

Online-Gaming-Anxiety-Data

A data analysis project using EXCEL studying the mental health status of online gamers worldwide.

Data Collection

Data was sourced from a public dataset. The dataset was collected through a survey form. Links are as follows:

<https://www.kaggle.com/datasets/divyansh22/online-gaming-anxiety-data>

<https://osf.io/vyr5f>

Data Cleaning and Transformation

Columns irrelevant to the analysis were removed. Rows with missing data were removed as there is no way of obtaining them. The table was checked for input errors using conditional formatting, filters, etc.

M	N	O	P	Q	R	S	T	U
SWL1	SWL2	SWL3	SWL4	Satisfaction	Game	Platform	Hours	streams
1	1	1	5	Extremely Dissatisfied	League of Legends	PC	NA	2
1	2	2	13	Dissatisfied	League of Legends	PC	NA	0
1	1	1	5	Extremely Dissatisfied	Other	PC	NA	NA
3	3	2	15	Slightly Dissatisfied	League of Legends	PC	NA	NA
1	1	1	8	Extremely Dissatisfied	League of Legends	PC	NA	10
1	1	1	6	Extremely Dissatisfied	League of Legends	PC	NA	5
7	6	5	30	Satisfied	Counter Strike	PC	NA	2
3	3	2	15	Slightly Dissatisfied	League of Legends	PC	NA	10
4	4	3	18	Slightly Dissatisfied	League of Legends	PC	NA	NA
7	6	5	26	Satisfied	Other	PC	NA	NA
1	1	1	5	Extremely Dissatisfied	League of Legends	PC	NA	10
7	6	7	28	Satisfied	League of Legends	PC	NA	NA
1	2	4	11	Dissatisfied	League of Legends	PC	NA	5
6	6	3	25	Slightly Satisfied	League of Legends	PC	NA	0
2	1	1	8	Extremely Dissatisfied	League of Legends	PC	NA	NA
2	1	3	9	Extremely Dissatisfied	League of Legends	PC	NA	25

Columns were added to classify the level of anxiety, satisfaction in life and social phobia depending on the score on the survey.

fx =IF(AND([@[GAD_T]]>4,[@[GAD_T]]<10),"MILD",IF(AND([@[GAD_T]]>9,[@[GAD_T]]<15),"MODERATE",IF([@[GAD_T]]>14,"SEVERE","NO ANXIETY")))												
F	G	H	I	J	K	L	M	N	O	P	Q	
GAD5	GAD6	GAD7	GAD8	Anxiety	SWL1	SWL2	SWL3	SWL4	SWL5	SWL_T	Satisfaction	
1	0	0	11	MODERATE	2	2	3	2	3	12	Dissatisfied	Leag
0	0	1	2	NO ANXIETY	5	5	5	6	6	27	Satisfied	Leag
0	3	3	6	MILD	4	3	3	4	1	15	Slightly Dissatisfied	Leag
1	1	0	4	NO ANXIETY	4	4	6	6	3	23	Slightly Satisfied	Leag
0	1	1	3	NO ANXIETY	3	5	4	3	1	16	Slightly Dissatisfied	Leag
0	1	0	1	NO ANXIETY	2	6	6	5	2	21	Slightly Satisfied	Leag
3	3	3	18	SEVERE	1	1	1	1	1	5	Extremely Dissatisfied	Leag
0	0	0	0	NO ANXIETY	5	5	6	3	4	23	Slightly Satisfied	Leag
0	2	1	4	NO ANXIETY	5	3	6	4	2	20	Neutral	Leag
0	2	1	5	MILD	6	5	4	2	3	20	Neutral	Leag
0	0	2	3	NO ANXIETY	4	3	3	3	5	18	Slightly Dissatisfied	Leag
0	0	0	1	NO ANXIETY	5	6	6	6	5	28	Satisfied	Leag
0	1	1	2	NO ANXIETY	3	3	4	4	2	16	Slightly Dissatisfied	Leag
1	1	0	4	NO ANXIETY	4	6	5	5	1	21	Slightly Satisfied	Leag
0	0	0	2	NO ANXIETY	4	6	6	6	2	24	Slightly Satisfied	Leag

Hundreds of various playstyle answers were classified into three MULTIPLAYER, SINGLEPLAYER or BOTH.

