

A collection of gaming peripherals including a backlit keyboard, a wired mouse, and a game controller, all illuminated with vibrant green and blue light. A pair of headphones is also visible in the lower-left corner. The background is dark, making the glowing lights of the equipment stand out.

Data Analysis
2022

Gaming Anxiety

Project Background

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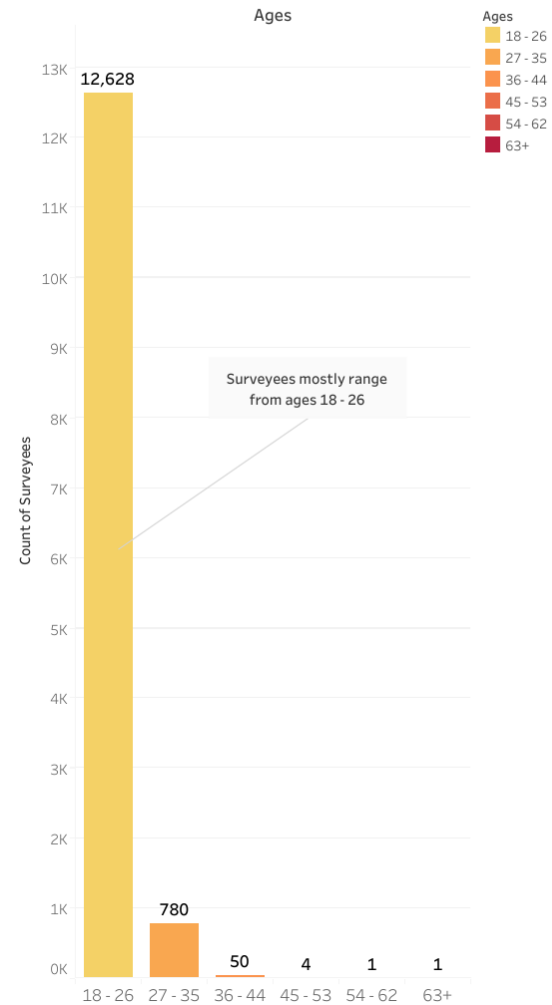
Objective: What are the common habits gamers with High Anxiety have? Based on this survey data

What is GADE? GADE is the measurement that indicates levels of anxiety based on the survey's point system

