#### **Logistic Regression:** Accuracy improved from 0.3 to 0.4 after applying SMOTE.

- Confusion Matrix: 722 accurate "Burnout" predictions.
- Key Coefficients:
  - Positive: Job Roles (Sales, Software Engineer), Industry (IT, Retail), Mental Health Resources ("Yes"), Region (Asia).
  - Negative: Job Role (Designer), Industry (Healthcare), Sleep Quality (Poor), Stress Level (Medium).

#### **SVM:** Accuracy of 0.5.

 Confusion Matrix: High accuracy for office work, moderate for remote work, poor for hybrid. Hybrid mode is hard to predict.

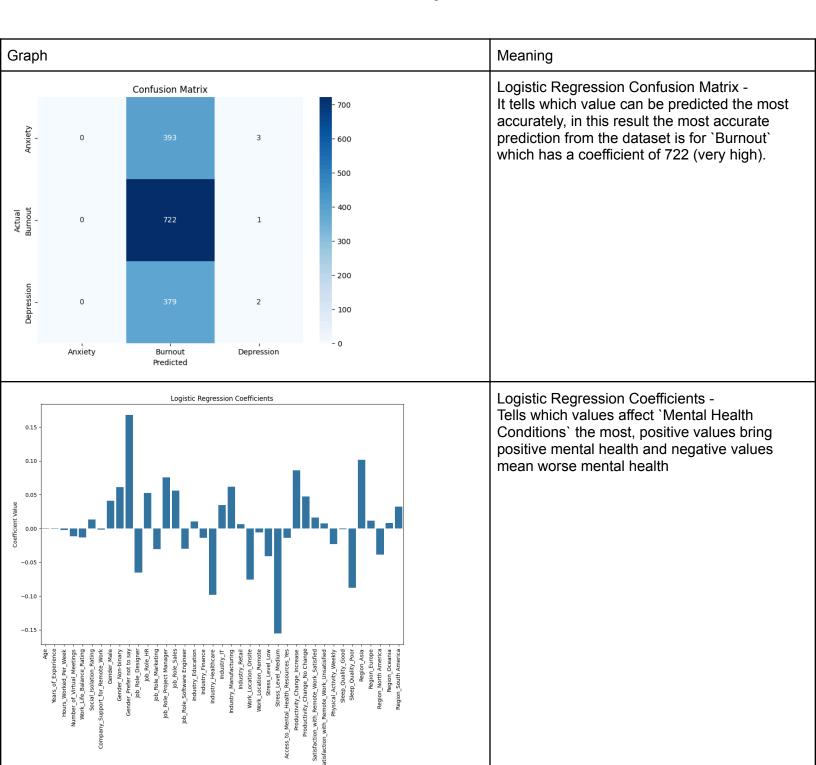
#### **Questionnaire Results:**

- Work from Home Experience: 40% Yes, 60% No.
- Work From Home Increases Productivity: 70% Yes, 30% No.
- Work From Home Prevents Going Out: 70% Yes, 30% No.
- Work From Home Glves Flexibility: 100% Yes.
- Work From Home Saves Time: 40% Yes, 60% No.
- Causes Mental Disorders: 30% Office, 70% Remote.
- Work From Home Reduces Social Interaction: 70% Yes, 30% No.
- Focus: 60% Office, 40% Remote.
- **Preference:** 50% Hybrid, 30% Office, 20% Remote.

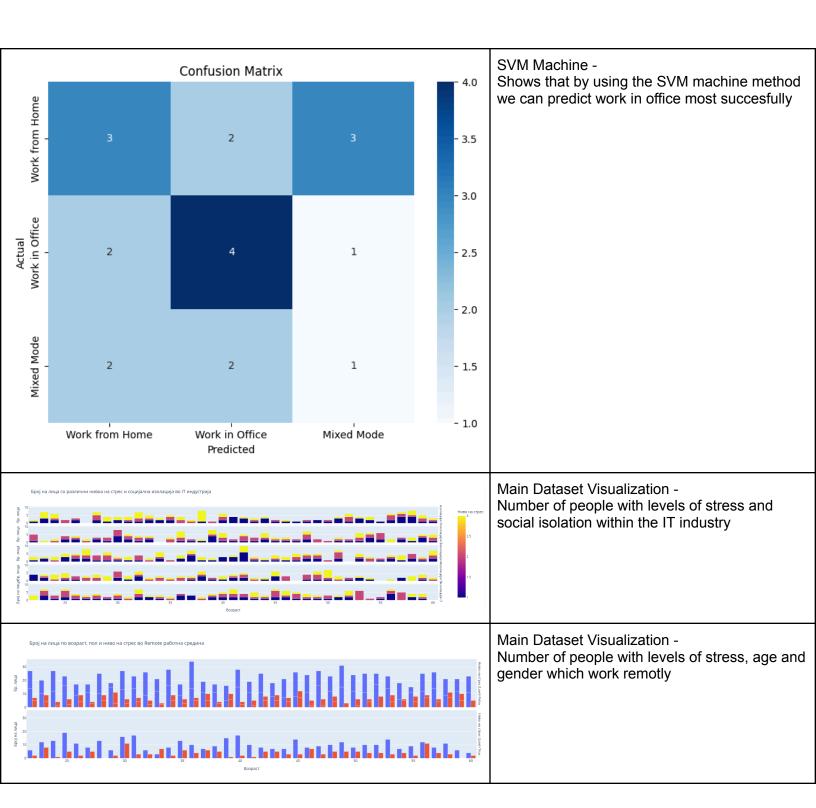
#### **Hypotheses from Logistic Regression:**

