**Regression**

|  |  |  |
| --- | --- | --- |
| **Notes** |  |  |
| Output Created |  | 30-NOV-2024 17:19:05 |
| Comments |  |  |
| Input | Data | C:\Users\bhuvansh\Desktop\cleaned\_data.csv |
| Active Dataset | DataSet1 |
| Filter | <none> |
| Weight | <none> |
| Split File | <none> |
| N of Rows in Working Data File | 27 |
| Missing Value Handling | Definition of Missing | User-defined missing values are treated as missing. |
| Cases Used | Statistics are based on cases with no missing values for any variable used. |
| Syntax |  | REGRESSION /DESCRIPTIVES MEAN STDDEV CORR SIG N /MISSING LISTWISE /STATISTICS COEFF OUTS R ANOVA COLLIN TOL CHANGE ZPP /CRITERIA=PIN(.05) POUT(.10) TOLERANCE(.0001) /NOORIGIN /DEPENDENT Anxiety\_Change /METHOD=ENTER Age Cult\_Back Game\_Type. |
| Resources | Processor Time | 00:00:00.00 |
| Elapsed Time | 00:00:00.02 |
| Memory Required | 3616 bytes |
| Additional Memory Required for Residual Plots | 0 bytes |

|  |  |  |  |
| --- | --- | --- | --- |
| **Descriptive Statistics** |  |  |  |
|  | Mean | Std. Deviation | N |
| Anxiety\_Change | -4.04 | 11.309 | 27 |
| Age | 24.70 | 3.740 | 27 |
| Cult\_Back | .85 | .362 | 27 |
| Game\_Type | 1.41 | .501 | 27 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Correlations** |  |  |  |  |  |
|  |  | Anxiety\_Change | Age | Cult\_Back | Game\_Type |
| Pearson Correlation | Anxiety\_Change | 1.000 | .150 | -.152 | .417 |
| Age | .150 | 1.000 | -.659 | .211 |
| Cult\_Back | -.152 | -.659 | 1.000 | -.079 |
| Game\_Type | .417 | .211 | -.079 | 1.000 |
| Sig. (1-tailed) | Anxiety\_Change | . | .228 | .225 | .015 |
| Age | .228 | . | .000 | .146 |
| Cult\_Back | .225 | .000 | . | .348 |
| Game\_Type | .015 | .146 | .348 | . |
| N | Anxiety\_Change | 27 | 27 | 27 | 27 |
| Age | 27 | 27 | 27 | 27 |
| Cult\_Back | 27 | 27 | 27 | 27 |
| Game\_Type | 27 | 27 | 27 | 27 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Variables Entered/Removed**a |  |  |  |
| Model | Variables Entered | Variables Removed | Method |
| 1 | Game\_Type, Cult\_Back, Ageb | . | Enter |

|  |  |  |  |
| --- | --- | --- | --- |
| a. Dependent Variable: Anxiety\_Change |  |  |  |
| b. All requested variables entered. |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Model Summary** |  |  |  |  |  |  |  |
| Model | R | R Square | Adjusted R Square | Std. Error of the Estimate | Change Statistics |  |  |
| R Square Change | F Change | df1 |
| 1 | .434a | .189 | .083 | 10.830 | .189 | 1.782 | 3 |

|  |  |  |
| --- | --- | --- |
| **Model Summary** |  |  |
| Model | Change Statistics |  |
| df2 | Sig. F Change |
| 1 | 23 | .179 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| a. Predictors: (Constant), Game\_Type, Cult\_Back, Age |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ANOVA**a |  |  |  |  |  |  |
| Model |  | Sum of Squares | df | Mean Square | F | Sig. |
| 1 | Regression | 627.183 | 3 | 209.061 | 1.782 | .179b |
| Residual | 2697.780 | 23 | 117.295 |  |  |
| Total | 3324.963 | 26 |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| a. Dependent Variable: Anxiety\_Change |  |  |  |  |  |  |
| b. Predictors: (Constant), Game\_Type, Cult\_Back, Age |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Coefficients**a |  |  |  |  |  |  |  |
| Model |  | Unstandardized Coefficients |  | Standardized Coefficients | t | Sig. | Correlations |
|  | B | Std. Error | Beta | Zero-order |
| 1 | (Constant) | -11.412 | 23.700 |  | -.482 | .635 |  |
| Age | -.084 | .772 | -.028 | -.108 | .915 | .150 |
| Cult\_Back | -4.296 | 7.824 | -.138 | -.549 | .588 | -.152 |
| Game\_Type | 9.308 | 4.354 | .412 | 2.138 | .043 | .417 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Coefficients**a |  |  |  |  |  |
| Model |  | Correlations |  | Collinearity Statistics |  |
|  | Partial | Part | Tolerance | VIF |
| 1 | (Constant) |  |  |  |  |
| Age | -.023 | -.020 | .541 | 1.849 |
| Cult\_Back | -.114 | -.103 | .562 | 1.778 |
| Game\_Type | .407 | .402 | .949 | 1.054 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| a. Dependent Variable: Anxiety\_Change |  |  |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Collinearity Diagnostics**a |  |  |  |  |  |  |  |
| Model | Dimension | Eigenvalue | Condition Index | Variance Proportions |  |  |  |
| (Constant) | Age | Cult\_Back | Game\_Type |
| 1 | 1 | 3.770 | 1.000 | .00 | .00 | .01 | .01 |
| 2 | .157 | 4.893 | .00 | .01 | .37 | .12 |
| 3 | .068 | 7.462 | .02 | .04 | .03 | .87 |
| 4 | .005 | 28.488 | .98 | .95 | .59 | .00 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| a. Dependent Variable: Anxiety\_Change |  |  |  |  |  |  |  |