	0.1	0.1
Books	83	5	0.1	0.1
Cable TV	84	26	0.8	0.8
Satellite TV	85	3	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	23	0.7	0.7
Entertainment	92	11	0.3	0.3
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V804 [3rd day 18:45-19:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	35	1.0	8.0
Personal Chores	3	10	0.3	2.3
Work	4	11	0.3	2.5
Network Radio	5	34	1.0	7.8
Network Television	6	140	4.1	32.0
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	2	0.1	0.5
Cooking	21	16	0.5	3.7
Cleaning	22	1	0.0	0.2
Purchasing Commodities	25	1	0.0	0.2
Personal Meetings	31	3	0.1	0.7
Rest	41	11	0.3	2.5
Sports	52	1	0.0	0.2
Competition	53	2	0.1	0.5
Hobbies	55	1	0.0	0.2
Listening To Music	61	33	1.0	7.6
Watching Videos	62	3	0.1	0.7
Playing Computer Games	64	5	0.1	1.1
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	2	0.1	0.5
Newspapers	81	1	0.0	0.2
Cable TV	84	28	0.8	6.4
Satellite TV	85	2	0.1	0.5
DMB	87	13	0.4	3.0
Search For Information	91	28	0.8	6.4
Entertainment	92	6	0.2	1.4
Communications	93	2	0.1	0.5
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	43	1.3	9.8
NA	0	2,992	87.3	
Total		3,429	100.0	100.0

V805 [3rd day 18:45-19:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	2,073	60.5	60.5
At home	1	1,356	39.5	39.5
Total		3,429	100.0	100.0

V806 [3rd day 19:00-19:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	12	0.3	0.4
Meals	2	876	25.5	25.6
Personal Chores	3	226	6.6	6.6
Work	4	576	16.8	16.8
Network Radio	5	3	0.1	0.1
Network Television	6	182	5.3	5.3
Class, School Events	11	93	2.7	2.7
Extra-Curricular Activities	12	15	0.4	0.4
Outside Of School Learning	13	226	6.6	6.6
Cooking	21	238	6.9	6.9
Cleaning	22	34	1.0	1.0
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	18	0.5	0.5
Caring For Child	26	18	0.5	0.5
Household Chores	27	28	0.8	0.8
Personal Meetings	31	75	2.2	2.2
Social Encounters	32	27	0.8	0.8
Rest	41	138	4.0	4.0
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	26	0.8	0.8
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	17	0.5	0.5
Hobbies	55	31	0.9	0.9
Mastering Technical Skills And Technology	56	15	0.4	0.4
Listening To Music	61	4	0.1	0.1
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	19	0.6	0.6
Commuting To Work	71	260	7.6	7.6
Commuting To School	72	28	0.8	0.8
Other Travel	73	111	3.2	3.2
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	4	0.1	0.1
Cable TV	84	23	0.7	0.7
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	4	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	26	0.8	0.8
Entertainment	92	7	0.2	0.2
Communications	93	11	0.3	0.3
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V807 [3rd day 19:00-19:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	48	1.4	9.7
Personal Chores	3	5	0.1	1.0
Work	4	12	0.3	2.4
Network Radio	5	26	0.8	5.3
Network Television	6	197	5.7	39.8
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	10	0.3	2.0
Cleaning	22	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	1	0.0	0.2
Rest	41	12	0.3	2.4
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Children'S Games	57	1	0.0	0.2
Listening To Music	61	30	0.9	6.1
Watching Videos	62	5	0.1	1.0
Playing Computer Games	64	3	0.1	0.6
Commuting To Work	71	2	0.1	0.4
Commuting To School	72	2	0.1	0.4
Other Travel	73	2	0.1	0.4
Newspapers	81	2	0.1	0.4
Cable TV	84	29	0.8	5.9
Satellite TV	85	2	0.1	0.4
IPTV	86	1	0.0	0.2
DMB	87	8	0.2	1.6
Search For Information	91	22	0.6	4.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	6	0.2	1.2
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	59	1.7	11.9
NA	0	2,934	85.6	
Total		3,429	100.0	100.0

V808 [3rd day 19:00-19:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,838	53.6	53.6
At home	1	1,591	46.4	46.4
Total		3,429	100.0	100.0

V809 [3rd day 19:15-19:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	11	0.3	0.3
Meals	2	875	25.5	25.5
Personal Chores	3	199	5.8	5.8
Work	4	562	16.4	16.4
Network Radio	5	3	0.1	0.1
Network Television	6	221	6.4	6.4
Class, School Events	11	94	2.7	2.7
Extra-Curricular Activities	12	16	0.5	0.5
Outside Of School Learning	13	236	6.9	6.9
Cooking	21	226	6.6	6.6
Cleaning	22	41	1.2	1.2
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	16	0.5	0.5
Caring For Child	26	23	0.7	0.7
Household Chores	27	31	0.9	0.9
Personal Meetings	31	80	2.3	2.3
Social Encounters	32	29	0.8	0.8
Rest	41	153	4.5	4.5
Watching, Sightseeing, Enjoying	51	5	0.1	0.1
Sports	52	26	0.8	0.8
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	21	0.6	0.6
Hobbies	55	30	0.9	0.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Mastering Technical Skills And Technology	56	17	0.5	0.5
Listening To Music	61	6	0.2	0.2
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	17	0.5	0.5
Commuting To Work	71	234	6.8	6.8
Commuting To School	72	25	0.7	0.7
Other Travel	73	103	3.0	3.0
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	1	0.0	0.0
Books	83	4	0.1	0.1
Cable TV	84	27	0.8	0.8
Satellite TV	85	4	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	4	0.1	0.1
Search For Information	91	25	0.7	0.7
Entertainment	92	7	0.2	0.2
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	4	0.1	0.1
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V810 [3rd day 19:15-19:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	49	1.4	9.0
Personal Chores	3	5	0.1	0.9
Work	4	12	0.3	2.2
Network Radio	5	23	0.7	4.2
Network Television	6	249	7.3	45.9
Class, School Events	11	1	0.0	0.2
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	10	0.3	1.8
Cleaning	22	1	0.0	0.2
Caring For Child	26	2	0.1	0.4
Household Chores	27	1	0.0	0.2
Personal Meetings	31	1	0.0	0.2
Rest	41	14	0.4	2.6
Sports	52	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Children'S Games	57	1	0.0	0.2
Listening To Music	61	33	1.0	6.1
Watching Videos	62	4	0.1	0.7
Playing Computer Games	64	4	0.1	0.7
Commuting To Work	71	2	0.1	0.4
Commuting To School	72	1	0.0	0.2
Other Travel	73	1	0.0	0.2
Newspapers	81	3	0.1	0.6
Cable TV	84	36	1.0	6.6
Satellite TV	85	2	0.1	0.4
IPTV	86	3	0.1	0.6
DMB	87	7	0.2	1.3
Search For Information	91	19	0.6	3.5
Entertainment	92	5	0.1	0.9
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	47	1.4	8.7
NA	0	2,887	84.2	
Total		3,429	100.0	100.0

V811 [3rd day 19:15-19:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,777	51.8	51.8
At home	1	1,652	48.2	48.2
Total		3,429	100.0	100.0