Data Insights

Ages Ranges

Most Common: Age

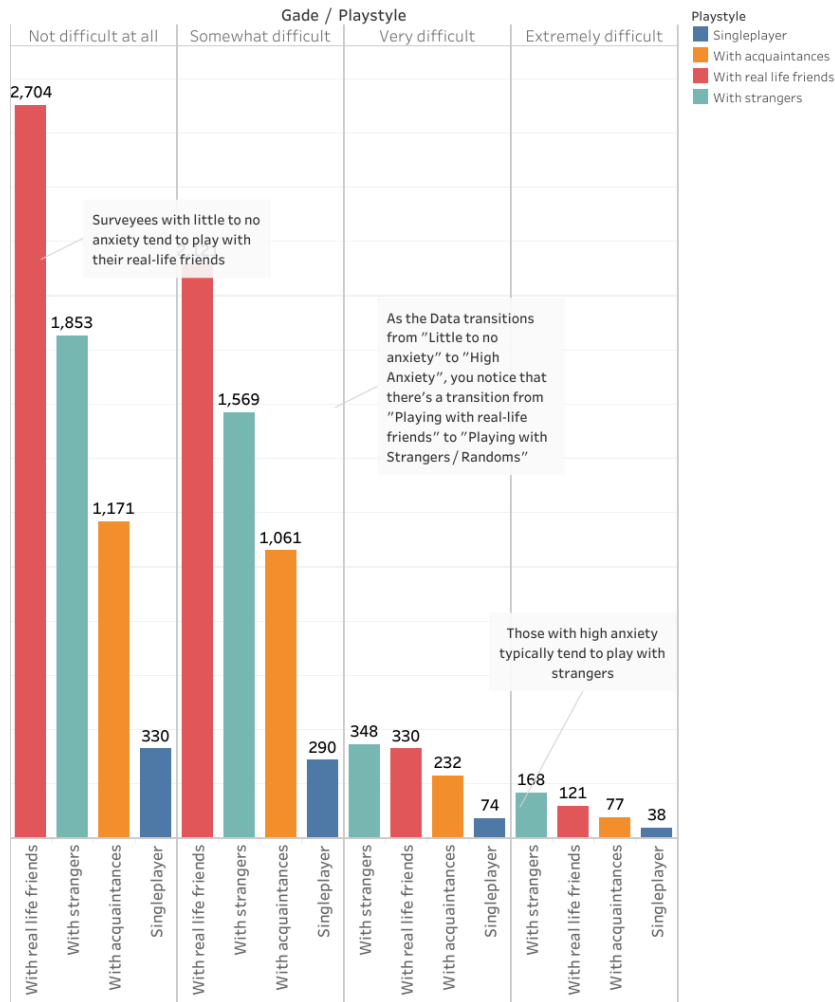


- Majority of gamers in the survey ranged from ages 18 – 26

Data Insights

GADE based on their "Playstyle"

GADE vs Playstyle

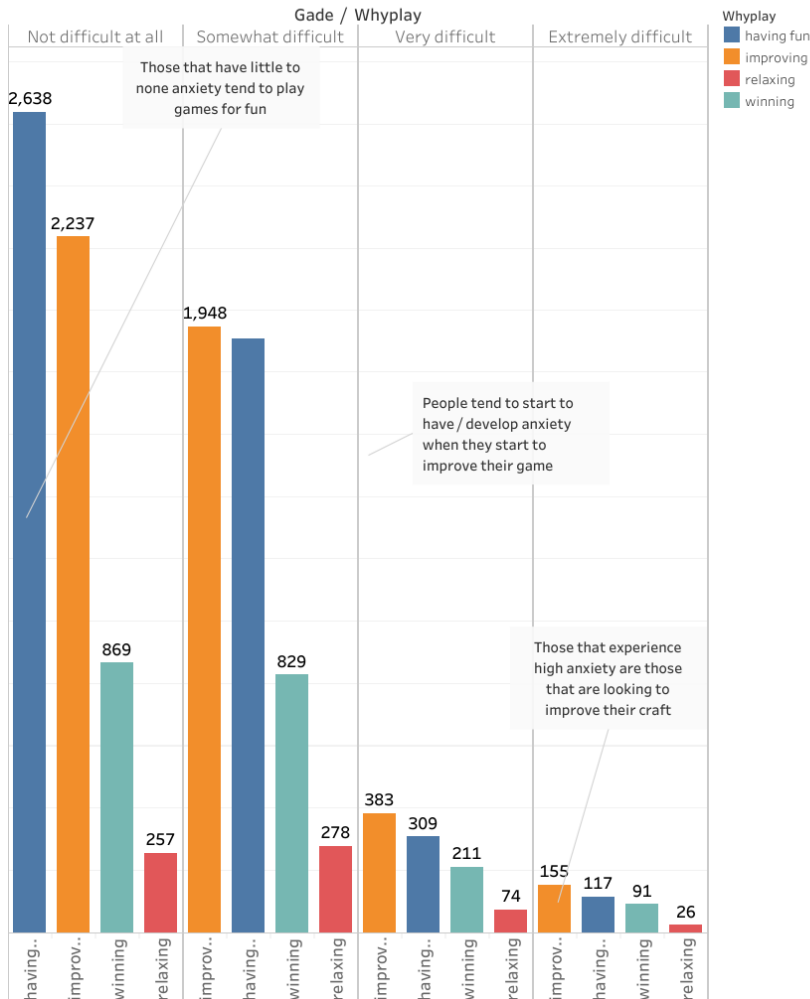


- Gamers that play more with their "Real-life friends" tend to not have anxiety
- Those that have High anxiety tend to play more with "Strangers / Randoms"
- From No Anxiety to High Anxiety, gamers develop / have more anxiety when playing with Strangers / Randoms

