

SAMOA MICS PLUS, 2022-2024

(Household Phone Survey)



Snapshot of Key Findings

(Wave 3: October-November 2023)

FOREWORD

This statistical snapshot is the third of a series of **2022-24 Samoa MICS PLUS (Household Phone Survey) Snapshots**. MICS Plus is a new initiative under the United Nations Children’s Fund (UNICEF) MICS programme to support countries in conducting longitudinal household surveys using Computer Assisted Telephone Interviewing (CATI) method for the collection of representative data on the situation of children, families, and households on a frequent basis and real-time reporting. The 2022- 2024 Samoa MICS Plus Survey is based on the sample from the 2021 Census households. The Samoa Bureau of Statistics plans to conduct bi-monthly waves during 2022-2024, which will enable the collection of various information regarding the ongoing situation of children and families in Samoa. The Samoa Bureau of Statistics and UNICEF are happy to release the **results of MICS Plus wave 3** from the Samoa MICS Plus conducted from October to November 2023. Technical and financial support for the survey is being provided by the UNICEF.

Fa’afetai tele lava.

A handwritten signature in blue ink, appearing to read 'L. Salani'.

Leota Aliielua Salani (Mr)
GOVERNMENT STATISTICIAN/CEO

The Samoa Bureau of Statistics (SBS), in collaboration with UNICEF, began the implementation of 2022-2024 MICS Plus during the second half of 2022. MICS Plus generates data to understand the situation of households, families, and children and inform decision-makers and stakeholders accordingly. This statistical snapshot summarizes the results of the third wave of calls conducted from 25 October to 21 November 2023.

Methodology

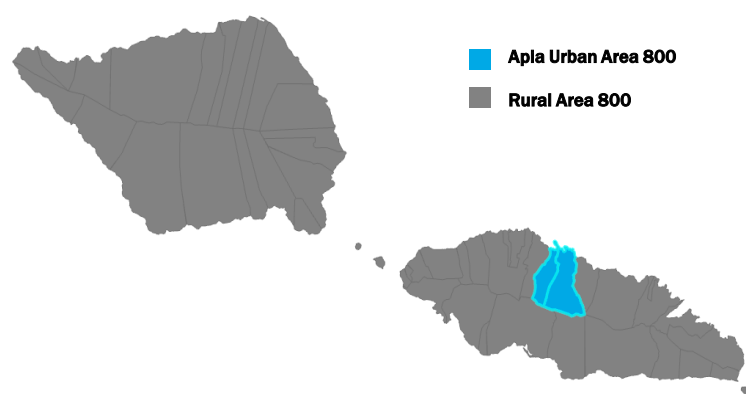
MICS Plus combines the power of representative, statistically robust household surveys, with the ability to report on a real-time basis over an extended period, using CATI (Computer Assisted Telephone Interviewing). Essentially, the mode of data collection is based on direct phone calls to respondents*, as opposed to traditional face-to-face interviews.

In essence, MICS Plus methodology is based on:

- Selecting a probability sample of households from an up-to-date household sample frame that includes phone numbers of households/household members
- Interviewing the sample of households over an extended period via direct calls

The Samoa MICS Plus sample was drawn from the Samoa 2021 Population and Housing Census (PHC) and has been used as the sample frame. The target sample size is 1,600 households.

Sample size by domain



To increase response rates, phone numbers from the Samoa 2021 PHC were validated, and households with missing phone numbers were contacted to obtain up-to-date phone numbers. A model-based substitution approach was also used to replace non-responding households during the first and second waves of MICS Plus.

MICS Plus is nationally representative. Urban and rural areas were defined as the major sample domains, and the sample was allocated as follows: 800 households were selected from Apia Urban Area and 800 households from rural areas (Savaii, Northwest of Upolu and the Rest of Upolu). The survey will follow the same households in all the subsequent data collection waves, building panel data. During the third wave of calls, households were asked questions about gaming for children and adolescents aged 5-19 years and the livelihood of the households.

* In each household, calls were conducted with a “knowledgeable adult household member” who was available at the time of the call. Since respondents were not selected randomly, data based on respondent’s own characteristics, opinions and behavioural patterns may not be representative of the adult population in Samoa.