V812 [3rd day 19:15-19:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	12	0.3	0.4
Meals	2	796	23.2	23.2
Personal Chores	3	238	6.9	6.9
Work	4	518	15.1	15.1
Network Radio	5	1	0.0	0.0
Network Television	6	305	8.9	8.9
Class, School Events	11	95	2.8	2.8
Extra-Curricular Activities	12	12	0.3	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	245	7.1	7.1
Cooking	21	182	5.3	5.3
Cleaning	22	46	1.3	1.3
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	12	0.3	0.4
Caring For Child	26	31	0.9	0.9
Household Chores	27	42	1.2	1.2
Personal Meetings	31	82	2.4	2.4
Social Encounters	32	34	1.0	1.0
Rest	41	235	6.9	6.9
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	31	0.9	0.9
Competition	53	3	0.1	0.1
Amusement, Taking A Walk	54	28	0.8	0.8
Hobbies	55	31	0.9	0.9
Mastering Technical Skills And Technology	56	18	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	6	0.2	0.2
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	167	4.9	4.9
Commuting To School	72	15	0.4	0.4
Other Travel	73	91	2.7	2.7
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	8	0.2	0.2
Cable TV	84	26	0.8	0.8
Satellite TV	85	3	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	29	0.8	0.8
Entertainment	92	6	0.2	0.2
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	11	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V813 [3rd day 19:15-19:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	45	1.3	7.7
Personal Chores	3	7	0.2	1.2
Work	4	14	0.4	2.4
Network Radio	5	17	0.5	2.9
Network Television	6	277	8.1	47.5
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	13	0.4	2.2
Cleaning	22	1	0.0	0.2
Laundry	23	2	0.1	0.3
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	1	0.0	0.2
Rest	41	21	0.6	3.6
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	32	0.9	5.5
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	7	0.2	1.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	2	0.1	0.3
Newspapers	81	4	0.1	0.7
Books	83	1	0.0	0.2
Cable TV	84	38	1.1	6.5
Satellite TV	85	4	0.1	0.7
IPTV	86	2	0.1	0.3
DMB	87	4	0.1	0.7
Search For Information	91	19	0.6	3.3
Entertainment	92	5	0.1	0.9
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	54	1.6	9.3
NA	0	2,846	83.0	
Total		3,429	100.0	100.0

V814 [3rd day 19:15-19:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,609	46.9	46.9
At home	1	1,820	53.1	53.1
Total		3,429	100.0	100.0

V815 [3rd day 19:45-20:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	11	0.3	0.3
Meals	2	741	21.6	21.6
Personal Chores	3	214	6.2	6.2
Work	4	510	14.9	14.9
Network Radio	5	2	0.1	0.1
Network Television	6	347	10.1	10.1
Class, School Events	11	95	2.8	2.8
Extra-Curricular Activities	12	13	0.4	0.4
Outside Of School Learning	13	241	7.0	7.0
Cooking	21	162	4.7	4.7
Cleaning	22	55	1.6	1.6
Laundry	23	18	0.5	0.5
Purchasing Commodities	25	13	0.4	0.4
Caring For Child	26	35	1.0	1.0
Household Chores	27	46	1.3	1.3
Personal Meetings	31	85	2.5	2.5
Social Encounters	32	32	0.9	0.9
Rest	41	289	8.4	8.4
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	34	1.0	1.0
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	31	0.9	0.9
Hobbies	55	35	1.0	1.0
Mastering Technical Skills And Technology	56	17	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	8	0.2	0.2
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	16	0.5	0.5
Commuting To Work	71	143	4.2	4.2
Commuting To School	72	17	0.5	0.5
Other Travel	73	85	2.5	2.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	7	0.2	0.2
Magazines, Comics	82	1	0.0	0.0
Books	83	9	0.3	0.3
Cable TV	84	28	0.8	0.8
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	32	0.9	0.9
Entertainment	92	6	0.2	0.2
Communications	93	10	0.3	0.3
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V816 [3rd day 19:45-20:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	40	1.2	7.1
Personal Chores	3	10	0.3	1.8
Work	4	14	0.4	2.5
Network Radio	5	16	0.5	2.8
Network Television	6	261	7.6	46.2
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	6	0.2	1.1
Cleaning	22	1	0.0	0.2
Laundry	23	4	0.1	0.7
Caring For Child	26	1	0.0	0.2
Household Chores	27	1	0.0	0.2
Personal Meetings	31	1	0.0	0.2
Rest	41	27	0.8	4.8
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Listening To Music	61	30	0.9	5.3
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	9	0.3	1.6
Commuting To Work	71	2	0.1	0.4
Commuting To School	72	1	0.0	0.2
Other Travel	73	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	3	0.1	0.5
Books	83	1	0.0	0.2
Cable TV	84	42	1.2	7.4
Satellite TV	85	5	0.1	0.9
IPTV	86	2	0.1	0.4
DMB	87	4	0.1	0.7
Search For Information	91	18	0.5	3.2
Entertainment	92	7	0.2	1.2
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	50	1.5	8.8
NA	0	2,864	83.5	
Total		3,429	100.0	100.0

V817 [3rd day 19:45-20:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,560	45.5	45.5
At home	1	1,869	54.5	54.5
Total		3,429	100.0	100.0

V818 [3rd day 20:00-20:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	19	0.6	0.6
Meals	2	480	14.0	14.0
Personal Chores	3	236	6.9	6.9
Work	4	414	12.1	12.1
Network Radio	5	3	0.1	0.1
Network Television	6	528	15.4	15.4
Class, School Events	11	86	2.5	2.5
Extra-Curricular Activities	12	11	0.3	0.3
Outside Of School Learning	13	232	6.8	6.8
Cooking	21	138	4.0	4.0
Cleaning	22	53	1.5	1.5
Laundry	23	23	0.7	0.7
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	47	1.4	1.4
Household Chores	27	65	1.9	1.9
Personal Meetings	31	103	3.0	3.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	34	1.0	1.0
Rest	41	324	9.4	9.5
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	5	0.1	0.1
Sports	52	29	0.8	0.8
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	31	0.9	0.9
Hobbies	55	36	1.0	1.1
Mastering Technical Skills And Technology	56	15	0.4	0.4
Children'S Games	57	1	0.0	0.0
Listening To Music	61	7	0.2	0.2
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	24	0.7	0.7
Commuting To Work	71	162	4.7	4.7
Commuting To School	72	24	0.7	0.7
Other Travel	73	113	3.3	3.3
Newspapers	81	5	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	20	0.6	0.6
Cable TV	84	42	1.2	1.2
Satellite TV	85	4	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	40	1.2	1.2
Entertainment	92	10	0.3	0.3
Communications	93	16	0.5	0.5
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V819 [3rd day 20:00-20:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	24	0.7	4.3
Personal Chores	3	9	0.3	1.6
Work	4	9	0.3	1.6
Network Radio	5	10	0.3	1.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Television	6	273	8.0	49.3
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	8	0.2	1.4
Cleaning	22	2	0.1	0.4
Caring For Child	26	1	0.0	0.2
Household Chores	27	2	0.1	0.4
Personal Meetings	31	1	0.0	0.2
Rest	41	37	1.1	6.7
Sports	52	2	0.1	0.4
Competition	53	2	0.1	0.4
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	30	0.9	5.4
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	6	0.2	1.1
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	1	0.0	0.2
Newspapers	81	2	0.1	0.4
Books	83	1	0.0	0.2
Cable TV	84	28	0.8	5.1
Satellite TV	85	4	0.1	0.7
DMB	87	10	0.3	1.8
Search For Information	91	19	0.6	3.4
Entertainment	92	6	0.2	1.1
Communications	93	4	0.1	0.7
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	52	1.5	9.4
NA	0	2,875	83.8	
Total		3,429	100.0	100.0

V820 [3rd day 20:00-20:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,431	41.7	41.7
At home	1	1,998	58.3	58.3
Total		3,429	100.0	100.0

