



GET REAL!

Relatability on Demand

TEENS & SCREENS 2025



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CENTER FOR
SCHOLARS &
STORYTELLERS



UCLA

Table of Contents

Project Description.....	3
Introduction.....	5
Definitions.....	6
Main Findings.....	6
Finding One (10-24 year olds).....	7
Traditional media is social, too – maybe more than social media.....	7
Adolescents watch TV and movies – across platforms and devices.....	8
Adolescents see the appeal of animation – across genres.....	9
Finding Two (10-24 year olds).....	10
Teens Want to See Themselves: Realistic, Relatable Stories.....	10
Topics Adolescents Want To See.....	11
Most Authentic Digital Media Platforms.....	12
Finding Three (14-24 year olds).....	13
Friendship Comes First, Even in Romance.....	13
Romantic Tropes to Avoid.....	15
Bonus Content: Adolescents’ Favorite Shows and Movies.....	16
Conclusion & Future Work.....	17
Methods.....	18
Acknowledgments.....	20
References.....	21

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Support for this research was provided by the Funders for Adolescent Science Translation (FAST), Warner Brothers Discovery, Roblox, Nielsen Foundation, Templeton World Charity Foundation and the Hilton Foundation.



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Read our accompanying report:

Inclusion: Gaming's Final Boss

PROJECT DESCRIPTION

The Center for Scholars & Storytellers (CSS), based in UCLA's Department of Psychology, conducts the annual Teens & Screens study, which surveys U.S. adolescents about their media use and perspectives. This report, the fourth in the series, centers teen voices and helps support storytellers who would like to more accurately reflect adolescent development and different ages and stages.

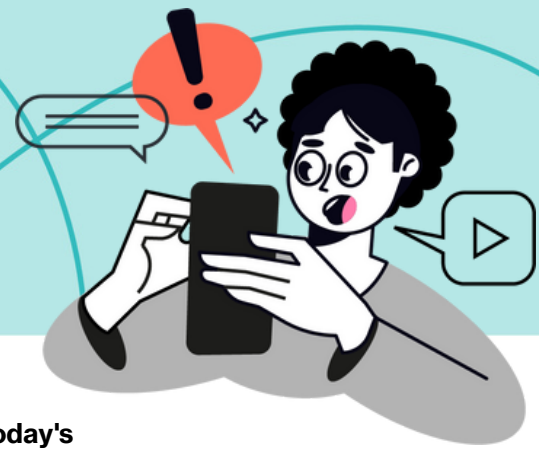
In August of 2025, we asked 1,500 adolescents (ages 10-24) about their perceptions, opinions, and beliefs about various types of popular media, including TV shows, movies, video games, and digital media. To allow us to track trends over time, we retained selected questions from prior Teens & Screens surveys. To better unpack an always-evolving adolescent culture and media climate, we also added new questions, asked about new types of digital media, and updated our language as needed. We built in open-ended questions so adolescents had lots of chances to speak in their own words - and we share a selection of their quotes in this report. Responses reflect a sample that closely reflects the demographics of Gen Z in the US with regards to race, gender, and geographic region. Unless otherwise noted, the descriptive statistics cited in this report were calculated for using the full sample. Please see the methods section for more information about the sample, procedure, materials and analysis.

We are grateful to the Funders of Adolescent Science Translation (FAST), the Hilton Foundation, Warner Brothers Discovery, Nielsen Foundation, Templeton World Charity Foundation and Roblox for their support and belief in the importance of this independent research.

ABOUT THE CENTER FOR SCHOLARS & STORYTELLERS

The Center for Scholars & Storytellers (CSS) at UCLA is a nonprofit that brings together the academic and creative communities to unlock the power of storytelling and help the next generation thrive and grow. Our primary aim is to support storytellers who are working towards better reflecting the lives of kids, teens and young adults. CSS is affiliated with UCLA through the faculty appointment of our founder, Dr. Yalda T. Uhls, in the Psychology Department, one of the highest-ranked in the world. We have more than 100 academic collaborators from universities around the world. Our award-winning work has been featured on NPR, the New York Times, the Los Angeles Times, Deadline, Good Morning America and more. CSS is the only organization with the institutional affiliation, the academic credibility and the entertainment expertise that meets youth where they are: on screens. You can learn more about our work at scholarsandstorytellers.com.

Introduction



Media has always shaped the world that adolescents grow up in, but today's adolescents are active co-creators of their own media environments.

As they grow up, adolescents (ages 10 to 24) gain more control over their media consumption choices while their identities, relationships, and worldviews continue to evolve.² With access to screens in nearly every part of their lives – from school to socializing to downtime – much attention is rightfully paid to how vulnerable they are to the influence of media.³ But it's important to remember that adolescents aren't just passive consumers. They are curators of the media they surround themselves with. The on-demand nature of media today allows young people to incorporate content into their daily social lives – including as a tool to create community, meet their emotional needs, and fuel their quest for self-understanding.⁴ They choose what suits them best in any given moment, and they engage with media in ways that often surprise adults.



According to many neuroscientists and developmental psychologists, adolescence is now considered to extend from ages 10-24.¹

Too often, adults make assumptions about what young people want based on memories of their own adolescence or casual observations of the young people they know, often their own children and their friends (a very limited sample size, which doesn't offer the full diversity of the human experience). **But adolescents have voices and perspectives of their own – and they can tell us exactly what they want from entertainment.**

That's where research like ours comes in. Representing a large sample of diverse adolescents from across the country, this report serves as a bridge – bringing tween, teen and young adult voices directly to the entertainment industry that wants to reach them.



