

REAL TIME MONITORING SURVEY / MULTIPLE INDICATOR CLUSTER SURVEY (MICS) PLUS

SURVEY DESCRIPTION

The National Statistics Office of Georgia (GEOSTAT) has commenced Real Time Monitoring survey of the impact of COVID-19 on the welfare of families and children at the end of 2020; the survey is implemented with technical and financial support from UNICEF, based on the Multiple Indicator Cluster Survey (MICS6) sample.

The survey approach is based on the collection of information from the same respondents repeatedly on a frequent basis over a year (panel survey).

As part of the survey, data is collected from urban as well as rural households. The sample size for the entire country for the fourth wave is set at 1,996 households, among them 965 households in urban areas, and 1,031 households in rural areas. Data collection is performed via tablets, by using a computer-assisted telephone interviewing method (CATI).

The fourth wave field works of the survey were conducted in August 2021. Response rate was 80.5 percent, among them 79.7 percent in urban settlements, and 81.3 percent in rural settlements.

KEY MESSAGES OF THE FOURTH WAVE OF THE SURVEY

1. Material Deprivation:

- Percentage of population that cannot afford to:
 - Keep home adequately warm amounts to 40.1%;
 - Replace the furniture when it is worn out or damaged amounts to 66.9%.
- Percentage of population who could not afford to pay their utility bills on time during the past 12 months amounts to 19.0%;
- Percentage of children aged 0-15 years, who live a household that cannot afford to provide for at least one of their children:
 - Children's indoor games/toys amounts to 23.2%;
 - Regular participation in leisure activities amounts to 22.5%;
 - Outdoor leisure items amounts to 22.0%;
 - Going on holidays away from home for at least 1 week per year amounts to 20.8%;
 - Having a meal with meat, chicken, fish or vegetarian equivalent at least once a day amounts to 20.0%;
 - Two pairs of properly fitting shoes, including a pair of all-weather shoes, amounts to 19.9%;
 - Some new, not second-hand clothes amounts to 16.3%.

2. COVID-19:

- Percentage of responders, who received at least one dose of COVID-19 vaccine and had any side effects amounts to 34.2%. Of those, the most frequently mentioned side effects were: local pain (40.5%), fever (34.8%), and fatigue/tiredness (32.8%);
- When asked how likely it is to get vaccinated for COVID-19 (those who have not been vaccinated at all), the following answers were obtained: very likely - 15.6% of responders, likely - 29.0%, undecided - 29.6%, unlikely - 11.7%, and very unlikely - 14.1%. In total, share of those who are undecided, unlikely or very unlikely to get COVID-19 vaccine amounts to 55.4%. Comparatively, this parameter in March 2021, was equal to 71.2%;
- Of those who are undecided, unlikely, or very unlikely to get vaccinated against COVID-19, the most frequently mentioned reasons are: vaccine side effects – 39.5%; the vaccine is new, was developed fast, and is not tested enough – 34.1%; existing health related problems – 33.7%, the vaccine causes death or infertility – 19.1%, and allergies on some medications – 10.0%;
- 27.1% of responders stated that they need more information about the COVID-19 vaccine (in March 2021, same was stated by 38.8%). Of those who need more information, mostly are interested in vaccine safety (72.5%), side effects (59.9%), and the efficacy (59.8%).

3. Video / Computer Games:

- Percentage of children aged 5-19 years, who play video/computer games on mobile phones, tablets, computers, or other devices equals to 72.8%;
- Among children aged 5-19 years who play video/computer games during weekdays (Monday-Friday), on average, 28.5% play for up to 1 hour per day, 35.6% play from 1 to 2 hours per day, 20.3% - from 2 to 3 hours, and 12.8% play for 3 or more hours;
- Among those children aged 5-19 years who play video/computer games during weekends, on average, 27.5% play for up to 1 hour per day, 36.1% play from 1 to 2 hours per day, 17.1% - from 2 to 3 hours, and 14.5% play for 3 or more hours;
- Since the outbreak of the COVID-19 pandemic, the average duration of playing video/computer games by children aged 5-19 years has increased in 50.6% of children, did not change in 42.6%, and decreased in 6.3%;
- 10.4% of responders think that video/computer games significantly affect school performance of children aged 5-19 years in their household, while 27.4% think they affect only partially;
- 7.1% of responders think that video/computer games significantly affect the daily mood of children aged 5-19 years in their household, while 24.1% think the games affect only partially;
- Of the children aged 5-19 years who play video/computer games, their time spent on playing is often restricted by their household members for 47.3% of children, 31.9% are sometimes restricted, and 20.8% of children are not at all restricted in the duration they're allowed to play video/computer games.

4. Attitudes Towards People with Disabilities:

- When asked if it is problematic for a household to reveal having a child with a disability in the family, 15.9% of responders answered “yes“, while 24.7% - said “Partially”;
- When asked if the society believes that a family who had gave birth to a child with disabilities should leave the child in the appropriate institution, 2.9% of respondents said “yes”, while 16.1% said – “partially”;
- When asked if the respondents think that people around them avoid communication with children who have disabilities, 9.2% responded “yes”, and 27.5% responded “partially”.

5. Subjective Well-Being:

- Percentage of responders, who think that their lives:
 - Improved during the last year equals to 13.4%;
 - Will get better after a year equals to 38.3%.