Survey Implementation

Response Rates

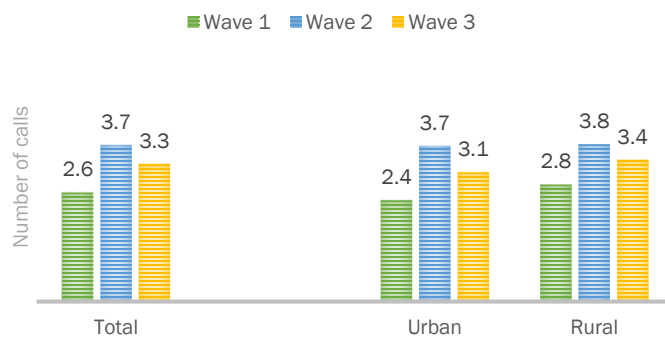
	Wave 1 (29 August - 4 October 2022)		Wave 2 (13 February - 7 April 2023)		Wave 3 (25 October - 21 November 2023)
	Before Substitution	After Substitution	Before Substitution	After Substitution	
Households sampled	1,600	1,600	1,492	1,492	1,462
Interviewed	936	1,312	1,164	1,342	1,222
Refused	26	14	32	9	6
No eligible respondent	3	0	1	0	1
Phone number(s) does not belong to sampled household	40	24	18	16	17
Telephone number(s) inactive	328	152	151	89	86
Respondent busy/postponed	11	7	18	1	0
No response after repeated call attempts or phone(s) turned off	126	33	108	30	107
No phone number available for sampled household	130	58	0	5	0
Not called in the current wave*	na	na	na	na	23
Response rate (percent)	58.5	82.0	78.0	89.9	83.6

*Households that were interviewed in the previous wave but did not provide consent for the current wave

The sample frame for Samoa MICS Plus the Samoa 2021 Population and Housing Census (PHC). The target sample size was set at 1,600 households. In wave 1, the response rate was 82 percent after substituting 664 households with the model-based method that utilizes the “Nearest Neighbour” feature based on the “Euclidian distance” approach. Wave 2 targeted 1,492 households after excluding the households interviewed in Wave 1 but no consent for the next wave, households refused in Wave 1 without consent for the next wave, households where the phone number did not belong to the sampled household, and households for which phone numbers were not available. The substitution was performed in the second wave. The response rate in the Wave 3 was 84 percent, and no substitution was performed.

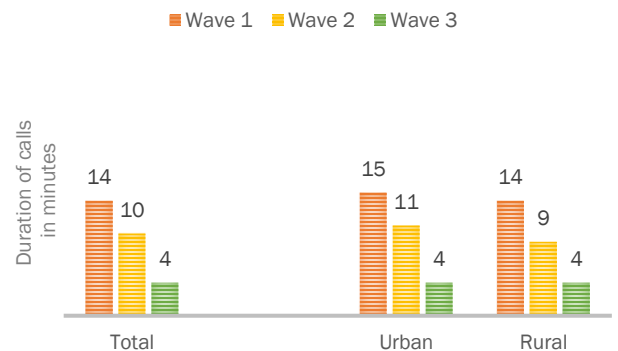
Average Call Attempts

Average number of call attempts for completed interviews, by area of residence, Waves 1-3



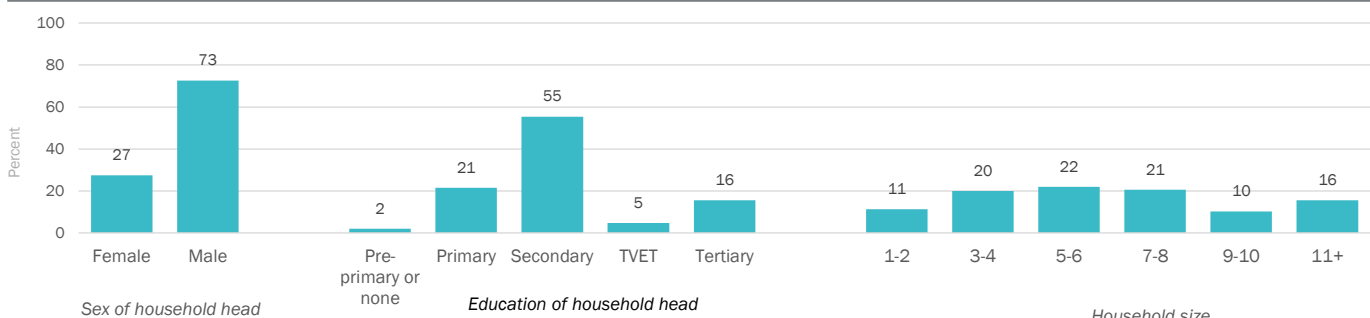
Interview Duration

Median duration of interviews, by area of residence, Waves 1-3



Note: 178 interviews in Wave 1, 111 in Wave 2, and 45 household in Wave 3 are excluded from the calculation of the median duration of the interview due to interrupted calls and inconsistent information