“Social media in my opinion is very personal, like my friends and I like a few of the same YouTubers but to varying degrees, but we agree on the movies/tv shows we like more.”

– 18-year-old woman, Hispanic/Latina, California

Have a question about this report?

All of our findings will be built into AskYalda, our new AI-powered research tool for storytellers!

Sign up free [here](#)
or use the QR code:



CSS is committed to amplifying youth perspectives and empowering young voices through our research reports and our **Youth Media Representation** program (YMR). The [YMR program](#) creates a pipeline for authentic youth perspectives to reach the creators shaping their worlds. By amplifying these voices, YMR promotes more inclusive, accurate representation in media and empowers teens to advocate for themselves and their communities. For information about our YMR program, follow here!

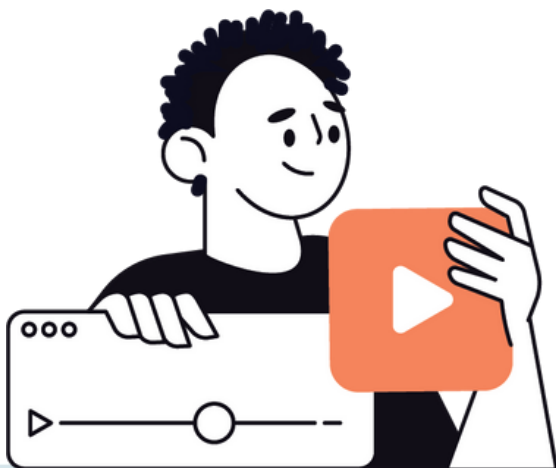


Definitions

The following terms were explained in the survey to the respondents as listed below.

When we say “**media**” or “**entertainment media**”, we mean what you see on TV, streaming services, social media, and video games for non-educational purposes. This includes content on the following:

- **Movies** (for example: anything you might watch in a movie theater, movies you watch on streaming services, and more)
- **TV shows** (for example: shows of 20+ minutes you might watch through a TV, through Netflix or another app on your phone, and more)
- **Streaming services** (for example: Netflix, Prime Video, Disney+, and more)
- **Video-sharing platforms** (for example: YouTube)
- **Social media** (for example: TikTok, Instagram, Snapchat, and more)
- **Video games** (for example: Roblox, Fortnite, console games, mobile games, and more)

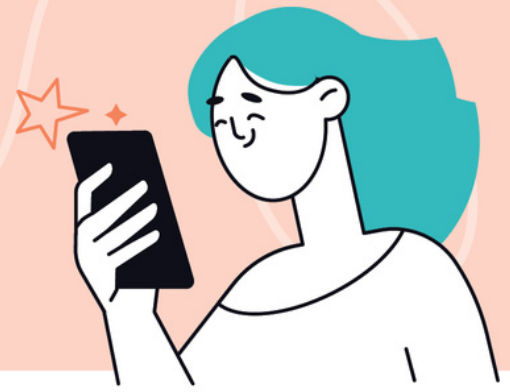


In this report, you will see participants grouped into the following categories:

- **Younger Adolescents:** Adolescent participants that are 10 to 13 years old.
- **Middle Adolescents:** Adolescent participants that are 14 to 18 years old.
- **Older Adolescents:** Adolescent participants that are 19 to 24 years old.
- **People of Color (POC) Adolescents:** Participants who identified as Black, Asian, Pacific Islander, Hispanic or Latino, Middle Eastern/North African (MENA), Native American/Indigenous, or Multiracial.
- **Nonbinary Adolescents:** Participants who identified as nonbinary or genderqueer.
- **LGBTQIA+ Adolescents:** Those who identified as part of the community that includes lesbian, gay, bisexual, transgender, queer, intersex, asexual/ aromantic/agender, and others.



Main Findings



1

Traditional media is social, too – maybe more than social media

- **57%** of tweens, teens, and young adults said they watch TV and movies more than older generations think they do, nearly four times more than those that disagreed.
- **53%** said they discuss TV shows and movies with their friends more than they discuss content on social media – only 18.6% discuss social media more.
- When they want to watch something with their friends, adolescents choose **movies** more than any other type of media (31.2%), twice as often as social media (15.6%).

2

Back to life: back to reality

- Realistic, relatable stories swept the preferred topics list this year.
- Adolescents once again want content with relatable stories more than fantasy, real-world issues, or aspirational stories - a 35.3% jump in support from last year.
- When asked what they want to see more of, “People with lives like my own” was number 1.

3

Friendship comes first onscreen, even in romance!

- **59.7%** of adolescents aged 14 to 24 said they “want to see more content where the central relationships are friendships”
- **54.9%** want to see different-gender characters “prioritize their friendship instead of turning it into a romantic relationship”
- **60.9%** want to see more romantic relationships that are “more about the friendship between the couple than sex”

Check out our findings on Gaming here.



FINDING ONE

10-24 year olds

1

The Boundaries between Types of Media are Fluid

Adults tend to think of content according to type: TV and movies vs. digital media, kids media vs. adult media, and so on. Teens engage with all types of media without such clear boundaries and, often, do so in surprising ways.