V821 [3rd day 20:15-20:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	21	0.6	0.6
Meals	2	444	12.9	13.0
Personal Chores	3	193	5.6	5.6
Work	4	418	12.2	12.2
Network Radio	5	3	0.1	0.1
Network Television	6	605	17.6	17.6
Class, School Events	11	89	2.6	2.6
Extra-Curricular Activities	12	12	0.3	0.4
Outside Of School Learning	13	243	7.1	7.1
Cooking	21	112	3.3	3.3
Cleaning	22	58	1.7	1.7
Laundry	23	25	0.7	0.7
Purchasing Commodities	25	9	0.3	0.3
Caring For Child	26	47	1.4	1.4
Household Chores	27	62	1.8	1.8
Personal Meetings	31	106	3.1	3.1
Social Encounters	32	38	1.1	1.1
Rest	41	341	9.9	9.9
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	4	0.1	0.1
Sports	52	32	0.9	0.9
Competition	53	6	0.2	0.2
Amusement, Taking A Walk	54	32	0.9	0.9
Hobbies	55	45	1.3	1.3
Mastering Technical Skills And Technology	56	16	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	6	0.2	0.2
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	28	0.8	0.8
Commuting To Work	71	136	4.0	4.0
Commuting To School	72	27	0.8	0.8
Other Travel	73	76	2.2	2.2
Newspapers	81	8	0.2	0.2
Magazines, Comics	82	2	0.1	0.1
Books	83	21	0.6	0.6
Cable TV	84	51	1.5	1.5
Satellite TV	85	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	4	0.1	0.1
DMB	87	4	0.1	0.1
Search For Information	91	46	1.3	1.3
Entertainment	92	13	0.4	0.4
Communications	93	13	0.4	0.4
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	15	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V822 [3rd day 20:15-20:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	24	0.7	4.3
Personal Chores	3	7	0.2	1.3
Work	4	10	0.3	1.8
Network Radio	5	12	0.3	2.2
Network Television	6	288	8.4	51.6
Outside Of School Learning	13	4	0.1	0.7
Cooking	21	6	0.2	1.1
Cleaning	22	1	0.0	0.2
Laundry	23	1	0.0	0.2
Caring For Child	26	4	0.1	0.7
Household Chores	27	3	0.1	0.5
Personal Meetings	31	2	0.1	0.4
Social Encounters	32	1	0.0	0.2
Rest	41	35	1.0	6.3
Sports	52	2	0.1	0.4
Competition	53	2	0.1	0.4
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	24	0.7	4.3
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	10	0.3	1.8
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	2	0.1	0.4
Newspapers	81	2	0.1	0.4
Books	83	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cable TV	84	28	0.8	5.0
Satellite TV	85	2	0.1	0.4
IPTV	86	1	0.0	0.2
DMB	87	8	0.2	1.4
Search For Information	91	19	0.6	3.4
Entertainment	92	7	0.2	1.3
Communications	93	4	0.1	0.7
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	39	1.1	7.0
NA	0	2,871	83.7	
Total		3,429	100.0	100.0

V823 [3rd day 20:15-20:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,378	40.2	40.2
At home	1	2,051	59.8	59.8
Total		3,429	100.0	100.0

V824 [3rd day 20:30-20:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	24	0.7	0.7
Meals	2	294	8.6	8.6
Personal Chores	3	193	5.6	5.6
Work	4	366	10.7	10.7
Network Radio	5	3	0.1	0.1
Network Television	6	757	22.1	22.1
Class, School Events	11	87	2.5	2.5
Extra-Curricular Activities	12	12	0.3	0.4
Outside Of School Learning	13	250	7.3	7.3
Cooking	21	73	2.1	2.1
Cleaning	22	56	1.6	1.6
Laundry	23	21	0.6	0.6
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	45	1.3	1.3
Household Chores	27	61	1.8	1.8
Personal Meetings	31	105	3.1	3.1
Social Encounters	32	40	1.2	1.2
Rest	41	405	11.8	11.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Watching, Sightseeing, Enjoying	51	8	0.2	0.2
Sports	52	32	0.9	0.9
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	35	1.0	1.0
Hobbies	55	43	1.3	1.3
Mastering Technical Skills And Technology	56	16	0.5	0.5
Children'S Games	57	1	0.0	0.0
Listening To Music	61	8	0.2	0.2
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	35	1.0	1.0
Commuting To Work	71	110	3.2	3.2
Commuting To School	72	24	0.7	0.7
Other Travel	73	81	2.4	2.4
Newspapers	81	10	0.3	0.3
Magazines, Comics	82	3	0.1	0.1
Books	83	27	0.8	0.8
Cable TV	84	63	1.8	1.8
Satellite TV	85	8	0.2	0.2
IPTV	86	2	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	62	1.8	1.8
Entertainment	92	17	0.5	0.5
Communications	93	13	0.4	0.4
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V825 [3rd day 20:30-20:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	21	0.6	3.8
Personal Chores	3	11	0.3	2.0
Work	4	9	0.3	1.6
Network Radio	5	14	0.4	2.6
Network Television	6	279	8.1	50.8
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	3	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	1	0.0	0.2
Laundry	23	2	0.1	0.4
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	5	0.1	0.9
Household Chores	27	5	0.1	0.9
Personal Meetings	31	2	0.1	0.4
Rest	41	41	1.2	7.5
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	29	0.8	5.3
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	7	0.2	1.3
Commuting To Work	71	3	0.1	0.5
Commuting To School	72	1	0.0	0.2
Other Travel	73	3	0.1	0.5
Newspapers	81	1	0.0	0.2
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	22	0.6	4.0
Satellite TV	85	2	0.1	0.4
IPTV	86	1	0.0	0.2
DMB	87	10	0.3	1.8
Search For Information	91	15	0.4	2.7
Entertainment	92	6	0.2	1.1
Communications	93	5	0.1	0.9
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	37	1.1	6.7
NA	0	2,880	84.0	
Total		3,429	100.0	100.0

V826 [3rd day 20:30-20:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,270	37.0	37.0
At home	1	2,159	63.0	63.0
Total		3,429	100.0	100.0

V827 [3rd day 20:45-21:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	32	0.9	0.9
Meals	2	258	7.5	7.5
Personal Chores	3	203	5.9	5.9
Work	4	360	10.5	10.5
Network Radio	5	2	0.1	0.1
Network Television	6	786	22.9	22.9
Class, School Events	11	80	2.3	2.3
Extra-Curricular Activities	12	11	0.3	0.3
Outside Of School Learning	13	247	7.2	7.2
Cooking	21	59	1.7	1.7
Cleaning	22	50	1.5	1.5
Laundry	23	21	0.6	0.6
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	49	1.4	1.4
Household Chores	27	62	1.8	1.8
Personal Meetings	31	107	3.1	3.1
Social Encounters	32	41	1.2	1.2
Rest	41	431	12.6	12.6
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	29	0.8	0.8
Competition	53	4	0.1	0.1
Amusement, Taking A Walk	54	36	1.0	1.1
Hobbies	55	42	1.2	1.2
Mastering Technical Skills And Technology	56	15	0.4	0.4
Listening To Music	61	8	0.2	0.2
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	37	1.1	1.1
Commuting To Work	71	95	2.8	2.8
Commuting To School	72	19	0.6	0.6
Other Travel	73	85	2.5	2.5
Newspapers	81	9	0.3	0.3
Magazines, Comics	82	3	0.1	0.1
Books	83	31	0.9	0.9
Cable TV	84	63	1.8	1.8
Satellite TV	85	5	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	3	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Search For Information	91	72	2.1	2.1
Entertainment	92	17	0.5	0.5
Communications	93	15	0.4	0.4
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	16	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V828 [3rd day 20:45-21:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	18	0.5	3.3
Personal Chores	3	14	0.4	2.6
Work	4	9	0.3	1.7
Network Radio	5	12	0.3	2.2
Network Television	6	264	7.7	49.1
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	4	0.1	0.7
Cleaning	22	3	0.1	0.6
Laundry	23	2	0.1	0.4
Purchasing Commodities	25	1	0.0	0.2
Caring For Child	26	6	0.2	1.1
Household Chores	27	4	0.1	0.7
Personal Meetings	31	1	0.0	0.2
Rest	41	51	1.5	9.5
Sports	52	1	0.0	0.2
Competition	53	1	0.0	0.2
Mastering Technical Skills And Technology	56	1	0.0	0.2
Listening To Music	61	29	0.8	5.4
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	8	0.2	1.5
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	2	0.1	0.4
Newspapers	81	1	0.0	0.2
Magazines, Comics	82	1	0.0	0.2
Cable TV	84	22	0.6	4.1
Satellite TV	85	2	0.1	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
IPTV	86	2	0.1	0.4
DMB	87	8	0.2	1.5
Search For Information	91	15	0.4	2.8
Entertainment	92	7	0.2	1.3
Communications	93	5	0.1	0.9
Shopping And Electronic Transactions	94	2	0.1	0.4
Cellular Phones (Smart Phones)	95	35	1.0	6.5
NA	0	2,891	84.3	
Total		3,429	100.0	100.0