Characteristics of the Head of Household & Household Composition

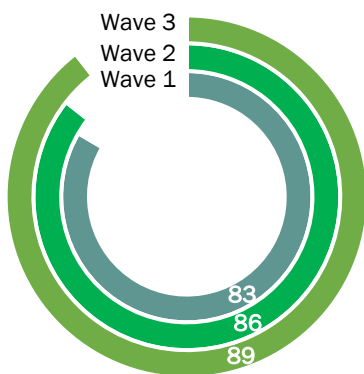




Household Characteristics

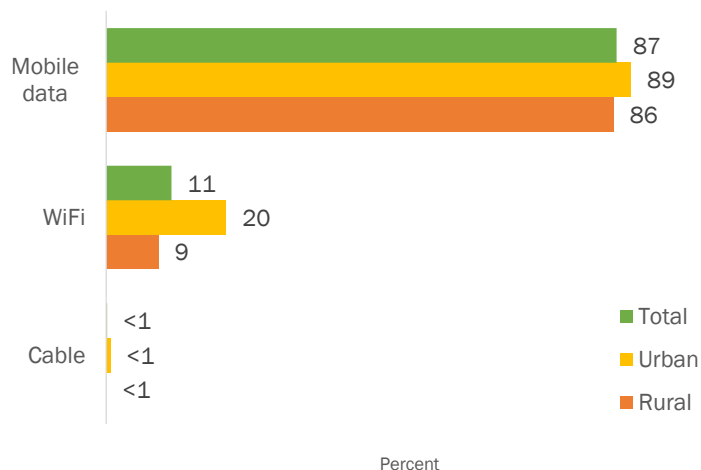
Internet Access at Home

Percentage of households with access to internet at home, Waves 1-3



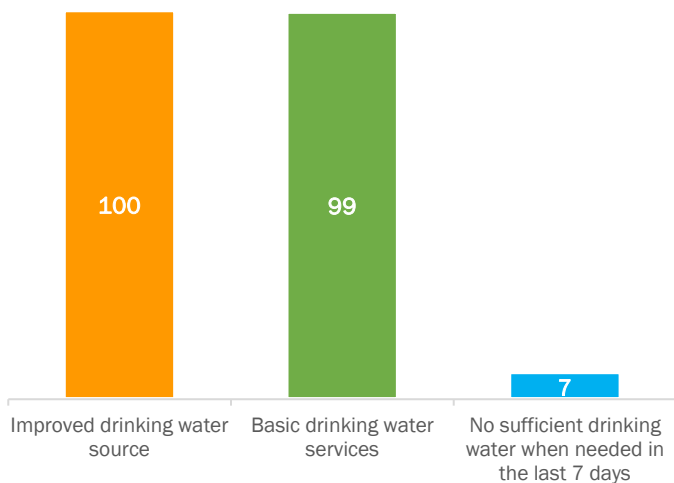
Internet: Type of Connection

Percentage of households with internet access by type of connection, by area of residence, Wave 3



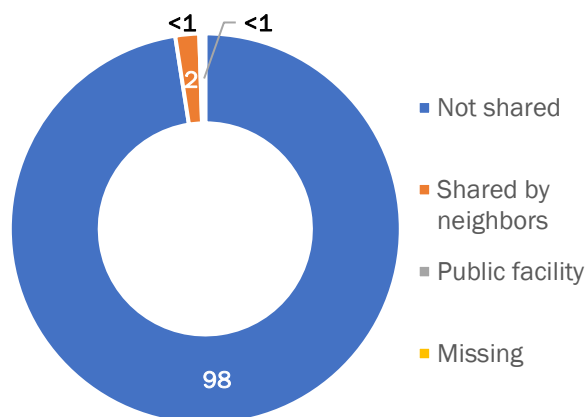
Water

Percentage of household members living in households using improved water, using basic drinking water services, and who did not have sufficient drinking water when needed in the last 7 days, Wave 3



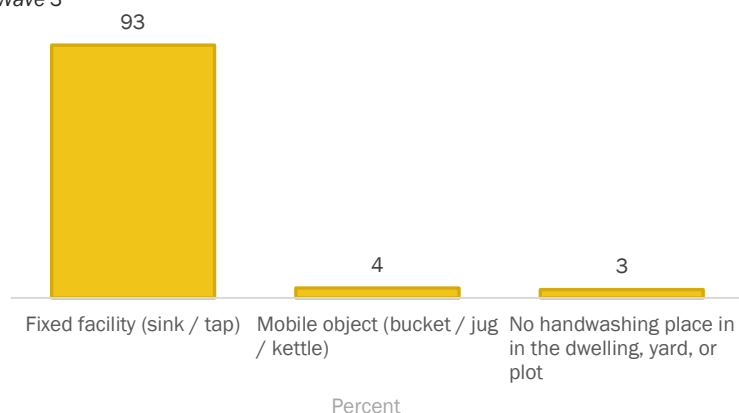
Sanitation

Percent distribution of household members using improved sanitation facilities by use of private and public sanitation facilities and use of shared facilities, Wave 3



Handwashing facility

Percent distribution of household members by type of handwashing facility, Wave 3



Availability of water and soap

Percentage who did not have sufficient water and soap to wash hands when needed, Wave 3