DATA POINT #1

Traditional media is social, too – maybe even more than social media

Social media and video games get a lot of attention as spaces where young people find connection with their friends, but most tweens, teens, and young adults connect more over traditional media.



53%

discuss TV shows and movies with their friends more than content on social media. Only

18.6%

discuss social media more

▶ TV and movies lead the conversation: **53%** of adolescents **discuss TV and movies with friends more than social media content**, while only 18.6% discuss social media more.

“

“I think because of the very brief length of the content, the short form videos/memes can tire out really quickly and become something annoying/cringey versus something worth talking about with friends.”

– 18-year-old woman, White/Caucasian, California



When they want to **watch something with their friends**, adolescents choose **movies** more than any other type of media (31.2%), and twice as often as social media (15.6%).

 In fact, for the second year in a row, **seeing a new movie in theaters is the top ranked weekend activity** if money and logistics were not constraints:

Context Corner:

72% of young people say the togetherness of seeing a movie in theaters has become more important post-pandemic, according to research from [UTA](#).⁵

Rank

Experience

1	Go see a new movie in theaters
2	Play a new video game
3	Binge a new show
4	Stream a new movie on my own device
5	Go to a music concert
6	Attend a live sporting event

Survey Question: "Imagine you have a completely free weekend, money isn't an object and you're able to easily get to one of the following events. Rank the following activities from most interesting to least (the top selection should be the activity you would like to attend most and the last one should be the activity you would like to do least)"

57%
of adolescents

said they watch TV and movies more than older generations think they do

nearly **4x**

more than those that disagreed (only 14.9%).

Data Point #2

Adolescents watch TV and movies – across platforms and devices

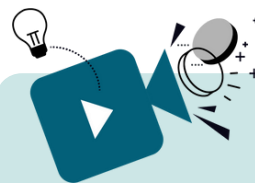
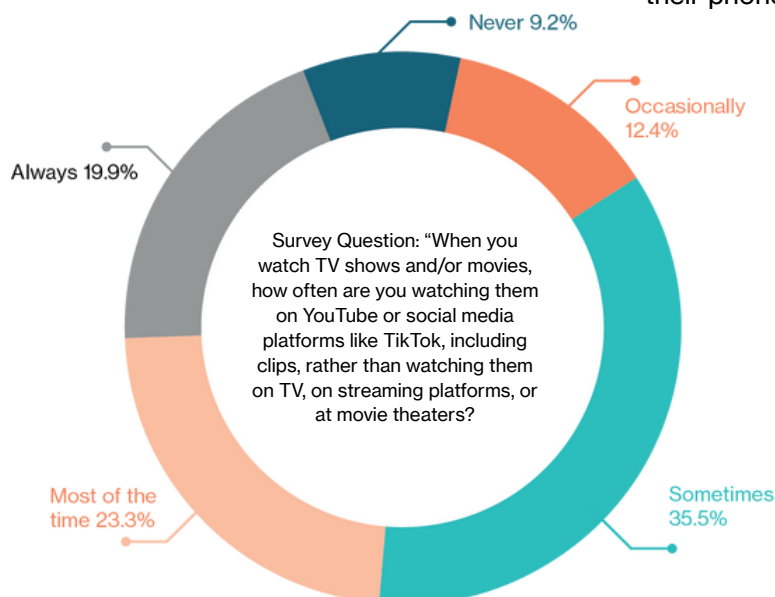
 **57%** of adolescents said they watch traditional media (TV and movies) **more than older generations think they do**, nearly 4 times more than those that disagreed (only 14.9%).

Why? They watch TV and movies differently than older generations:

 Nearly 4 in 5 (78.4%) **at least sometimes** watch TV and movies on YouTube, TikTok, or other social media.

 In a separate question, nearly half (46.7%) said they mostly watch TV and movies on a **personal device other than their TV** (including their phone, tablet, or computer).

How often adolescents watch TV & movies on YouTube, TikTok, etc:



Context Corner: Nearly **71%** of Gen Z find their TV and movie recommendations by flipping through shorts, according to research from [Quickplay](#).⁶

Data Point #3

Adolescents see the appeal of animation – across genres

We are well past the era when cartoons were made only for kids.

▶ Given the choice between animated and live action content, **nearly as many adolescents said they prefer animated content (48.5%)** as those who prefer live action content (51.5%), up from 42.0% last year.

▶ Notably, a love for animation did not differ significantly across age - nor across race, geography, sexual orientation, or gender. For adolescents aged 19-24, **47.8%** preferred animated content.

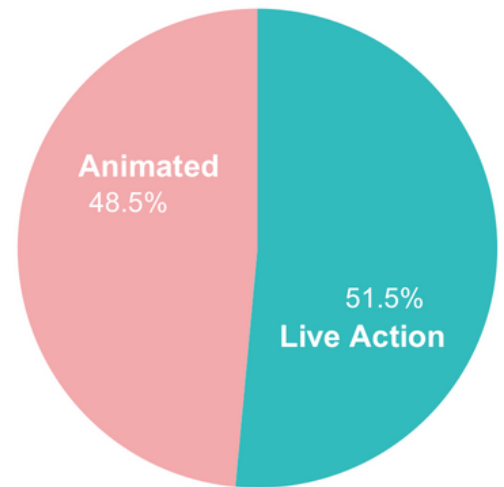
We can see the wide variety of genres of animated content in the TV shows and movies adolescents named as their favorite, including shows like *Spongebob Squarepants*, *Family Guy*, and *Naruto*, and movies like *KPop Demon Hunters*. See the **Bonus Content** section for the full list.

