based on **PARTICIPATION RADES IN NOISY LEISURE ACTIVITIES BY THREE SAMPLES OF STUDENTS (a).**

pared with the uncertainties of the Young's moduli of each substructure. **M. F. Cheesman, L. Ciona**

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The risk of acquiring a noise-induced hearing loss is a function of the intensity level of the noise exposure, the durat on of the exposure, and the pattern of exposure. Noise exposures associated with leisure or recreational activities, many of which may exceed 80 dB(A), have the potential to cause hearing loss because of their high sound levels¹. However, the typical duration and pattern of exposure to such leisure and recreational activities has not been documented and therefore the actual hearing risk associated with participation in such activities is unknown of the model

An increased incidence of high-frequency heating loss in young adults has been attributed to noise exposure from such lesure activities 2.3, however the rate and pattern of participation by youth in noisy activities is unknown. Recreational activities of youth, particularly those activities that use high fidelity, high intensity sound delivery, systems such as personal stereo systems and movie theatres, impulse noises such as fireworks and hunting rifles, and high powered motorized vehicles such asomotocrossiblikes and drag race dars; have been implicated as potentially damaging to the human audi-

tory system.¹ The present research was an initial attempt to quantify the participation by Canadian teens and young adults in noisy leisure activities in terms of participation rates, nours per activity, and frequency of participation as the long process of the neuron. A few simulation with particshown in Figure 5. As the displacements of the ossicles are on the order of neuron, the simulated deformations presented here were scaled up so that the displacements can be seen. **Method**

The participation of three samples of students in noisy leisure activities was examined using a cued-recall questionnaire format. Three hundred and forty-six students completed a questionnaire during the summer months of July and August_p The respondents were students from a high school (n=55); e a community college f(n=101); e and la university (n=122). The questionnaires were administered by telephone for the high school students, and in person for the post-secondary students. The questionnaires efficited information about participation rates and participation durations for 32 activities that have been identified as capable of proto the value given in Section 2. For each activity, respondents were asked if they participated in the activity, over the past seven days and, if so, the total duration of the capsule does not make much difference to the results compared with (a).

their participation.

In (d) the Young's moduli of the joint gap and the capsule **Results and Discussion** (vely: As the joint becomes more flexible, there is more Most students reported participating in at least one noisy deformation at the joint and relatively less bending of the leasure activity during the week, with many reporting that they had participated in five or more activities. The mean total duration of participation in noisy activities was 20.7 hours. Of course, this does not account for simultaneous participation in noisy activities to a personal stereo system while riding a motorcycle or mowing the lawn. Table 1 provides a summary of the mean number of activities reported and the mean total duration for each of the infect student samples value estimated for subchondral bone specimens from a human tibia (Murray, 1984). In this case the participation becomes quite becomes quite become

4.1	DISCUS	high school	college	university	all	
The	number of activities ^{TP}	se fite d 1	ere 5.3 ugg	est fi i 2 t lo	ad t \$ ahsmi	ssion
and ped	the total udo c duration (hrs)	stapedial ig 24:4 an	joint. F 1y 20.2 n	or this moo hou lg a s it is	lel, at leas ma 20 .7f b	one.

Due to the similarity of the cat and human middle ears, the **Table 1**-Mean number of activities and total duration of pars, a glicipation in noisy leisure activities for the three student iddle ear. **Groups for the one week reporting period** plished by making experimental measurements on the pedicle and the High school students reported participating in more activity in ties, than the older students and for longer total duration. This pattern may be related to the age of the student groups, but may also be affected by the summer school attendance of the college and university students, who may have had less leisure time. A more valid comparison might be made during the winter and spring months, when all students were in full-time attendance in educational programs.

Table 2 contains a summary of participation rates and participation durations for a selection of the 32 leisure activities included on the questionnaire. Only activities in which at least one group had >6% participation has been included. Music-related activities, such as listening to music via headphones and speakers, were the most commonly reported activity in all three samples. The older students, in college and university, had higher attendance rates at pubs and bars than the high school students. Other activities, such as vacuuming and lawn mowing, differed between the student groups, perhaps as a result of the living situation of the students (more dorms and apartments for older students and parental homes for high school students).

- 2. R. E. M. Lees, J. H. Roberts, and Z. Wald, Canadian Journal of Public Health 76 (1985) 171-173.
- 3. D. H. Kirkwood, Hear, J. 45 (1992) 13-23.

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1. W. W. Clark, Otolaryngology-Head and Neck Surgery
106 (1992) 669-676.

	high school		college		university	
sample size (n)	55		101		113	
age range (years)	14-19		18-30		18-29	
music via speakers	94.5 %	6.7 h	83.2 %	7.2 h	89.4 %	7.8 h
attend movie	60.0	2.1	34.7	2.4	32.7	2.6
vacuum	56.4	0.8	50.5	0.9	29.2	0.8
lawn mower	49.1	2.5	28.7	1.7	7.1	2.8
music via headphones	43.6	2.8	22.8	5.6	31.0	5.0
sports events	43.6	3.5	26.7	3.0	17.7	3.7
boom car	41.8	1.6	44.0	5.2	23.0	4.7
loud restaurant	34.5	1.7	25.0	2.3	28.3	2.7
farm equipment	20.0	7.0	8.9	3.0	0	-
ATV	18.2	1.4	8.9	2.5	0. 9	0.5
clubs/disco/bar	18. 2	4.2	53.5	5.6	58.4	5.7
drag race	18.2	3.5	5.0	10.2	0	-
rock concert	18.2	3.0	8.9	3.1	15.9	2.9
power tools	16.4	4.9	18.8	2.4	2.7	0.4
motor bikes	16.4	1.3	7.9	1.5	1.8	3.0
jet ski	14.5	3.0	8.9	2.6	2.7	1.3
attend dance	12.7	2.9	7.0	2.6	15.9	4.1
arcade	10.9	3.9	6.9	1.1	6.2	2.2
model plane/cars	3.6	1.8	8.9	6.4	4.4	5.2
fitness class	3.6	0.9	20.8	4.3	21.2	4.2
carnival/midway	0	_	4.0	5.8	6.2	3.1
other	25.5	17.7	15.8	9.1	9.7	7.2

Table 2. Participation Rates (in percent) and mean number of hours (in bold) for selected activities.