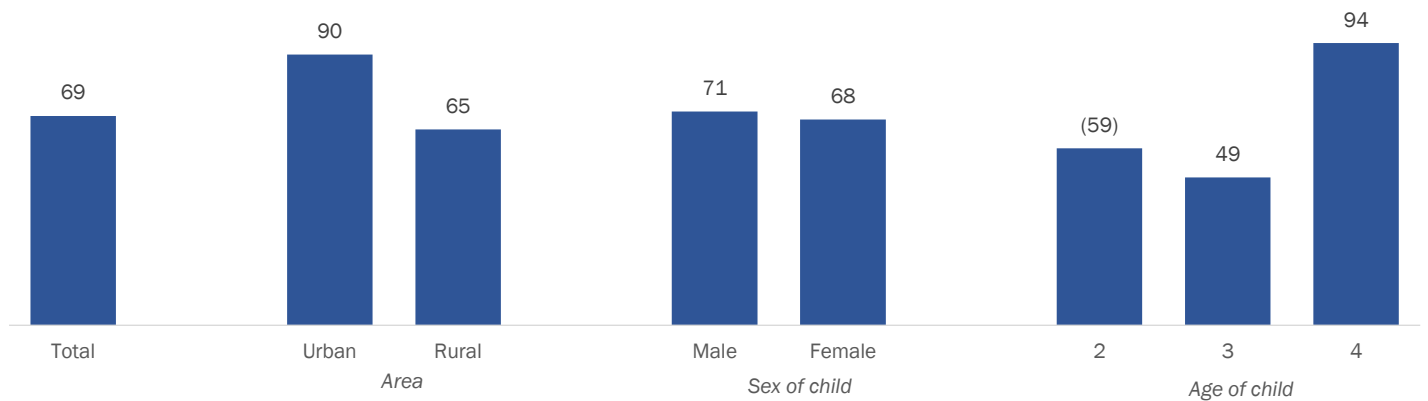




Early Childhood Development (ECD)

Support for learning: early stimulation

Percentage of children age 2-4 years with whom adult household members have engaged in four or more activities that promote learning and school readiness during the last 3 days, Wave 3

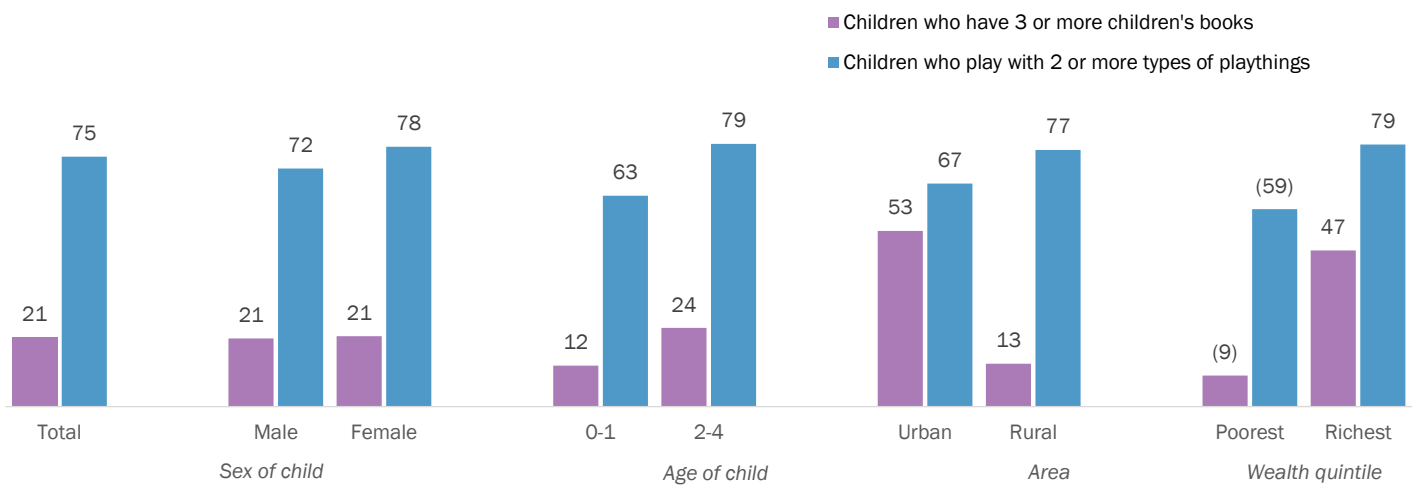


Note: Activities include: reading books to the child or looking at picture books with the child; telling stories to the child; singing songs to or with the child, including lullabies; taking the child outside the home; and playing with the child; and naming, counting or drawing things for or with the child.

() Figures that are based on 25-49 unweighted cases

Learning materials

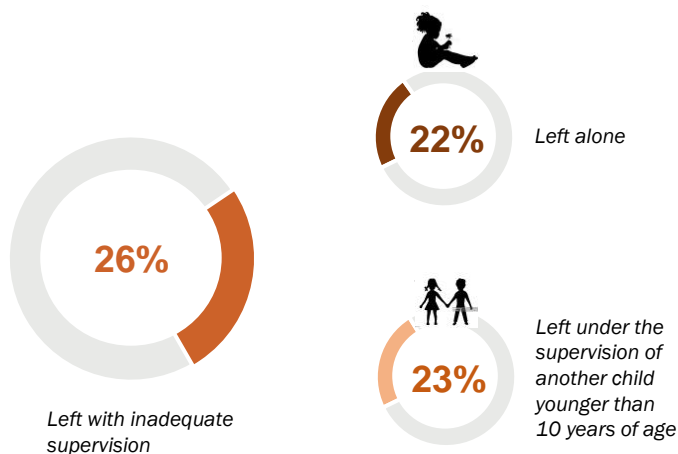
Percentage of children age 0-4 years by number of children's books present in household, and number of playthings that child plays with, Wave 3