“

"I prefer animated content because it has so many possibilities and different types of stories to choose from."

– 17-year-old boy, Hispanic/Latino, Indiana

Percent who prefer animated vs. live action:



Survey Question: "All else equal, would you prefer to watch animated or live action content?"

Nearly

50%

of adolescents said they prefer animated content over live action



FINDING TWO

10-24 year olds

2

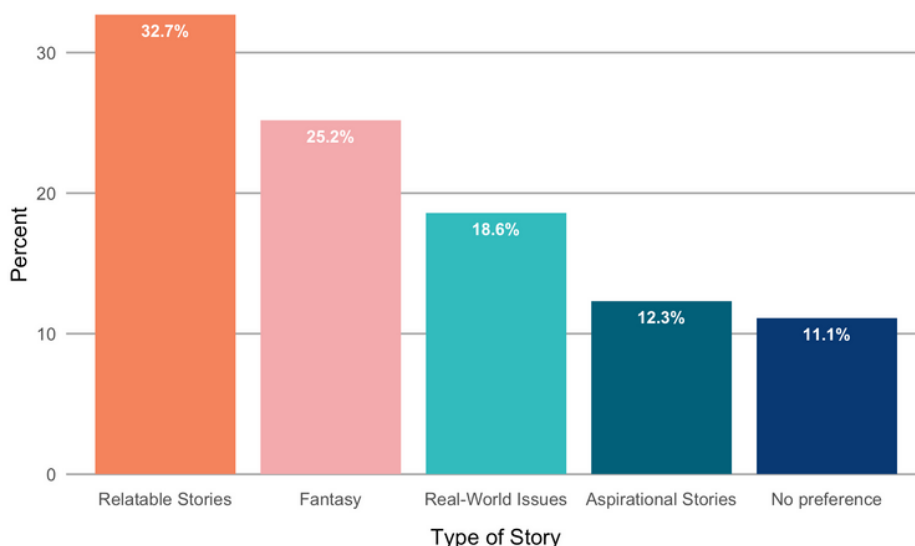
Teens want to see themselves: Realistic, relatable stories swept all topic categories

Relatable beat fantasy...

Teens want to see their own lives reflected authentically on screen.

More teens want to see “**relatable stories that are like my personal life**” (32.7%) than stories about fantasy worlds, real-world issues, or aspirational stories about rich or famous people:

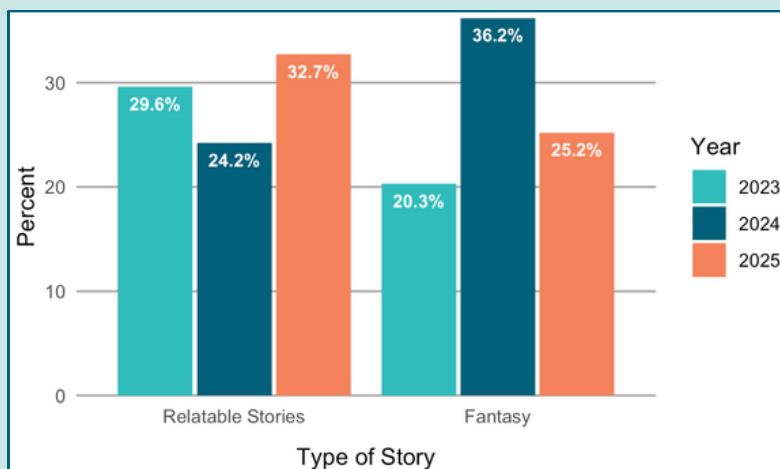
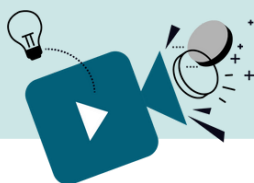
Percent who most like to watch each type of story:



Survey Question: “Some TV shows and/or movies are not like real life, while others show real-life situations that actually feel like real life. Which kind of TV shows and movies do you most like to watch?”

Rewind the last three years:

Teens’ preference for relatable stories represents a **35.3%** jump from last year, when fantasy was number 1, but looking at the last three years, 2024 looks like a one-year fantasy blip:



...and Lives Like Mine beat everything else:

▶ On this year's topic list, **"People with lives like my own" was number 1** - underscoring their desire to relate to the characters they see in TV shows and movies:

Rankings for all Adolescents	Top 5 for LGBTQIA+ Identifying
1. People with Lives Like Mine 2. Hopeful Uplifting stories with people beating the odds 3. Friendships and social groups (popular, unpopular, etc.) 4. Action and/or fight scenes (may include guns and violence) 5. Superheroes 6. Family life and relationships with parents 7. Empowering stories about women 8. Mental Health 9. Dystopian and/or apocalyptic 10. Lifestyles of the working class 11. Awareness of climate change and the environment 12. Systemic Injustice 13. Lifestyles of the super rich or famous 14. Current events (e.g., political and social issues, etc.) 15. Life as an immigrant 16. Romance and/or sex 17. Partying and/or drugs and drinking 18. Nonbinary and LGBTQIA+ Identities	1. Nonbinary and LGBTQIA+ Identities 2. Mental Health 3. Friendships and social groups 4. Hopeful Uplifting stories with people beating the odds 5. People with lives like mine
	Rankings By Gender
	Boys and Young Men: 1. Superheroes 2. People with Lives Like Mine 3. Action and/or Fight Scenes 4. Friendships and Social Groups 5. Uplifting Stories
	Girls and Young Women: 1. Family Life and Relationships with Parents 2. People with Lives Like Mine 3. Uplifting Stories 4. Friendships and Social Groups 5. Empowering Stories About Women
	Bottom three were the same: 16. Romance and/or Sex 17. Partying and/or Drugs and Drinking 18. Nonbinary and LGBTQIA+ Identities

Survey Question: "What specific topics would you like to see in the TV shows and/or movies you watch?"