Playstyle
Multiplayer - online - with online acquaintances or teammates
Multiplayer - online - with real life friends
Multiplayer - online - with real life friends
Multiplayer 2&3
Multiplayer - online - with real life friends
Multiplayer - online - with online acquaintances or teammates
Multiplayer - online - with real life friends
Multiplayer - online - with online acquaintances or teammates
Multiplayer - online - with strangers
Multiplayer - online - with real life friends
Multiplayer - online - with strangers
Multiplayer - online - with online acquaintances or teammates
Multiplayer - online - with strangers and real life friends
Multiplayer - online - with real life friends
Multiplayer - online - with strangers
Multiplayer - online - with online acquaintances or teammates
Multiplayer - online - with strangers
Multiplayer - online - with real life friends
Multiplayer - online - with online acquaintances or teammates
Multiplayer - offline (people in the same room)
Singleplayer
Multiplayer - online - with real life friends
Multiplayer - online - with online acquaintances or teammates
Multiplayer - online - with real life friends
Multiplayer - online - with real life friends
Multiplayer - online - with strangers
Multiplayer - online - with real life friends
Multiplayer - online - with online acquaintances or teammates
Multiplayer - online - with real life friends

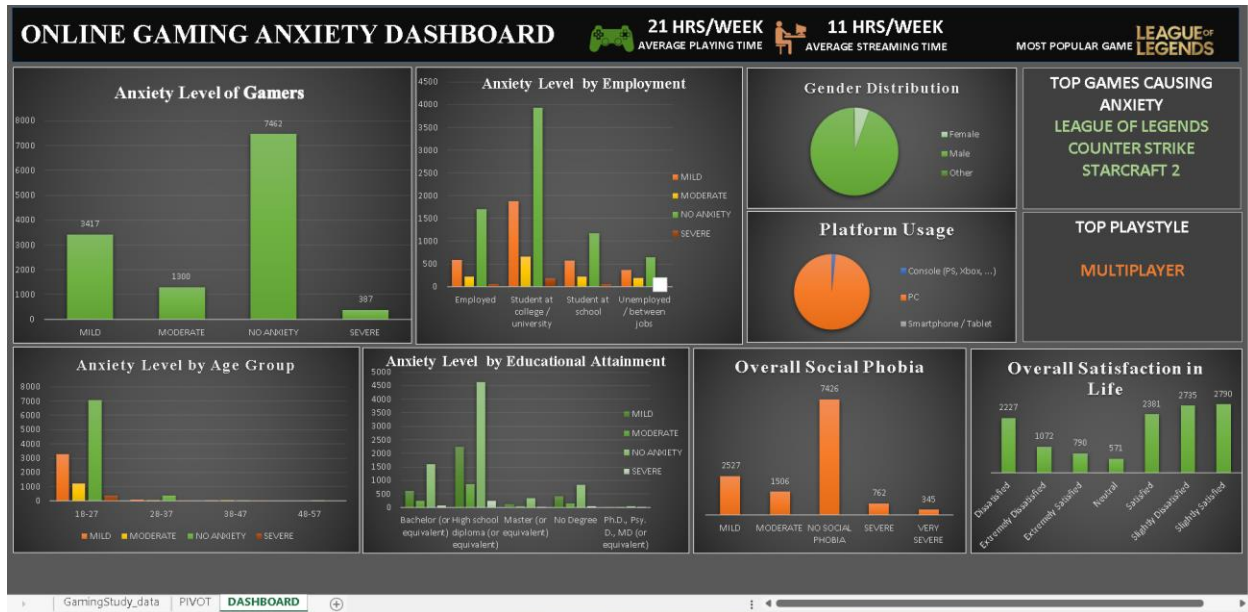
Data Analysis

Pivot tables were used to further analyze the data

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
Row Labels	Count of Entry No.								Count of Anxiety	Column Labels				
MILD	3417			AVERAGE PLAYING TIME			21		Row Labels	MILD	MODERATE	NO ANXIETY	SEVERE	Grand Total
MODERATE	1300			AVERAGE STREAMING TIME			11		Employed	594	217	1707	66	2584
NO ANXIETY	7462								Student at college / university	1883	667	3931	190	6671
SEVERE	387								Student at school	572	222	1183	54	2031
Grand Total	12566								Unemployed / between jobs	368	194	641	77	1280
									Grand Total	3417	1300	7462	387	12566
Count of Anxiety	Column Labels													
Row Labels	MILD			MODERATE	NO ANX	SEVERE								Grand Total
18-27	3299			1249	7074	365								11987

Data Visualization

Pivot tables were connected to the graphs. Rankings and averages were also highlighted.



Conclusions

Majority of the players does NOT have anxiety.

Most of the players who has anxiety are students from ages 18-27

Most players are male, use PC as their platform, and prefer multiplayer.

The majority of players have NO social phobia and are satisfied with life

Recommendations

The survey form could be improved to make sure data input from users will be valid and useful in the analysis.