() Figures that are based on 25-49 unweighted cases

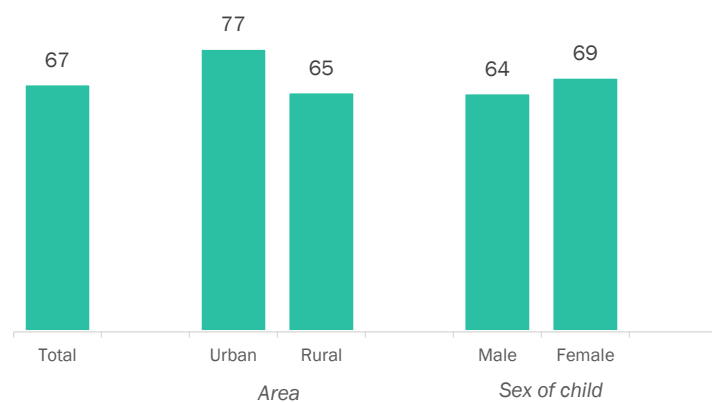
Left with inadequate care

Percentage of children age 0-4 years who were left alone or under the supervision of another child younger than 10 years of age for more than one hour at least once during the last seven days, Wave3



Early child development index

Percentage of children age 2-4 years who have achieved the minimum number of milestones expected for their age group, Wave 3

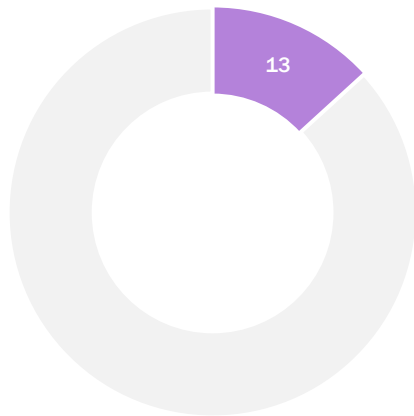




Gaming

Playing video / computer games

Percentage of children age 5-19 years who play video/ computer games on mobile phone, tablet, computer, or any other platform, Wave 3

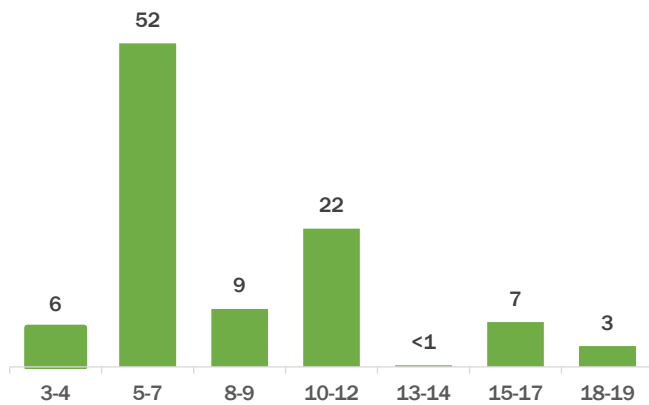


Percentage of children age 5-19 years who play video/ computer games on mobile phone, tablet, computer, or any other platform, by selected background characteristics, Wave 3



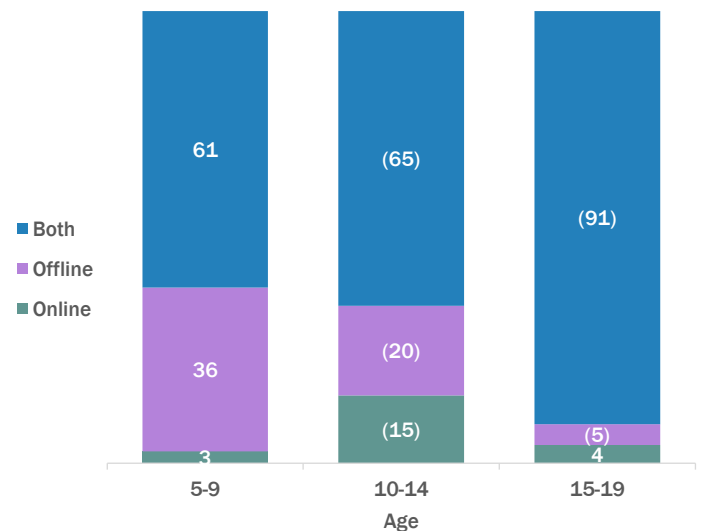
Age when started playing games

Percent distribution of children age 5-19 years who play video/ computer games by age (in years) when started playing, Wave 3



