Individual project proposal
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Does your neighborhood affect your loneliness?

- `GEO_robinson_neighbourhood_cohesion_scale_attracted`
  `GEO_robinson_neighbourhood_cohesion_scale_belong`
  `GEO_robinson_neighbourhood_cohesion_scale_advice`
  `GEO_canadian_housing_satisfaction_scale_transit`
  `GEO_canadian_housing_satisfaction_scale_recreation`
  `GEO_canadian_housing_satisfaction_scale_shops`
  `GEO_canadian_housing_satisfaction_scale_child_care`
  `LONELY_dejong_emotional_social_loneliness_scale_emptiness`
  `CONNECTION_social_time_friends_p7d_grouped`
  `CONNECTION_social_time_neighbours_p7d_grouped`
  `WELLNESS_life_satisfaction`

I will use these variables to see if people's loneliness and level of socializing is correlated to how satisfied they are with their neighborhood: how attracted they are to it, how much they feel they belong, if they can trust their neighbors, if they have access to reliable public transit, if they have enough publicly available recreational areas, if they have shops, and if they contain child care facilities. I will analyze if it positively affects loneliness, time spend with friends, time spent with neighbors and general life satisfaction.

• The results could show us that the neighborhood one lives could heavily affect their lives. Their satisfaction with the people residing the neighborhood and the social services offered by the neighborhood could lower their loneliness and increase the amount of time they spend with friends and neighbors. This will show us how our physical environment might affect our general life satisfaction.

I will get these results by selecting the people in the variables given above, bootstrapping the mean of each variable many times (using number if it's a scale, 0/1 if it's a Boolean), and getting the mean of the bootstrapped datasets. I will then see if there is a correlation between all the variables. If all the neighborhood/housing variables are correlated to the loneliness, socializing and satisfaction variables, the null hypothesis will have been true.

Does living with people affect your loneliness?

- `GEO_housing_live_with_partner`
  `GEO_housing_live_with_children`
  `GEO_housing_live_with_grandkids`
  `GEO_housing_live_with_parent`
  `GEO_housing_live_with_siblings`
  `GEO_housing_live_with_roommate`

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LONELY_dejong_emotional_social_loneliness_scale_emptiness
CONNECTION_social_time_family_p7d
CONNECTION_social_time_friends_p7d
WELLNESS_life_satisfaction
```

I will use these variables to see if people's loneliness and level of socializing is correlated to who they live with: their partner, their children, their grandchildren, their parents, their siblings, their roommate(s). I will analyze if our social home environment positively affects loneliness, time spend with friends per week, time spent with family per week and general life satisfaction.

• The results could show us that who we choose to live with could heavily affect our lives. Our satisfaction with the people we live with lower our loneliness and increase the amount of time we spend with friends and family. This will show us how our social environment might affect our general life satisfaction.

I will get these results by selecting the people in the variables given above, bootstrapping the mean of each variable many times (using number if it's a scale, 0/1 if it's a Boolean), and getting the mean of the bootstrapped datasets. I will then see if there is a correlation between all the variables. If all the housing partner variables are correlated to the loneliness, socializing and satisfaction variables, the null hypothesis will have been true.

Are gamers lonely, specifically romantically?

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• CONNECTION_activities_computer_games_last
  CONNECTION_activities_computer_games_p3m
  CONNECTION_activities_onlinegames_p3m
  CONNECTION_activities_sex_last
  CONNECTION_activities_sex_p3m
  DEMO_relationship_status
  DEMO_relationship_duration
  WELLNESS_satisfied_relationship
  WELLNESS_sexual_relationship_status
  LONELY_dejong_emotional_social_loneliness_scale_emptiness
  CONNECTION_social_time_family_p7d
  CONNECTION_social_time_friends_p7d
  WELLNESS_life_satisfaction
```

I will use these variables to see if people's loneliness and level of socializing is correlated to how often they play videogames: when they last played computer games, how often they play computer/console games, how often they play online games. I will analyze if their amount of video games played negatively affects the last time they had a romantic relationship, how often they have romantic relationships, their relationship status, their relationship duration, loneliness, time spend with friends per week, time spent with family per week and general life satisfaction.

• The results could show us that the amount one plays video games heavily affect their social lives. The time they spend playing games could increase their loneliness, decrease their real-world social interactions and amount of time they spend with friends, family and partners. This will show us how their habits might affect their general life satisfaction.

I will get these results by selecting the people in the variables given above, bootstrapping the mean of each variable many times (using number if it's a scale, 0/1 if it's a Boolean), and getting the mean of the bootstrapped datasets. I will then see if there is a correlation between all the variables. If all the video game variables are correlated to the loneliness, socializing, romantic and satisfaction variables, the null hypothesis will have been true.