Effect of gaming on student life.

Method Of Approach

DECIDING A TOPIC

DEFINING A HYPOTHESIS

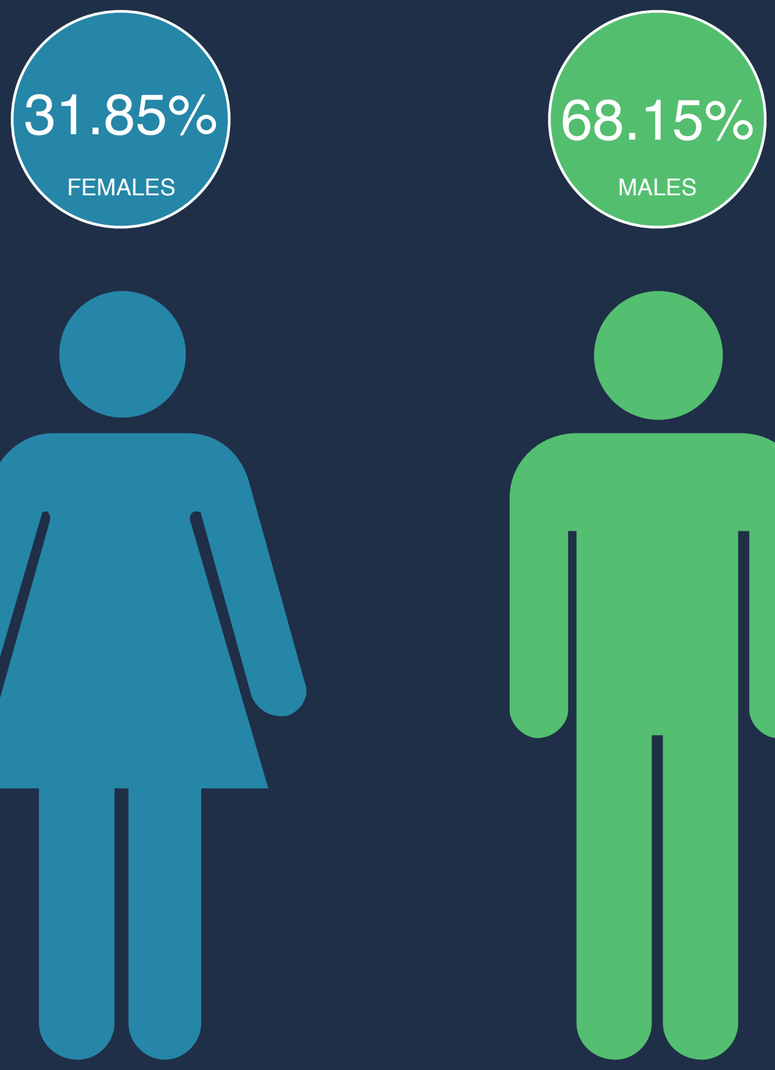
EXPLORATORY DATA ANALYSIS