Gaming by usage of internet

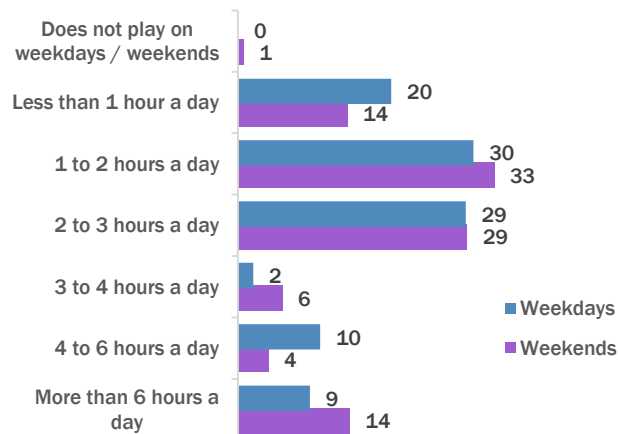
Percent distribution of children age 5-19 years who play video/ computer games by age and usage of internet for playing, Wave 3



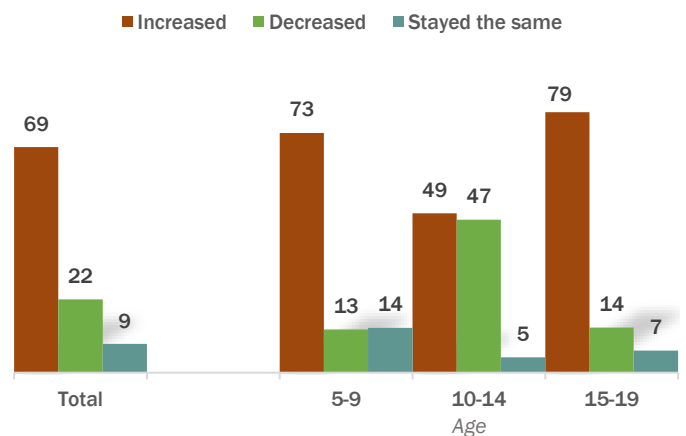
() Figures that are based on 25-49 unweighted cases

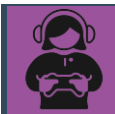
Time spent per day to play video / computer games

Percent distribution of children age 5-19 years who play video/computer games by the average number of hours spent per day playing during weekdays and weekends, Wave 3



Percent distribution of children age 5-19 years who play video/computer games by the change in average hours of playing video/computer games since October/November 2022, Wave 3