V829 [3rd day 20:45-21:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,223	35.7	35.7
At home	1	2,206	64.3	64.3
Total		3,429	100.0	100.0

V830 [3rd day 21:00-21:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	88	2.6	2.6
Meals	2	140	4.1	4.1
Personal Chores	3	221	6.4	6.4
Work	4	255	7.4	7.4
Network Radio	5	1	0.0	0.0
Network Television	6	1,039	30.3	30.3
Class, School Events	11	61	1.8	1.8
Extra-Curricular Activities	12	12	0.3	0.4
Outside Of School Learning	13	218	6.4	6.4
Cooking	21	28	0.8	0.8
Cleaning	22	30	0.9	0.9
Laundry	23	27	0.8	0.8
Purchasing Commodities	25	3	0.1	0.1
Caring For Child	26	58	1.7	1.7
Household Chores	27	65	1.9	1.9
Personal Meetings	31	107	3.1	3.1
Social Encounters	32	33	1.0	1.0
Rest	41	372	10.8	10.9
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	23	0.7	0.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	26	0.8	0.8
Hobbies	55	34	1.0	1.0
Mastering Technical Skills And Technology	56	14	0.4	0.4
Listening To Music	61	6	0.2	0.2
Watching Videos	62	1	0.0	0.0
Playing Computer Games	64	40	1.2	1.2
Commuting To Work	71	139	4.1	4.1
Commuting To School	72	40	1.2	1.2
Other Travel	73	108	3.1	3.2
Newspapers	81	9	0.3	0.3
Magazines, Comics	82	2	0.1	0.1
Books	83	28	0.8	0.8
Cable TV	84	32	0.9	0.9
Satellite TV	85	5	0.1	0.1
IPTV	86	2	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	74	2.2	2.2
Entertainment	92	27	0.8	0.8
Communications	93	17	0.5	0.5
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V831 [3rd day 21:00-21:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	8	0.2	1.3
Personal Chores	3	19	0.6	3.1
Work	4	6	0.2	1.0
Network Radio	5	8	0.2	1.3
Network Television	6	357	10.4	58.0
Outside Of School Learning	13	1	0.0	0.2
Cooking	21	4	0.1	0.7
Cleaning	22	2	0.1	0.3
Laundry	23	1	0.0	0.2
Caring For Child	26	3	0.1	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Household Chores	27	9	0.3	1.5
Personal Meetings	31	2	0.1	0.3
Rest	41	51	1.5	8.3
Hobbies	55	1	0.0	0.2
Listening To Music	61	28	0.8	4.6
Watching Videos	62	3	0.1	0.5
Playing Computer Games	64	16	0.5	2.6
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	2	0.1	0.3
Other Travel	73	2	0.1	0.3
Books	83	1	0.0	0.2
Cable TV	84	14	0.4	2.3
Satellite TV	85	1	0.0	0.2
IPTV	86	2	0.1	0.3
DMB	87	4	0.1	0.7
Search For Information	91	16	0.5	2.6
Entertainment	92	9	0.3	1.5
Communications	93	5	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	37	1.1	6.0
NA	0	2,814	82.1	
Total		3,429	100.0	100.0

V832 [3rd day 21:00-21:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,099	32.1	32.1
At home	1	2,330	67.9	67.9
Total		3,429	100.0	100.0

V833 [3rd day 21:15-21:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	99	2.9	2.9
Meals	2	134	3.9	3.9
Personal Chores	3	214	6.2	6.2
Work	4	248	7.2	7.2
Network Radio	5	1	0.0	0.0
Network Television	6	1,083	31.6	31.6
Class, School Events	11	63	1.8	1.8

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Extra-Curricular Activities	12	13	0.4	0.4
Outside Of School Learning	13	222	6.5	6.5
Cooking	21	31	0.9	0.9
Cleaning	22	27	0.8	0.8
Laundry	23	25	0.7	0.7
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	63	1.8	1.8
Household Chores	27	68	2.0	2.0
Personal Meetings	31	105	3.1	3.1
Social Encounters	32	30	0.9	0.9
Rest	41	378	11.0	11.0
Watching, Sightseeing, Enjoying	51	8	0.2	0.2
Sports	52	21	0.6	0.6
Competition	53	5	0.1	0.1
Amusement, Taking A Walk	54	27	0.8	0.8
Hobbies	55	31	0.9	0.9
Mastering Technical Skills And Technology	56	16	0.5	0.5
Listening To Music	61	7	0.2	0.2
Watching Videos	62	3	0.1	0.1
Playing Computer Games	64	42	1.2	1.2
Commuting To Work	71	113	3.3	3.3
Commuting To School	72	27	0.8	0.8
Other Travel	73	88	2.6	2.6
Newspapers	81	10	0.3	0.3
Magazines, Comics	82	3	0.1	0.1
Books	83	27	0.8	0.8
Cable TV	84	31	0.9	0.9
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	77	2.2	2.2
Entertainment	92	31	0.9	0.9
Communications	93	17	0.5	0.5
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	18	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V834 [3rd day 21:15-21:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Meals	2	10	0.3	1.7
Personal Chores	3	13	0.4	2.2
Work	4	5	0.1	0.8
Network Radio	5	6	0.2	1.0
Network Television	6	351	10.2	59.4
Extra-Curricular Activities	12	1	0.0	0.2
Outside Of School Learning	13	3	0.1	0.5
Cooking	21	1	0.0	0.2
Cleaning	22	2	0.1	0.3
Caring For Child	26	1	0.0	0.2
Household Chores	27	9	0.3	1.5
Personal Meetings	31	3	0.1	0.5
Rest	41	55	1.6	9.3
Hobbies	55	1	0.0	0.2
Listening To Music	61	22	0.6	3.7
Watching Videos	62	2	0.1	0.3
Playing Computer Games	64	20	0.6	3.4
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	2	0.1	0.3
Other Travel	73	2	0.1	0.3
Newspapers	81	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	17	0.5	2.9
Satellite TV	85	1	0.0	0.2
IPTV	86	1	0.0	0.2
DMB	87	3	0.1	0.5
Search For Information	91	15	0.4	2.5
Entertainment	92	9	0.3	1.5
Communications	93	5	0.1	0.8
Shopping And Electronic Transactions	94	1	0.0	0.2
Cellular Phones (Smart Phones)	95	27	0.8	4.6
NA	0	2,838	82.8	
Total		3,429	100.0	100.0

V835 [3rd day 21:15-21:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	1,022	29.8	29.8
At home	1	2,407	70.2	70.2
Total		3,429	100.0	100.0