"If the situations are too over-the-top or the characters only care about popularity or romance, it's harder for me to relate or care about the story."

- 13-year-old boy, White/Caucasian, Michigan



Lives Like Mine vs. Lifestyles of the Rich or Famous

Although adults may think that most adolescents care about seeing rich and/or famous people, most of them are actually more interested in stories about regular people.

▶ For instance, adolescents were **46.9%** more likely to say they were **highly interested in stories about people with lives like theirs** than about rich and famous people, and **2x** as likely to express **low interest in content about rich and famous people** than people with lives like theirs.



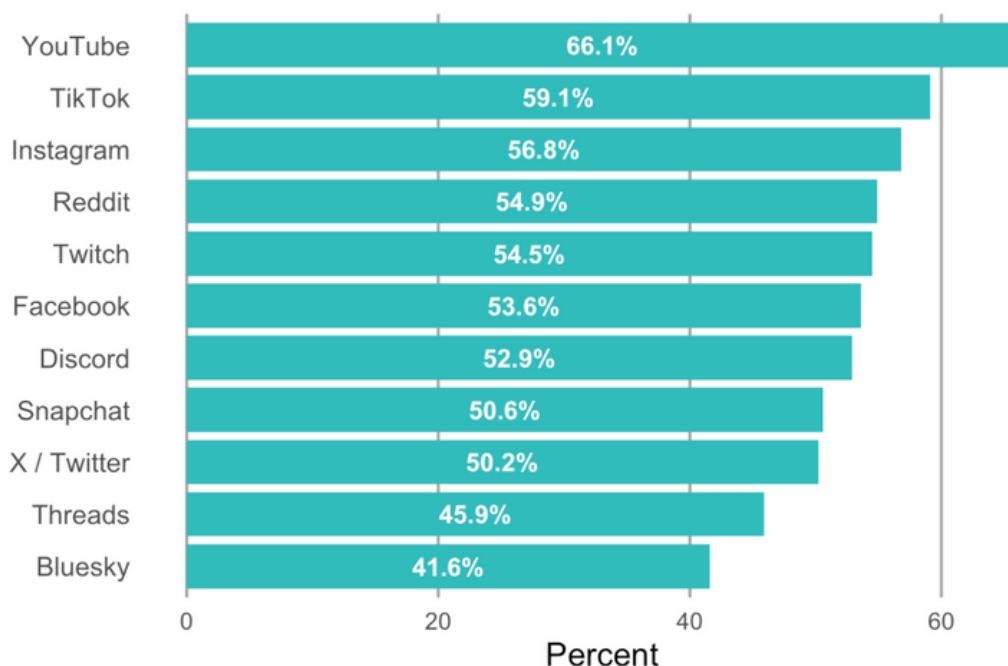
“I don’t care about the lives of the rich or famous. There needs to be more representation for people in lower/ middle classes. I don’t care that someone has a 500 million dollar house and they hate their spouse and children.”

– 22-year-old woman, Hispanic/Latina, California

YouTube wins Most Authentic Digital Media Platform in back-to-back years

▶ Almost two-thirds (66.1%) of adolescents ranked **YouTube** near the top of the scale in authenticity, a full 7% more than the next-most-authentic platform, TikTok (59.1%).

Percent who ranked each digital media platform as “often” or “always” authentic:



Survey Question: “How much do each of the following online media platforms feel authentic to you?”