Data Insights

GADE based on “Why they Play”

GADE vs Whyplay

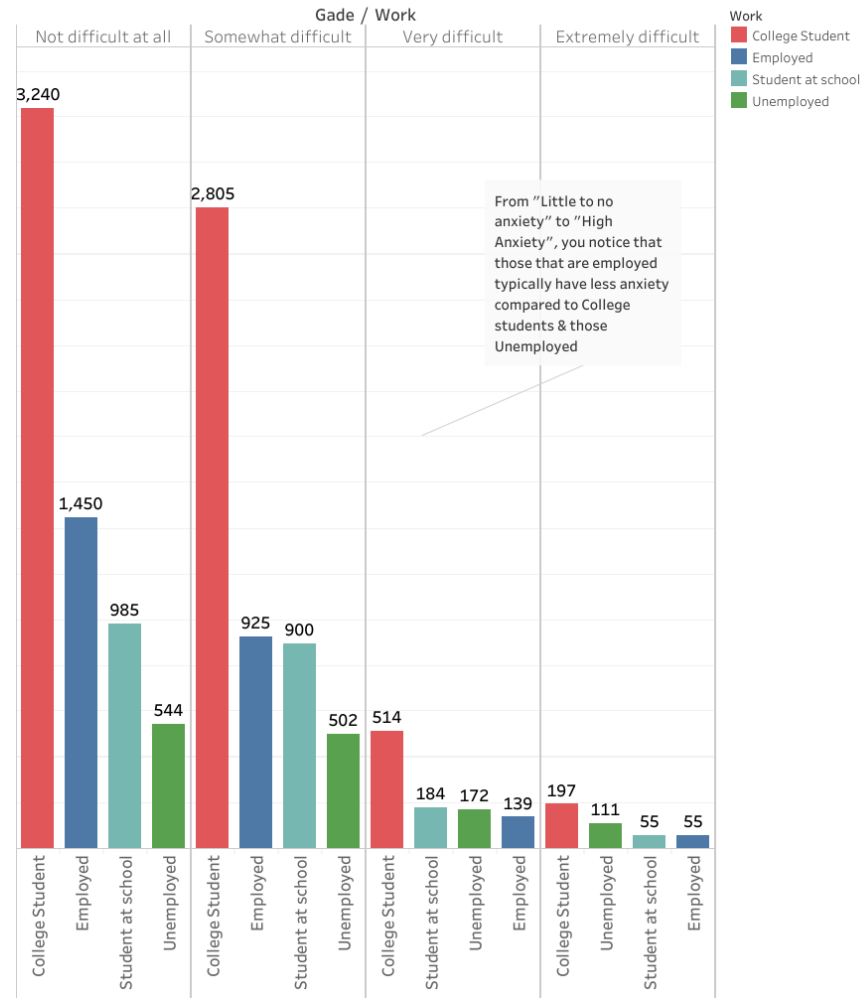


- Gamers with no anxiety tend to “play games for fun”
- Gamers with high anxiety tend to “improve” their gaming skills
- Gamers tend to start to develop / have Little to High anxiety when looking to “improve” their gaming skills

Data Insights

GADE based on “Work / Occupation”

GADE vs Work



- College students experience the most anxiety across the board
- Gamers that are employed have little to no Anxiety
- From No Anxiety to High Anxiety, you see that those that are Unemployed & Non-college students experience more anxiety than gamers that are employed

Conclusion

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- Gamers are more likely to have High anxiety when they play with Strangers / Randoms (As you tend to have less patience for strangers / randoms)
 - Gamers are more likely to have High anxiety when looking to improve their gaming skills
 - Those employed experience less anxiety than others, likely because they use gaming as a stress reliever from work

What to improve on

- Collect Data in a controlled manner; There's too many biased Data
- Specifically in Games, League of Legends is not the Top 10 currently; Next time, create a survey based on the current Top 10 Games

Thank you!