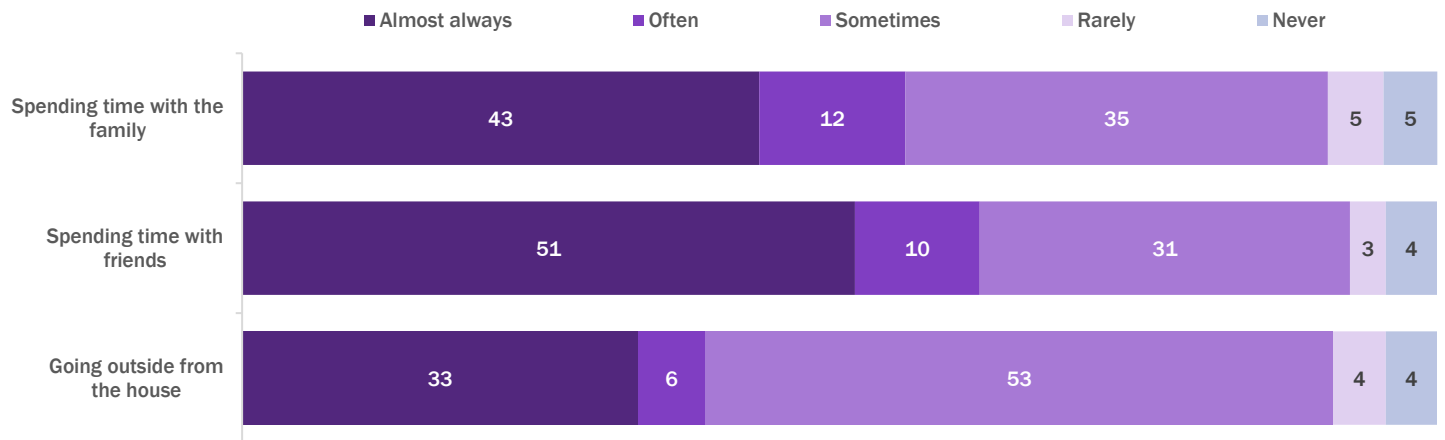




Gaming

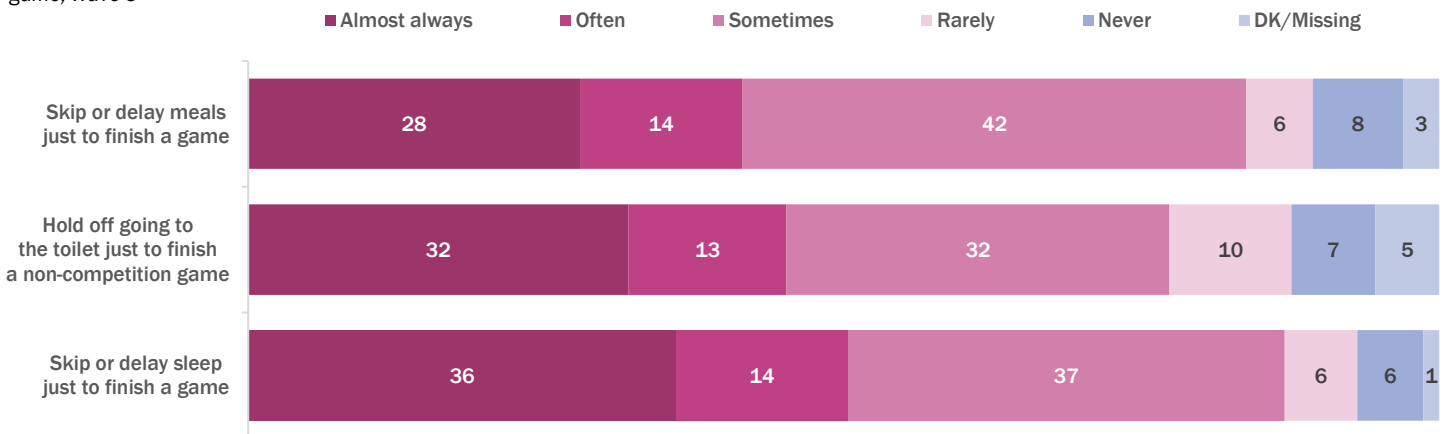
Effect of gaming on social relationships

Percent distribution of children age 5-19 years who play video/computer games by whether they prefer playing video/computer games to spending time with family, friends or going outside from the house, Wave 3



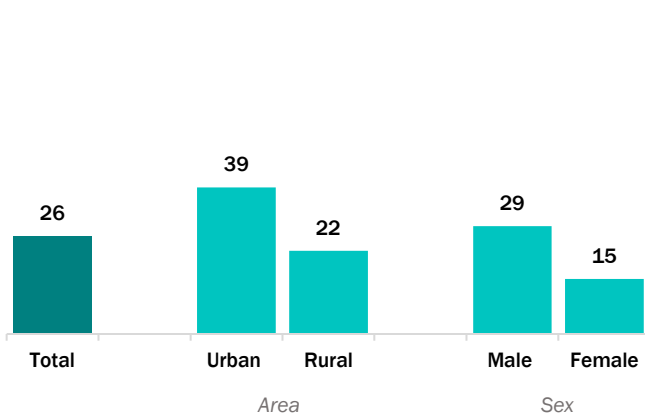
Effect of gaming on physical health

Percent distribution of children age 5-19 years who play video/computer games by whether skip or delay meals, going to the toilet or sleep just to finish a game, Wave 3

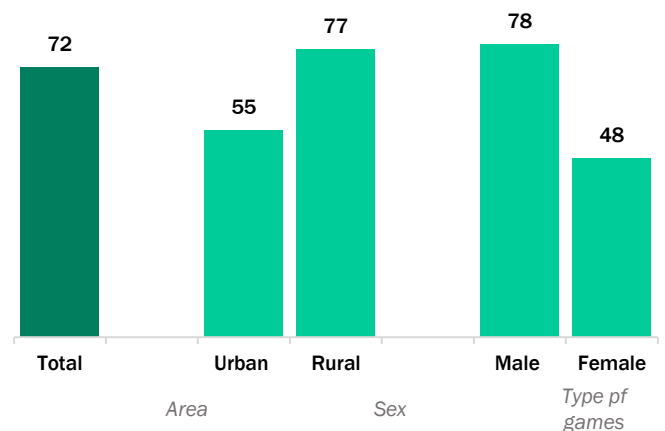


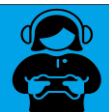
Effect of gaming on social relationships and physical health

Percentage of children age 5-19 years who play video/computer games and who almost always or often prefer playing video/computer games to any of three social activities, by selected background characteristics, Wave 3



Percentage of children age 5-19 years who play video/computer games and who almost always or often skip or delay any of three basic needs related to physical health to finish a game, by selected background characteristics, Wave 3