- High job satisfaction reduces mental health issues: True.
- Mental health better onsite: Mixed.
- Mental health better remote: False.
- Stress and isolation increase mental health issues: True.

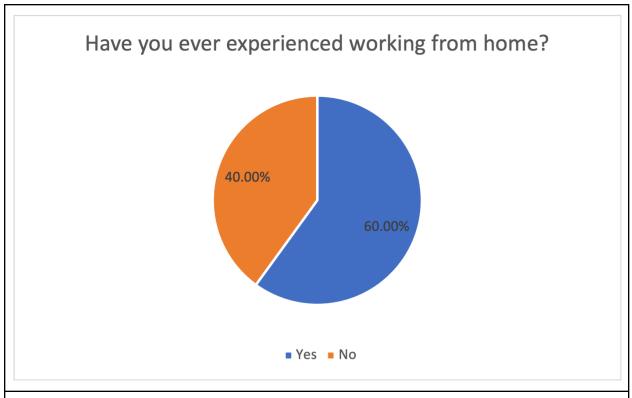
## Visualizations from experiments:

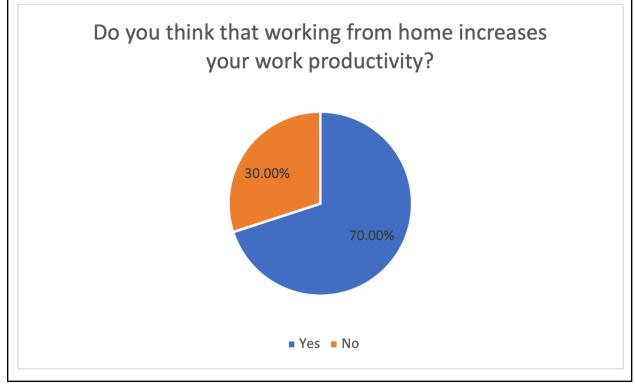


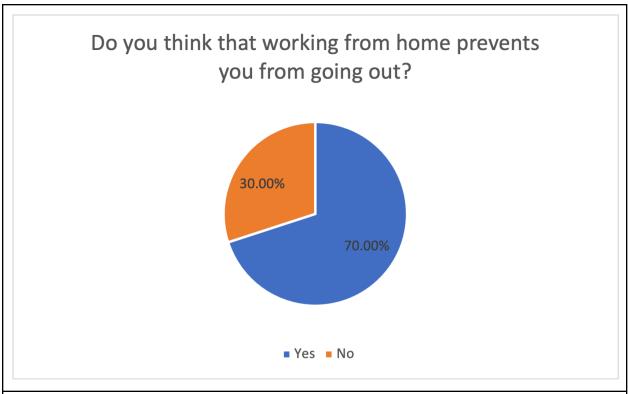
Features

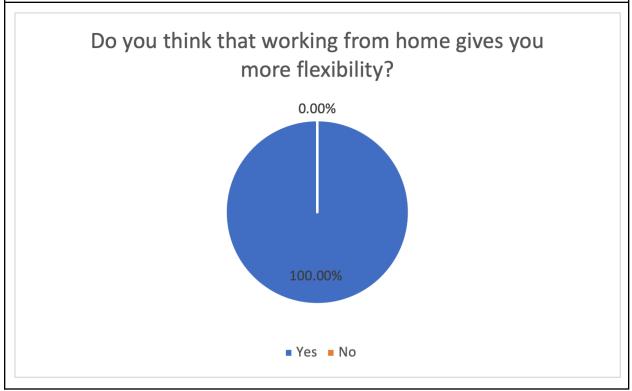


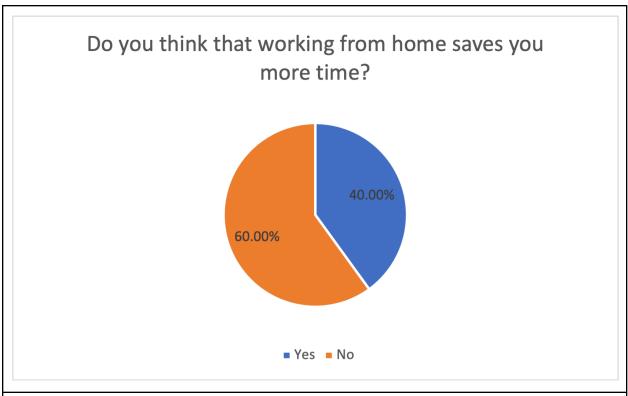
### **Questionaire Visualizations Answers:**