FINDING THREE

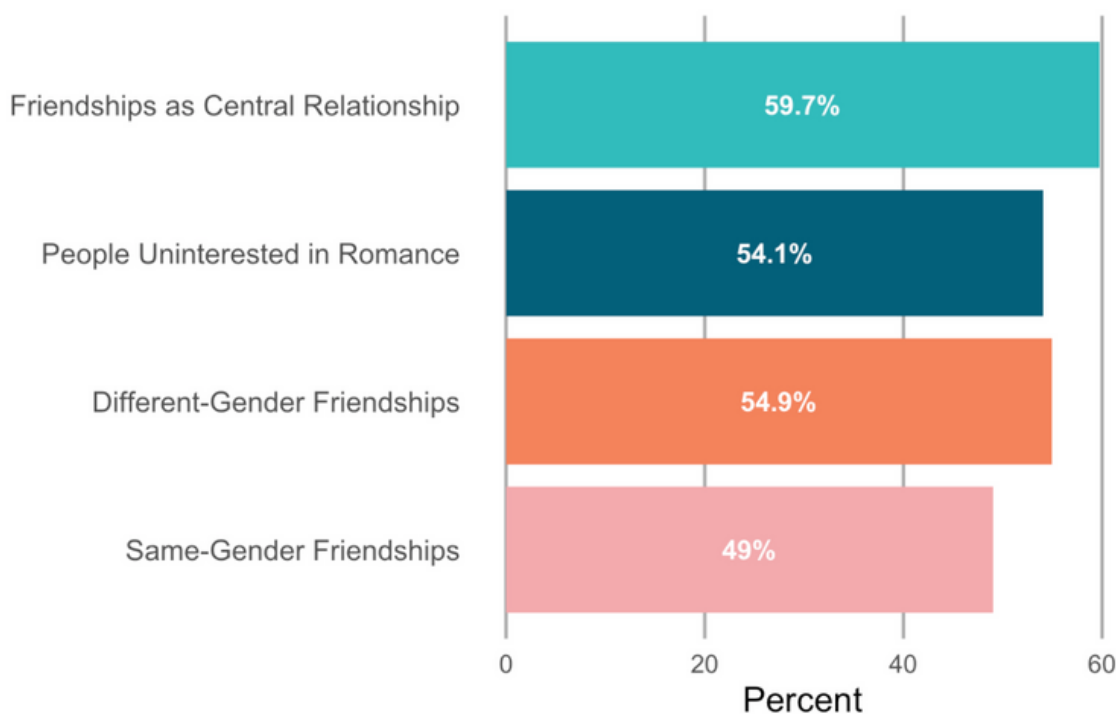
14-24 year olds



Friendship comes first!

▶ **59.7%** of adolescents aged 14 to 24 said they “want to see more content where the central relationships are friendships”.

Percent of adolescents who want to see more of these narrative choices:



Survey Question: “Please read the following statements and state whether you disagree or agree”. These percentages represent the participants who agreed that (1) “I want to see more content where the central relationships are friendships”, (2) “I want to see more portrayals of characters who aren’t interested in sexual or romantic relationships at that point in time”, (3) “I want to see people in different-gender friendships prioritize their friendship instead of turning it into a romantic relationship”, and (4) “I want to see more content that focuses on same-gender friendships”.

This year, we dove deeper into what kinds of friendships adolescents want to see:

- **Different-gender friendships:** ▶ **54.9%** of adolescents want to see different-gender characters (e.g. a man and a woman) “prioritize their friendship instead of turning it into a romantic relationship” – more than the 49.0% who want to see more same-gender friendships. This preference is even stronger for those under 18.

“

“If it's [friendship between] two girls, I see that all the time. Classic. But friendship between a girl and a boy that doesn't end up evolving into a romantic relationship? Every single friendship I've seen between a girl and a boy, they end up getting together at the end or someone ends up having romantic feelings for the other person.”

– 18-year-old woman, Black/African-American, New Jersey

- **Healthy conflict resolution in friendships:** Conflict is an important story element, but adolescents prefer when conflict is combined with realistic communication.

“

“I feel like in TV and movies there's, like, an overwhelming lack of communication between friends when it's like, just tell the other person what's going on. Like, why. Why can't you just talk about it? And I think sometimes when we see conflict resolving, it doesn't feel resolved because it's just like, 'oh, I forgive you,' but it's still, like, gonna happen again.”

– 16-year-old girl, White/Caucasian, Washington



Romance gets Friend-Zoned

- ▶ Friendships ranked **3rd out of 19** topics adolescents wanted to see this year (**57.7%** reported high interest), while Romance ranked **third-to-last** (only **36.5%** reported high interest).⁸
- ▶ **54.1%** want to see more portrayals of characters who “aren't interested in romantic relationships at that point in time” - **57.1%** among teens 18 and under

“

“I think that romance in general is starting to feel very over-done at this point for a lot of teens. But I can hardly think of any shows or movies just about friendships without romance, and there's a lot of under-explored potential for complexity in platonic relationships too.”⁴

– 17-year-old transgender boy, White/Caucasian, Arizona

Despite our consistent findings that adolescents prefer friendship, romance persists in the Teen/YA genre. We asked our sample what tropes they liked least, and they gave us clear answers.



Context Corner: Developmental psychologists find that for the majority of adolescents, peer friendships are central to their lives.⁷ Naturally, they want stories that center friendships too.

Tropes to Avoid:

1. Love Triangles

-  **52.0%** say there are “too many love triangles” depicted in media - even though there have been some standout examples that broke through, adolescents really don’t like it when it’s not done well.
- Love triangles were the **most disliked trope**: Asked an open-ended question about their least favorite tropes, more than 3x as many participants brought up love triangles than any other trope.

“

“One common trope I don’t like is the love triangle, because it often feels forced and makes characters act unrealistically just to create drama.”

– 13-year-old, girl, White/Caucasian, Illinois

2. Toxic Relationships Framed As Romantic

- Relationships with troubled beginnings or frequent conflict were the **second-most disliked trope**

“

“When someone who had done wrong things to them for years ends up actually loving them, like it’s wrong to use a tactic like that and seems too fake and unrealistic.”¹¹

– 19-year-old, man, Hispanic/Latino, New York

3. Relationships Based Mostly On Physical Attraction

-  **60.9%** want to see more romantic relationships that are “more about the friendship between the couple than sex”
-  **48.4%** feel that there’s “too much sex and sexual content in TV and movies”

“

“I just really dislike all the sex scenes in movies and tv shows and I think they could do a lot better with that cause they’re really pointless”

– 19-year-old, woman, Black/African-American and Hispanic/Latina, Florida

Bonus Content:

Top 25 Answers to
“What is your favorite
show or movie?”