V836 [3rd day 21:30-21:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	147	4.3	4.3
Meals	2	90	2.6	2.6
Personal Chores	3	248	7.2	7.2
Work	4	208	6.1	6.1
Network Radio	5	1	0.0	0.0
Network Television	6	1,120	32.7	32.7
Class, School Events	11	54	1.6	1.6
Extra-Curricular Activities	12	11	0.3	0.3
Outside Of School Learning	13	195	5.7	5.7
Cooking	21	21	0.6	0.6
Cleaning	22	32	0.9	0.9
Laundry	23	21	0.6	0.6
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	54	1.6	1.6
Household Chores	27	66	1.9	1.9
Personal Meetings	31	97	2.8	2.8
Social Encounters	32	26	0.8	0.8
Rest	41	417	12.2	12.2
Illness, Recuperation	42	1	0.0	0.0
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	21	0.6	0.6
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	23	0.7	0.7
Hobbies	55	29	0.8	0.8
Mastering Technical Skills And Technology	56	18	0.5	0.5
Listening To Music	61	1	0.0	0.0
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	46	1.3	1.3
Commuting To Work	71	94	2.7	2.7
Commuting To School	72	24	0.7	0.7
Other Travel	73	82	2.4	2.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	8	0.2	0.2
Magazines, Comics	82	4	0.1	0.1
Books	83	33	1.0	1.0
Cable TV	84	42	1.2	1.2
Satellite TV	85	5	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	83	2.4	2.4
Entertainment	92	33	1.0	1.0
Communications	93	22	0.6	0.6
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	21	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V837 [3rd day 21:30-21:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1	0.0	0.2
Meals	2	7	0.2	1.3
Personal Chores	3	10	0.3	1.9
Work	4	3	0.1	0.6
Network Radio	5	5	0.1	0.9
Network Television	6	296	8.6	55.5
Extra-Curricular Activities	12	1	0.0	0.2
Outside Of School Learning	13	2	0.1	0.4
Cooking	21	4	0.1	0.8
Caring For Child	26	3	0.1	0.6
Household Chores	27	9	0.3	1.7
Personal Meetings	31	1	0.0	0.2
Social Encounters	32	1	0.0	0.2
Rest	41	57	1.7	10.7
Sports	52	1	0.0	0.2
Hobbies	55	1	0.0	0.2
Listening To Music	61	17	0.5	3.2
Watching Videos	62	2	0.1	0.4
Playing Computer Games	64	20	0.6	3.8
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	2	0.1	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Other Travel	73	3	0.1	0.6
Newspapers	81	4	0.1	0.8
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	15	0.4	2.8
Satellite TV	85	1	0.0	0.2
DMB	87	3	0.1	0.6
Search For Information	91	11	0.3	2.1
Entertainment	92	13	0.4	2.4
Communications	93	5	0.1	0.9
Shopping And Electronic Transactions	94	3	0.1	0.6
Cellular Phones (Smart Phones)	95	29	0.8	5.4
NA	0	2,896	84.5	
Total		3,429	100.0	100.0

V838 [3rd day 21:30-21:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	876	25.5	25.5
At home	1	2,553	74.5	74.5
Total		3,429	100.0	100.0

V839 [3rd day 21:45-22:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	170	5.0	5.0
Meals	2	77	2.2	2.2
Personal Chores	3	241	7.0	7.0
Work	4	202	5.9	5.9
Network Radio	5	1	0.0	0.0
Network Television	6	1,097	32.0	32.0
Class, School Events	11	43	1.3	1.3
Extra-Curricular Activities	12	11	0.3	0.3
Outside Of School Learning	13	198	5.8	5.8
Cooking	21	20	0.6	0.6
Cleaning	22	31	0.9	0.9
Laundry	23	24	0.7	0.7
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	48	1.4	1.4
Household Chores	27	64	1.9	1.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Personal Meetings	31	94	2.7	2.7
Social Encounters	32	25	0.7	0.7
Rest	41	465	13.6	13.6
Watching, Sightseeing, Enjoying	51	10	0.3	0.3
Sports	52	21	0.6	0.6
Competition	53	2	0.1	0.1
Amusement, Taking A Walk	54	17	0.5	0.5
Hobbies	55	26	0.8	0.8
Mastering Technical Skills And Technology	56	16	0.5	0.5
Listening To Music	61	1	0.0	0.0
Watching Videos	62	2	0.1	0.1
Playing Computer Games	64	49	1.4	1.4
Commuting To Work	71	85	2.5	2.5
Commuting To School	72	28	0.8	0.8
Other Travel	73	76	2.2	2.2
Newspapers	81	6	0.2	0.2
Magazines, Comics	82	4	0.1	0.1
Books	83	37	1.1	1.1
Cable TV	84	48	1.4	1.4
Satellite TV	85	5	0.1	0.1
IPTV	86	3	0.1	0.1
DMB	87	1	0.0	0.0
Search For Information	91	87	2.5	2.5
Entertainment	92	33	1.0	1.0
Communications	93	24	0.7	0.7
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	24	0.7	0.7
NA	0	1	0.0	
Total		3,429	100.0	100.0

V840 [3rd day 21:45-22:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2	0.1	0.4
Meals	2	5	0.1	1.0
Personal Chores	3	12	0.3	2.3
Work	4	4	0.1	0.8
Network Radio	5	5	0.1	1.0
Network Television	6	271	7.9	52.9

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	3	0.1	0.6
Cooking	21	5	0.1	1.0
Cleaning	22	1	0.0	0.2
Caring For Child	26	3	0.1	0.6
Household Chores	27	8	0.2	1.6
Personal Meetings	31	1	0.0	0.2
Social Encounters	32	1	0.0	0.2
Rest	41	59	1.7	11.5
Sports	52	1	0.0	0.2
Listening To Music	61	17	0.5	3.3
Watching Videos	62	3	0.1	0.6
Playing Computer Games	64	21	0.6	4.1
Commuting To Work	71	3	0.1	0.6
Commuting To School	72	2	0.1	0.4
Other Travel	73	3	0.1	0.6
Newspapers	81	4	0.1	0.8
Magazines, Comics	82	1	0.0	0.2
Books	83	1	0.0	0.2
Cable TV	84	15	0.4	2.9
Satellite TV	85	1	0.0	0.2
DMB	87	3	0.1	0.6
Search For Information	91	12	0.3	2.3
Entertainment	92	14	0.4	2.7
Communications	93	3	0.1	0.6
Shopping And Electronic Transactions	94	3	0.1	0.6
Cellular Phones (Smart Phones)	95	25	0.7	4.9
NA	0	2,917	85.1	
Total		3,429	100.0	100.0

V841 [3rd day 21:45-22:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	829	24.2	24.2
At home	1	2,600	75.8	75.8
Total		3,429	100.0	100.0

V842 [3rd day 22:00-22:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	473	13.8	13.8
Meals	2	53	1.5	1.5
Personal Chores	3	279	8.1	8.1
Work	4	126	3.7	3.7
Network Radio	5	3	0.1	0.1
Network Television	6	1,075	31.4	31.4
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	7	0.2	0.2
Outside Of School Learning	13	160	4.7	4.7
Cooking	21	10	0.3	0.3
Cleaning	22	11	0.3	0.3
Laundry	23	12	0.3	0.4
Purchasing Commodities	25	5	0.1	0.1
Caring For Child	26	26	0.8	0.8
Household Chores	27	59	1.7	1.7
Personal Meetings	31	70	2.0	2.0
Social Encounters	32	11	0.3	0.3
Rest	41	369	10.8	10.8
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	16	0.5	0.5
Amusement, Taking A Walk	54	11	0.3	0.3
Hobbies	55	22	0.6	0.6
Mastering Technical Skills And Technology	56	19	0.6	0.6
Listening To Music	61	4	0.1	0.1
Watching Videos	62	5	0.1	0.1
Playing Computer Games	64	30	0.9	0.9
Commuting To Work	71	106	3.1	3.1
Commuting To School	72	54	1.6	1.6
Other Travel	73	106	3.1	3.1
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	4	0.1	0.1
Books	83	41	1.2	1.2
Cable TV	84	75	2.2	2.2
Satellite TV	85	6	0.2	0.2
IPTV	86	3	0.1	0.1
DMB	87	2	0.1	0.1
Search For Information	91	83	2.4	2.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	28	0.8	0.8
Communications	93	19	0.6	0.6
Shopping And Electronic Transactions	94	7	0.2	0.2
Cellular Phones (Smart Phones)	95	17	0.5	0.5
NA	0	1	0.0	
Total		3,429	100.0	100.0