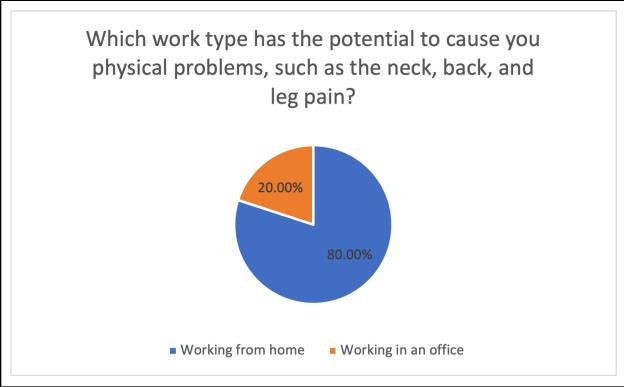


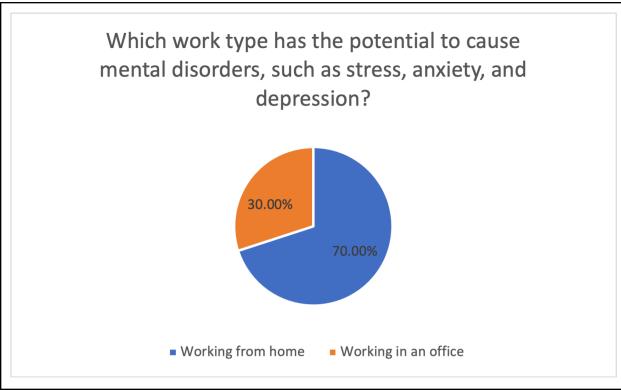


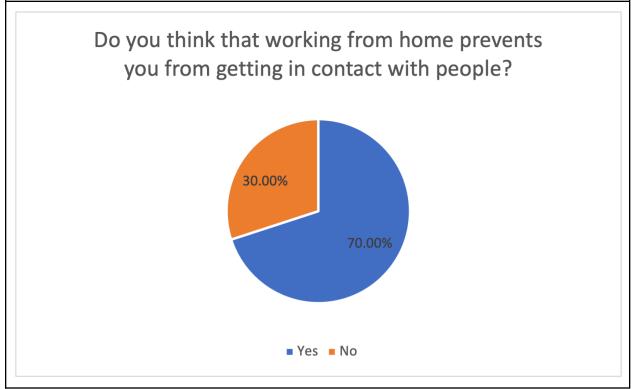


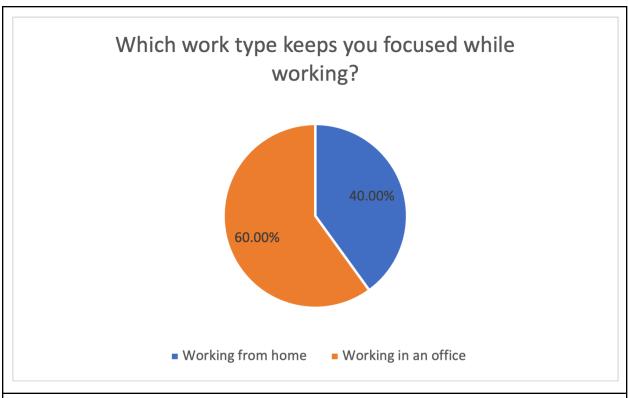


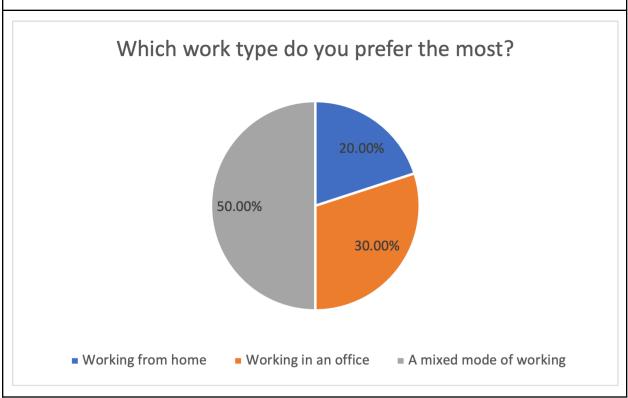












# Hypothesis Results:

Answers from the project hypothesis questions:

- High job satisfaction reduces mental health issues
- Mental health better onsite
- Mental health better remote
- Stress and isolation increase mental health issues