Rank	Title
1	Stranger Things
2	Wednesday
3	SpongeBob SquarePants
4 (tie)	Spider-Man
4 (tie)	Family Guy
6 (tie)	The Vampire Diaries
6 (tie)	The Summer I Turned Pretty
8 (tie)	Breaking Bad
8 (tie)	K-Pop Demon Hunters
10 (tie)	Supernatural
10 (tie)	Dexter
10 (tie)	Superman
10 (tie)	Squid Game
10 (tie)	The Walking Dead
15	Tom and Jerry
16 (tie)	Friends
16 (tie)	Ginny & Georgia
16 (tie)	The Rookie
16 (tie)	BMF
20 (tie)	Rick and Morty
20 (tie)	Game of Thrones
20 (tie)	Naruto
23 (tie)	Jurassic Park/World Franchise
23 (tie)	Bob's Burgers
23 (tie)	Coraline

Common themes among the Top 25:

- **Friendship:** shows and movies with friendship at their core (*Stranger Things*, *Spongebob Squarepants*, *KPop Demon Hunters*, *Friends*)
- **Family:** shows with teenagers that are based around a family unit (*Family Guy*, *Ginny & Georgia*, *Rick and Morty*, *Bob's Burgers*)
- **Relatable fantasy:** relatively grounded, low-fantasy titles, where supernatural things happen in a world that looks like ours - and often to “normal” people we can relate to (*Stranger Things*, *Wednesday*, *Supernatural*, *the Walking Dead*)

Conclusion

The findings in this report paint a picture of tweens, teens, and young adults who are both more engaged with traditional storytelling and more discerning about it than many adults realize. They haven't abandoned TV shows and movies – they've simply redefined how and where they watch them, and they treat shows and movies as a means for connection. At the same time, they're hungry for stories that reflect their actual lives more than fantasy or glamor. They want to see people who look like them and face challenges like theirs. And perhaps most tellingly, they want to see the relationships that are often central to them: authentic friendships, and especially bonds between people of different genders that don't necessarily turn romantic. **This doesn't seem to be a rejection of romance – rather it's a call for relatable stories that honor the full spectrum of human connection.**

A through-line at the heart of these findings is a deeper truth about how adolescents use media: they're seeking connection. They want to relate to the characters they see, connect with parts of themselves they see represented, and perhaps most of all they want to build community with their peers. This breadth of types of connections is what makes media a unique third space for young people – one where they can explore identity, process their emotions and experiences, and create shared cultural touchstones with their friends.⁸ Perhaps this is why many people seem to form stronger bonds with particular media titles during adolescence than at any point in adulthood.⁹

Understanding what adolescents truly want from storytelling isn't just good business – it's essential. Yet too often, the entertainment industry relies on assumptions rather than data insights and lived experience, creating content based on what adults think young people want rather than what they actually ask for. At CSS, our guiding principle is simple: ask adolescents good questions and listen to their answers. We believe that adolescent voices deserve to be part of the conversations about the media made for them. **For storytellers and executives who want to truly connect with this audience, we're here to help bridge that gap – because when we listen to young people, everyone benefits.**

Follow-up question about this report?

All of our findings from this project will be built into AskYalda, our new AI-powered research tool for storytellers!

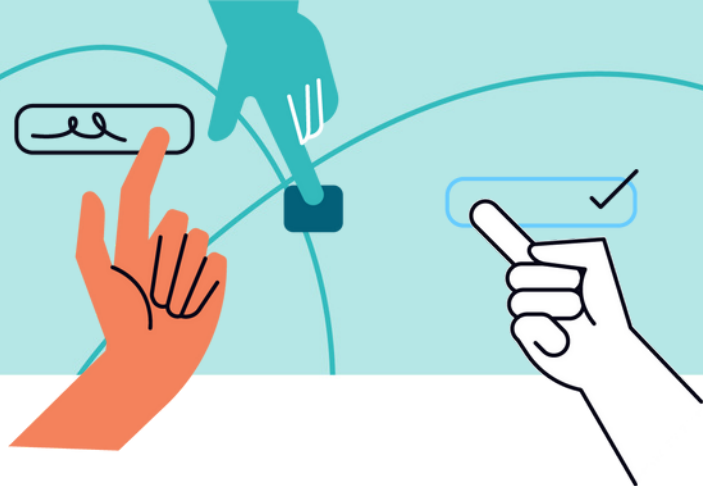
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Methods



Sample:

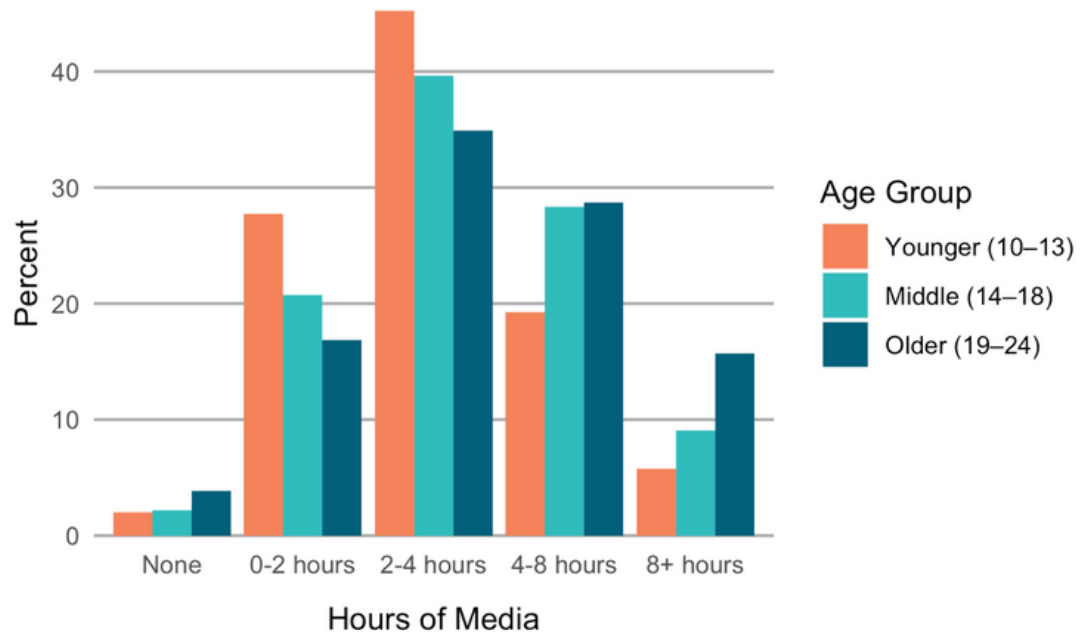
To gather participants for this study, CSS used the data collection platform Qualtrics. Data collection took place from August 13, 2025 to August 25, 2025. The final sample consisted of 1,500 U.S. adolescents, ages 10-24, with 100 respondents in each age cohort from 10 to 24. The racial demographics of the sample were closely matched to U.S. Gen Z racial and ethnicity demographics. For the exact racial breakdown, the adolescents identified as either White and/or Caucasian (48.0%), Black/African American (16.9%), Hispanic and/or Latino (12.7%), Asian/Asian American (4.3%), Multiracial (13.9%), Indigenous or Native (2.5%), Middle Eastern/North African (0.5%), Pacific Islander (0.7%), or “preferred not to say” and “prefer to self describe” (1.1%). Anyone who selected more than one racial identity was counted as “Multiracial”. In terms of ethnicity, 25.4% of our sample identified as Hispanic or Latino and 74.6% did not. Regarding gender, 48.7% identified as a girl or woman, 49.6% as boy or man, 1.2% as nonbinary or gender non-conforming, and 0.5% chose to self-describe or preferred not to say. Geographically, we matched U.S. regional demographics with 38.1% of respondents from the South, 21.3% from the Midwest, 17.3% from the Northeast, and 23.2% from the West.

Looking at other demographics, 18% of participants reported having a physical or mental disability, while 74.4% reported not having one. In regards to sexual orientation, 15.5% of our participants identified as LGBTQIA+, while 5.5% said they were not sure and 1.9% preferred not to answer. Specifically, the majority of respondents identified as heterosexual/straight (74.9%), followed by bisexual (9.8%), not sure yet (4.0%), homosexual/gay/lesbian (2.8%), asexual (2.3%), or pansexual (1.7%), while some participants selected prefer not to say (2.8%) or prefer to self describe (1.8%).

We also asked participants to report their income level by placing their family’s financial situation from 0 = “Struggling to make ends meet” to 100 = “Always able to buy everything we want”. The average participant ranked at 61.2 out of 100. Breaking the 100-point scale down into quintiles, 7.7% placed their family in 0–20 (financially strained/low-income), 13.4% in 21–40 (just getting by/lower-middle), 23.5% in 41–60 (average/middle), 32.8% in 61–80 (comfortable/upper-middle), and 22.7% in 81–100 (very comfortable/affluent). Note that self report of income by adolescents does not necessarily match actual income levels.



Approximately how many total hours a day do you use entertainment media outside of school?



Materials and Procedure:

CSS created and programmed the survey questions prior to data collection, using some questions from previous years to track year-over-year changes, and adding new questions based on relevant trends and theories regarding adolescents and media. In instances where adolescents may not find relevance or have experience to the questions being asked, the options “not sure” and “not applicable” were included to maintain accurate data. Prior to launch, the full survey was piloted by CSS’ Youth Media REPresentation (YMR) Program, made up of 25 adolescents. After survey finalization, participants were gathered via the data collection platform Qualtrics, which recruited to fill CSS’ quotas for gender, age, race/ethnicity, and U.S. region.. Participants who consented and matched selection criteria were presented with the full survey on Qualtrics’ user interface, on any device with internet access. The survey took approximately 15 minutes to complete. The dataset was then cleaned and analyzed.

Data Analysis:

For quantitative analysis, descriptive statistics were calculated about all survey questions. Select questions were then analyzed further for demographic differences, including age groups, race, region, etc. These findings were also compared to previous Teens & Screens datasets. Quantitative analyses were conducted with the Statistical Package for the Social Sciences Version 29 (SPSS V29) and R (version 4.4.1).

Limitations:

All data from this survey is self reported, which can lead to response bias or social desirability bias. The reported survey data here does not attempt to explain any causal relationships. Data from 2022 had a smaller sample size than 2023, 2024, and 2025, which all had between 1500 and 1644 participants.



For more information about the methods or details about this study, please contact us at:
info@scholarsandstorytellers.com.

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CSS's YMR Program provides opportunities for youth to shape media by conducting research among their peers, sharing their own perspectives, and communicating their insights to the people who create stories for and about youth. Find out more about it [here](#).



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