V843 [3rd day 22:00-22:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	5	0.1	0.9
Meals	2	2	0.1	0.4
Personal Chores	3	25	0.7	4.6
Work	4	4	0.1	0.7
Network Radio	5	8	0.2	1.5
Network Television	6	258	7.5	47.7
Outside Of School Learning	13	4	0.1	0.7
Cooking	21	3	0.1	0.6
Laundry	23	1	0.0	0.2
Caring For Child	26	3	0.1	0.6
Household Chores	27	9	0.3	1.7
Personal Meetings	31	1	0.0	0.2
Rest	41	53	1.5	9.8
Hobbies	55	1	0.0	0.2
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	27	0.8	5.0
Watching Videos	62	4	0.1	0.7
Playing Computer Games	64	22	0.6	4.1
Commuting To Work	71	3	0.1	0.6
Commuting To School	72	2	0.1	0.4
Other Travel	73	2	0.1	0.4
Newspapers	81	3	0.1	0.6
Magazines, Comics	82	1	0.0	0.2
Books	83	4	0.1	0.7
Cable TV	84	22	0.6	4.1
Satellite TV	85	1	0.0	0.2
IPTV	86	2	0.1	0.4
DMB	87	6	0.2	1.1
Search For Information	91	20	0.6	3.7

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Entertainment	92	10	0.3	1.8
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	4	0.1	0.7
Cellular Phones (Smart Phones)	95	28	0.8	5.2
NA	0	2,888	84.2	
Total		3,429	100.0	100.0

V844 [3rd day 22:00-22:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	670	19.5	19.5
At home	1	2,759	80.5	80.5
Total		3,429	100.0	100.0

V845 [3rd day 22:15-22:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	549	16.0	16.0
Meals	2	42	1.2	1.2
Personal Chores	3	240	7.0	7.0
Work	4	127	3.7	3.7
Network Radio	5	3	0.1	0.1
Network Television	6	1,126	32.8	32.8
Class, School Events	11	10	0.3	0.3
Extra-Curricular Activities	12	6	0.2	0.2
Outside Of School Learning	13	169	4.9	4.9
Cooking	21	9	0.3	0.3
Cleaning	22	10	0.3	0.3
Laundry	23	10	0.3	0.3
Purchasing Commodities	25	4	0.1	0.1
Caring For Child	26	24	0.7	0.7
Household Chores	27	57	1.7	1.7
Personal Meetings	31	65	1.9	1.9
Social Encounters	32	10	0.3	0.3
Rest	41	359	10.5	10.5
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	16	0.5	0.5
Amusement, Taking A Walk	54	9	0.3	0.3
Hobbies	55	23	0.7	0.7
Mastering Technical Skills And Technology	56	19	0.6	0.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Playing Computer Games	64	31	0.9	0.9
Commuting To Work	71	77	2.2	2.2
Commuting To School	72	43	1.3	1.3
Other Travel	73	73	2.1	2.1
Newspapers	81	3	0.1	0.1
Magazines, Comics	82	6	0.2	0.2
Books	83	40	1.2	1.2
Cable TV	84	80	2.3	2.3
Satellite TV	85	5	0.1	0.1
IPTV	86	5	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	83	2.4	2.4
Entertainment	92	31	0.9	0.9
Communications	93	20	0.6	0.6
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	13	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V846 [3rd day 22:15-22:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	5	0.1	1.0
Meals	2	2	0.1	0.4
Personal Chores	3	15	0.4	3.0
Work	4	5	0.1	1.0
Network Radio	5	5	0.1	1.0
Network Television	6	234	6.8	47.1
Outside Of School Learning	13	4	0.1	0.8
Cooking	21	3	0.1	0.6
Cleaning	22	1	0.0	0.2
Laundry	23	2	0.1	0.4
Caring For Child	26	3	0.1	0.6
Household Chores	27	12	0.3	2.4
Personal Meetings	31	2	0.1	0.4
Rest	41	57	1.7	11.5
Competition	53	1	0.0	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	24	0.7	4.8
Watching Videos	62	4	0.1	0.8
Playing Computer Games	64	22	0.6	4.4
Commuting To Work	71	2	0.1	0.4
Commuting To School	72	1	0.0	0.2
Other Travel	73	2	0.1	0.4
Newspapers	81	4	0.1	0.8
Magazines, Comics	82	1	0.0	0.2
Books	83	4	0.1	0.8
Cable TV	84	20	0.6	4.0
IPTV	86	2	0.1	0.4
DMB	87	5	0.1	1.0
Search For Information	91	17	0.5	3.4
Entertainment	92	10	0.3	2.0
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	5	0.1	1.0
Cellular Phones (Smart Phones)	95	18	0.5	3.6
NA	0	2,932	85.5	
Total		3,429	100.0	100.0

V847 [3rd day 22:15-22:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	579	16.9	16.9
At home	1	2,850	83.1	83.1
Total		3,429	100.0	100.0

V848 [3rd day 22:30-22:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	698	20.4	20.4
Meals	2	29	0.8	0.8
Personal Chores	3	263	7.7	7.7
Work	4	103	3.0	3.0
Network Radio	5	4	0.1	0.1
Network Television	6	1,150	33.5	33.5
Class, School Events	11	8	0.2	0.2
Extra-Curricular Activities	12	6	0.2	0.2

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside Of School Learning	13	148	4.3	4.3
Cooking	21	6	0.2	0.2
Cleaning	22	9	0.3	0.3
Laundry	23	7	0.2	0.2
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	22	0.6	0.6
Household Chores	27	52	1.5	1.5
Personal Meetings	31	58	1.7	1.7
Social Encounters	32	8	0.2	0.2
Rest	41	321	9.4	9.4
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	13	0.4	0.4
Amusement, Taking A Walk	54	5	0.1	0.1
Hobbies	55	18	0.5	0.5
Mastering Technical Skills And Technology	56	18	0.5	0.5
Listening To Music	61	6	0.2	0.2
Watching Videos	62	5	0.1	0.1
Playing Computer Games	64	33	1.0	1.0
Commuting To Work	71	46	1.3	1.3
Commuting To School	72	30	0.9	0.9
Other Travel	73	66	1.9	1.9
Newspapers	81	2	0.1	0.1
Magazines, Comics	82	2	0.1	0.1
Books	83	40	1.2	1.2
Cable TV	84	85	2.5	2.5
Satellite TV	85	3	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	78	2.3	2.3
Entertainment	92	31	0.9	0.9
Communications	93	17	0.5	0.5
Shopping And Electronic Transactions	94	9	0.3	0.3
Cellular Phones (Smart Phones)	95	11	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V849 [3rd day 22:30-22:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	7	0.2	1.4
Personal Chores	3	26	0.8	5.3
Work	4	4	0.1	0.8
Network Radio	5	5	0.1	1.0
Network Television	6	210	6.1	42.9
Outside Of School Learning	13	4	0.1	0.8
Cooking	21	2	0.1	0.4
Cleaning	22	2	0.1	0.4
Laundry	23	3	0.1	0.6
Caring For Child	26	3	0.1	0.6
Household Chores	27	15	0.4	3.1
Personal Meetings	31	1	0.0	0.2
Rest	41	63	1.8	12.9
Competition	53	2	0.1	0.4
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	19	0.6	3.9
Watching Videos	62	5	0.1	1.0
Playing Computer Games	64	22	0.6	4.5
Commuting To Work	71	1	0.0	0.2
Commuting To School	72	1	0.0	0.2
Other Travel	73	3	0.1	0.6
Newspapers	81	5	0.1	1.0
Magazines, Comics	82	1	0.0	0.2
Books	83	5	0.1	1.0
Cable TV	84	16	0.5	3.3
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	0.8
Search For Information	91	19	0.6	3.9
Entertainment	92	13	0.4	2.7
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	5	0.1	1.0
Cellular Phones (Smart Phones)	95	18	0.5	3.7
NA	0	2,939	85.7	
Total		3,429	100.0	100.0

V850 [3rd day 22:30-22:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	452	13.2	13.2
At home	1	2,977	86.8	86.8
Total		3,429	100.0	100.0