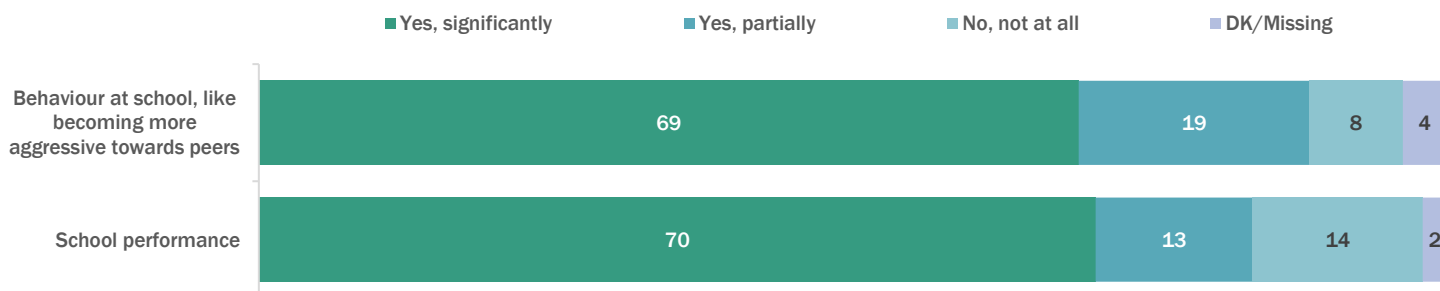




Gaming

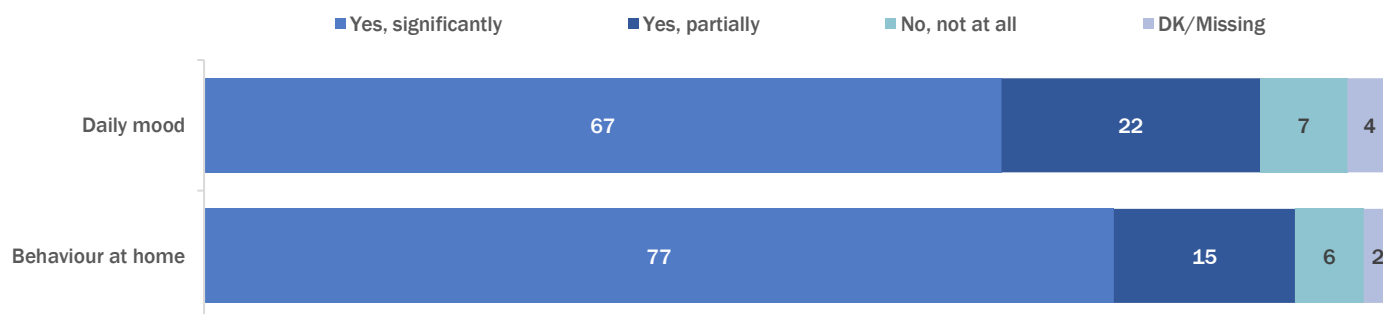
Effect of gaming on education

Percent distribution of children age 5-19 years who play video/computer games by whether respondent thinks that playing video/computer games negatively affects child's school performances or behaviour at school, like becoming more aggressive towards peers, Wave 3



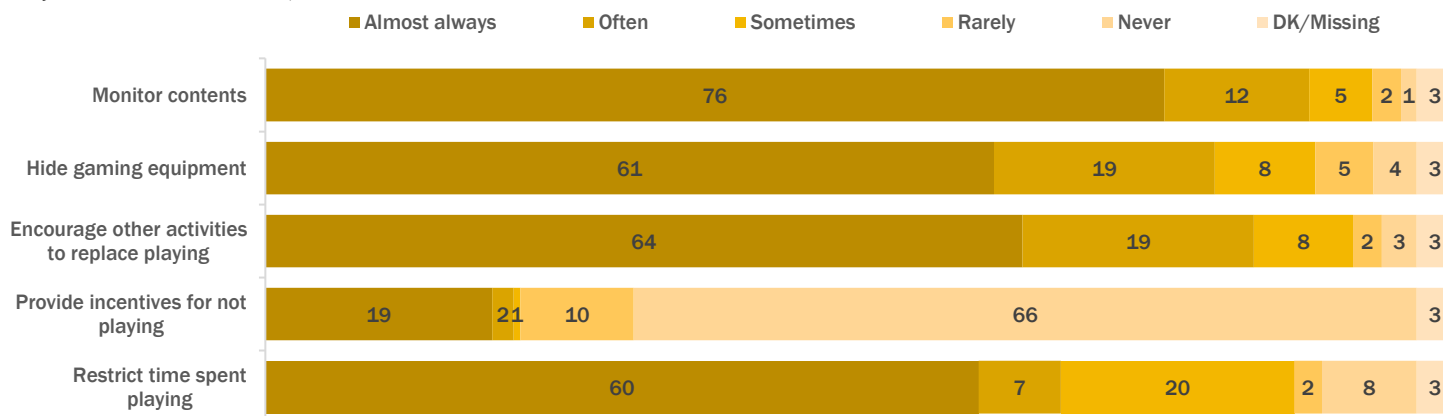
Effect of gaming on behavior of children

Percent distribution of children age 5-19 years who play video/computer games by whether respondent thinks that playing video/computer games negatively affects child's behaviour at home or daily mood, Wave 3



Keeping control on playing video/computer games

Percent distribution of children age 5-19 years who play video/computer games by whether child's playing of video/computer games is kept under control by any member of the household, Wave 3



More information about Samoa MICS Plus is available on:

UNICEF MICS Plus global web site <https://mics.unicef.org/mics-plus/>

Samoa Bureau of Statistic web site: <https://www.sbs.gov.ws>

Samoa Bureau of Statistic



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