V851 [3rd day 22:45-23:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	792	23.1	23.1
Meals	2	33	1.0	1.0
Personal Chores	3	211	6.2	6.2
Work	4	96	2.8	2.8
Network Radio	5	4	0.1	0.1
Network Television	6	1,154	33.7	33.7
Class, School Events	11	8	0.2	0.2
Extra-Curricular Activities	12	4	0.1	0.1
Outside Of School Learning	13	153	4.5	4.5
Cooking	21	6	0.2	0.2
Cleaning	22	8	0.2	0.2
Laundry	23	7	0.2	0.2
Purchasing Commodities	25	2	0.1	0.1
Caring For Child	26	18	0.5	0.5
Household Chores	27	50	1.5	1.5
Personal Meetings	31	52	1.5	1.5
Social Encounters	32	8	0.2	0.2
Rest	41	316	9.2	9.2
Watching, Sightseeing, Enjoying	51	9	0.3	0.3
Sports	52	10	0.3	0.3
Amusement, Taking A Walk	54	4	0.1	0.1
Hobbies	55	16	0.5	0.5
Mastering Technical Skills And Technology	56	19	0.6	0.6
Listening To Music	61	5	0.1	0.1
Watching Videos	62	5	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	34	1.0	1.0
Commuting To Work	71	41	1.2	1.2
Commuting To School	72	23	0.7	0.7
Other Travel	73	55	1.6	1.6
Newspapers	81	2	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Magazines, Comics	82	1	0.0	0.0
Books	83	41	1.2	1.2
Cable TV	84	83	2.4	2.4
Satellite TV	85	3	0.1	0.1
IPTV	86	4	0.1	0.1
DMB	87	3	0.1	0.1
Search For Information	91	80	2.3	2.3
Entertainment	92	28	0.8	0.8
Communications	93	20	0.6	0.6
Shopping And Electronic Transactions	94	10	0.3	0.3
Cellular Phones (Smart Phones)	95	9	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V852 [3rd day 22:45-23:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	6	0.2	1.3
Meals	2	1	0.0	0.2
Personal Chores	3	34	1.0	7.4
Work	4	4	0.1	0.9
Network Radio	5	5	0.1	1.1
Network Television	6	196	5.7	42.4
Outside Of School Learning	13	4	0.1	0.9
Cooking	21	2	0.1	0.4
Cleaning	22	2	0.1	0.4
Laundry	23	4	0.1	0.9
Caring For Child	26	4	0.1	0.9
Household Chores	27	17	0.5	3.7
Personal Meetings	31	1	0.0	0.2
Rest	41	59	1.7	12.8
Competition	53	2	0.1	0.4
Hobbies	55	2	0.1	0.4
Mastering Technical Skills And Technology	56	2	0.1	0.4
Listening To Music	61	14	0.4	3.0
Watching Videos	62	4	0.1	0.9
Playing Computer Games	64	20	0.6	4.3
Commuting To School	72	1	0.0	0.2
Other Travel	73	2	0.1	0.4

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Newspapers	81	3	0.1	0.6
Magazines, Comics	82	1	0.0	0.2
Books	83	4	0.1	0.9
Cable TV	84	15	0.4	3.2
IPTV	86	1	0.0	0.2
DMB	87	4	0.1	0.9
Search For Information	91	15	0.4	3.2
Entertainment	92	12	0.3	2.6
Communications	93	1	0.0	0.2
Shopping And Electronic Transactions	94	5	0.1	1.1
Cellular Phones (Smart Phones)	95	15	0.4	3.2
NA	0	2,967	86.5	
Total		3,429	100.0	100.0

V853 [3rd day 22:45-23:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	412	12.0	12.0
At home	1	3,017	88.0	88.0
Total		3,429	100.0	100.0

V854 [3rd day 23:00-23:15] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,718	50.1	50.1
Meals	2	20	0.6	0.6
Personal Chores	3	321	9.4	9.4
Work	4	76	2.2	2.2
Network Radio	5	5	0.1	0.1
Network Television	6	314	9.2	9.2
Class, School Events	11	4	0.1	0.1
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	156	4.5	4.6
Cooking	21	7	0.2	0.2
Cleaning	22	7	0.2	0.2
Laundry	23	7	0.2	0.2
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	8	0.2	0.2
Household Chores	27	94	2.7	2.7
Personal Meetings	31	34	1.0	1.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Social Encounters	32	5	0.1	0.1
Rest	41	207	6.0	6.0
Watching, Sightseeing, Enjoying	51	8	0.2	0.2
Sports	52	5	0.1	0.1
Amusement, Taking A Walk	54	2	0.1	0.1
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	11	0.3	0.3
Listening To Music	61	5	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	29	0.8	0.8
Commuting To Work	71	28	0.8	0.8
Commuting To School	72	18	0.5	0.5
Other Travel	73	50	1.5	1.5
Newspapers	81	4	0.1	0.1
Books	83	31	0.9	0.9
Cable TV	84	75	2.2	2.2
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	84	2.4	2.5
Entertainment	92	30	0.9	0.9
Communications	93	22	0.6	0.6
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	19	0.6	0.6
NA	0	1	0.0	
Total		3,429	100.0	100.0

V855 [3rd day 23:00-23:15] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	9	0.3	4.2
Personal Chores	3	12	0.3	5.6
Work	4	4	0.1	1.9
Network Radio	5	4	0.1	1.9
Network Television	6	64	1.9	29.8
Outside Of School Learning	13	2	0.1	0.9
Cleaning	22	1	0.0	0.5
Caring For Child	26	1	0.0	0.5
Household Chores	27	1	0.0	0.5

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Rest	41	17	0.5	7.9
Competition	53	5	0.1	2.3
Mastering Technical Skills And Technology	56	1	0.0	0.5
Listening To Music	61	8	0.2	3.7
Watching Videos	62	1	0.0	0.5
Playing Computer Games	64	16	0.5	7.4
Other Travel	73	3	0.1	1.4
Newspapers	81	2	0.1	0.9
Magazines, Comics	82	1	0.0	0.5
Books	83	2	0.1	0.9
Cable TV	84	13	0.4	6.0
DMB	87	2	0.1	0.9
Search For Information	91	16	0.5	7.4
Entertainment	92	14	0.4	6.5
Communications	93	1	0.0	0.5
Shopping And Electronic Transactions	94	2	0.1	0.9
Cellular Phones (Smart Phones)	95	13	0.4	6.0
NA	0	3,214	93.7	
Total		3,429	100.0	100.0

V856 [3rd day 23:00-23:15] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	317	9.2	9.2
At home	1	3,112	90.8	90.8
Total		3,429	100.0	100.0

V857 [3rd day 23:15-23:30] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	1,978	57.7	57.7
Meals	2	15	0.4	0.4
Personal Chores	3	221	6.4	6.4
Work	4	76	2.2	2.2
Network Radio	5	5	0.1	0.1
Network Television	6	234	6.8	6.8
Class, School Events	11	3	0.1	0.1
Extra-Curricular Activities	12	1	0.0	0.0
Outside Of School Learning	13	163	4.8	4.8
Cooking	21	5	0.1	0.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Cleaning	22	7	0.2	0.2
Laundry	23	5	0.1	0.1
Purchasing Commodities	25	1	0.0	0.0
Caring For Child	26	7	0.2	0.2
Household Chores	27	78	2.3	2.3
Personal Meetings	31	34	1.0	1.0
Social Encounters	32	3	0.1	0.1
Rest	41	180	5.2	5.3
Watching, Sightseeing, Enjoying	51	7	0.2	0.2
Sports	52	5	0.1	0.1
Amusement, Taking A Walk	54	2	0.1	0.1
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	10	0.3	0.3
Listening To Music	61	5	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	28	0.8	0.8
Commuting To Work	71	22	0.6	0.6
Commuting To School	72	9	0.3	0.3
Other Travel	73	40	1.2	1.2
Newspapers	81	5	0.1	0.1
Books	83	29	0.8	0.8
Cable TV	84	75	2.2	2.2
Satellite TV	85	4	0.1	0.1
IPTV	86	4	0.1	0.1
Search For Information	91	85	2.5	2.5
Entertainment	92	33	1.0	1.0
Communications	93	20	0.6	0.6
Shopping And Electronic Transactions	94	8	0.2	0.2
Cellular Phones (Smart Phones)	95	14	0.4	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V858 [3rd day 23:15-23:30] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	5	0.1	2.8
Personal Chores	3	7	0.2	3.9
Work	4	2	0.1	1.1

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Network Radio	5	4	0.1	2.2
Network Television	6	46	1.3	25.6
Outside Of School Learning	13	3	0.1	1.7
Household Chores	27	4	0.1	2.2
Rest	41	15	0.4	8.3
Competition	53	6	0.2	3.3
Mastering Technical Skills And Technology	56	1	0.0	0.6
Listening To Music	61	10	0.3	5.6
Watching Videos	62	1	0.0	0.6
Playing Computer Games	64	15	0.4	8.3
Other Travel	73	1	0.0	0.6
Newspapers	81	1	0.0	0.6
Magazines, Comics	82	1	0.0	0.6
Books	83	2	0.1	1.1
Cable TV	84	14	0.4	7.8
DMB	87	1	0.0	0.6
Search For Information	91	15	0.4	8.3
Entertainment	92	14	0.4	7.8
Communications	93	2	0.1	1.1
Shopping And Electronic Transactions	94	2	0.1	1.1
Cellular Phones (Smart Phones)	95	8	0.2	4.4
NA	0	3,249	94.8	
Total		3,429	100.0	100.0

V859 [3rd day 23:15-23:30] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	280	8.2	8.2
At home	1	3,149	91.8	91.8
Total		3,429	100.0	100.0

V860 [3rd day 23:30-23:45] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,364	68.9	69.0
Meals	2	6	0.2	0.2
Personal Chores	3	121	3.5	3.5
Work	4	69	2.0	2.0
Network Radio	5	3	0.1	0.1
Network Television	6	191	5.6	5.6

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Class, School Events	11	2	0.1	0.1
Outside Of School Learning	13	147	4.3	4.3
Cooking	21	3	0.1	0.1
Cleaning	22	5	0.1	0.1
Laundry	23	2	0.1	0.1
Caring For Child	26	3	0.1	0.1
Household Chores	27	52	1.5	1.5
Personal Meetings	31	28	0.8	0.8
Social Encounters	32	2	0.1	0.1
Rest	41	127	3.7	3.7
Watching, Sightseeing, Enjoying	51	3	0.1	0.1
Sports	52	2	0.1	0.1
Amusement, Taking A Walk	54	1	0.0	0.0
Hobbies	55	2	0.1	0.1
Mastering Technical Skills And Technology	56	8	0.2	0.2
Listening To Music	61	3	0.1	0.1
Watching Videos	62	4	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	26	0.8	0.8
Commuting To Work	71	12	0.3	0.4
Commuting To School	72	3	0.1	0.1
Other Travel	73	24	0.7	0.7
Newspapers	81	4	0.1	0.1
Books	83	14	0.4	0.4
Cable TV	84	55	1.6	1.6
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	67	2.0	2.0
Entertainment	92	29	0.8	0.8
Communications	93	21	0.6	0.6
Shopping And Electronic Transactions	94	6	0.2	0.2
Cellular Phones (Smart Phones)	95	12	0.3	0.4
NA	0	1	0.0	
Total		3,429	100.0	100.0

V861 [3rd day 23:30-23:45] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	8	0.2	5.5
Personal Chores	3	3	0.1	2.1
Work	4	3	0.1	2.1
Network Radio	5	2	0.1	1.4
Network Television	6	30	0.9	20.7
Outside Of School Learning	13	3	0.1	2.1
Cleaning	22	1	0.0	0.7
Household Chores	27	4	0.1	2.8
Rest	41	10	0.3	6.9
Competition	53	6	0.2	4.1
Listening To Music	61	8	0.2	5.5
Watching Videos	62	2	0.1	1.4
Playing Computer Games	64	12	0.3	8.3
Other Travel	73	1	0.0	0.7
Newspapers	81	1	0.0	0.7
Magazines, Comics	82	1	0.0	0.7
Books	83	1	0.0	0.7
Cable TV	84	12	0.3	8.3
Search For Information	91	18	0.5	12.4
Entertainment	92	13	0.4	9.0
Communications	93	2	0.1	1.4
Shopping And Electronic Transactions	94	1	0.0	0.7
Cellular Phones (Smart Phones)	95	3	0.1	2.1
NA	0	3,284	95.8	
Total		3,429	100.0	100.0

V862 [3rd day 23:30-23:45] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	228	6.6	6.6
At home	1	3,201	93.4	93.4
Total		3,429	100.0	100.0

V863 [3rd day 23:45-24:00] Main behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	2,475	72.2	72.2
Meals	2	3	0.1	0.1
Personal Chores	3	102	3.0	3.0

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Work	4	66	1.9	1.9
Network Radio	5	2	0.1	0.1
Network Television	6	174	5.1	5.1
Class, School Events	11	2	0.1	0.1
Outside Of School Learning	13	136	4.0	4.0
Cooking	21	1	0.0	0.0
Cleaning	22	3	0.1	0.1
Laundry	23	2	0.1	0.1
Caring For Child	26	3	0.1	0.1
Household Chores	27	47	1.4	1.4
Personal Meetings	31	23	0.7	0.7
Social Encounters	32	2	0.1	0.1
Rest	41	112	3.3	3.3
Watching, Sightseeing, Enjoying	51	3	0.1	0.1
Sports	52	1	0.0	0.0
Hobbies	55	3	0.1	0.1
Mastering Technical Skills And Technology	56	7	0.2	0.2
Listening To Music	61	3	0.1	0.1
Watching Videos	62	3	0.1	0.1
Watching Movies	63	1	0.0	0.0
Playing Computer Games	64	24	0.7	0.7
Commuting To Work	71	9	0.3	0.3
Commuting To School	72	4	0.1	0.1
Other Travel	73	20	0.6	0.6
Newspapers	81	3	0.1	0.1
Books	83	13	0.4	0.4
Cable TV	84	53	1.5	1.5
Satellite TV	85	3	0.1	0.1
IPTV	86	3	0.1	0.1
Search For Information	91	64	1.9	1.9
Entertainment	92	26	0.8	0.8
Communications	93	17	0.5	0.5
Shopping And Electronic Transactions	94	5	0.1	0.1
Cellular Phones (Smart Phones)	95	10	0.3	0.3
NA	0	1	0.0	
Total		3,429	100.0	100.0

V864 [3rd day 23:45-24:00] Secondary behavior

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Sleep	1	6	0.2	4.9
Personal Chores	3	2	0.1	1.6
Work	4	3	0.1	2.5
Network Radio	5	2	0.1	1.6
Network Television	6	26	0.8	21.3
Outside Of School Learning	13	3	0.1	2.5
Cleaning	22	1	0.0	0.8
Household Chores	27	3	0.1	2.5
Rest	41	9	0.3	7.4
Competition	53	6	0.2	4.9
Listening To Music	61	8	0.2	6.6
Watching Videos	62	2	0.1	1.6
Playing Computer Games	64	11	0.3	9.0
Other Travel	73	2	0.1	1.6
Newspapers	81	1	0.0	0.8
Books	83	1	0.0	0.8
Cable TV	84	9	0.3	7.4
Search For Information	91	13	0.4	10.7
Entertainment	92	10	0.3	8.2
Communications	93	2	0.1	1.6
Shopping And Electronic Transactions	94	1	0.0	0.8
Cellular Phones (Smart Phones)	95	1	0.0	0.8
NA	0	3,307	96.4	
Total		3,429	100.0	100.0

V865 [3rd day 23:45-24:00] At home or not

RESPONSE	PUNCH	FREQ.	PERCENT	VALID %
Outside of the home	0	213	6.2	6.2
At home	1	3,216	93.8	93.8
Total		3,429	100.0	100.0