ANALYSIS USING TESTS

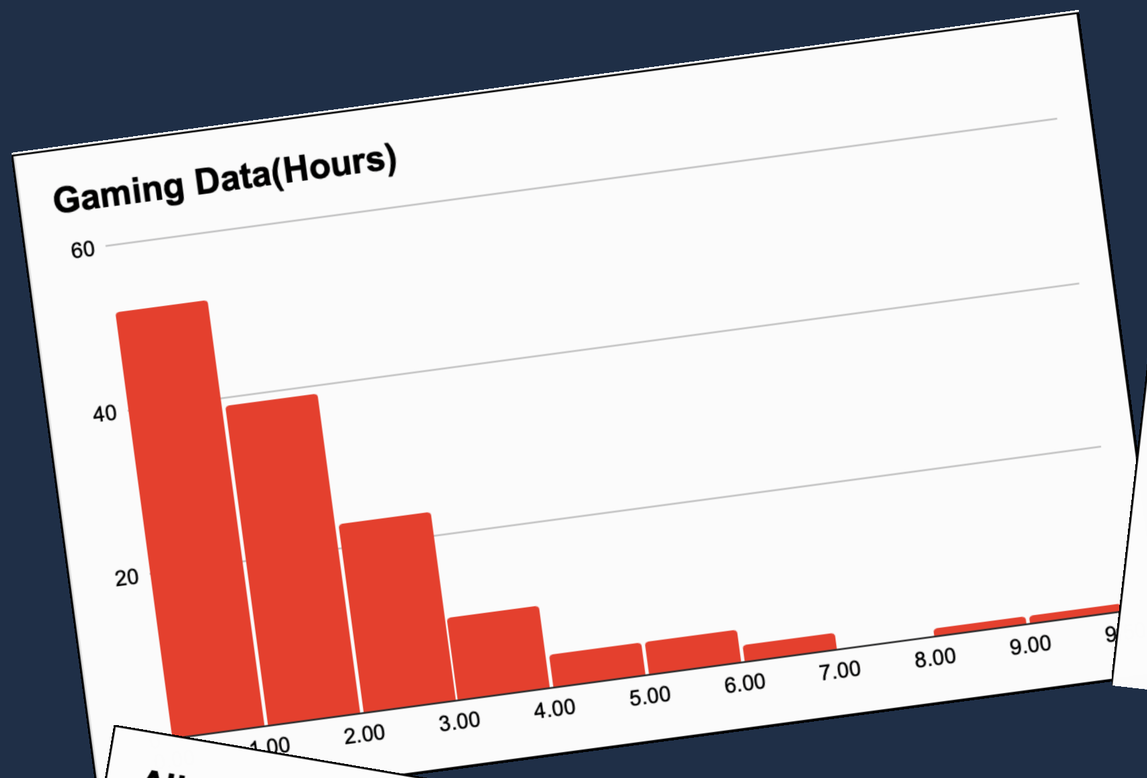
PRESENTATION AND CONCLUSION

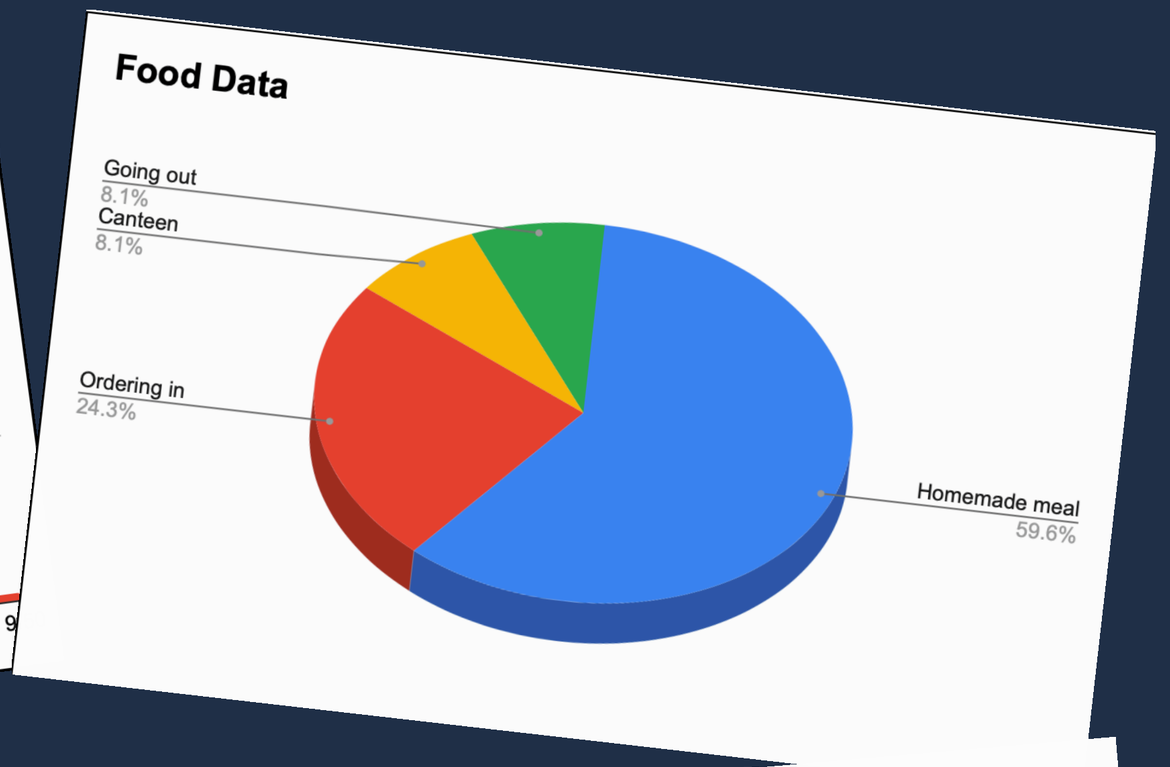
Factors Considered

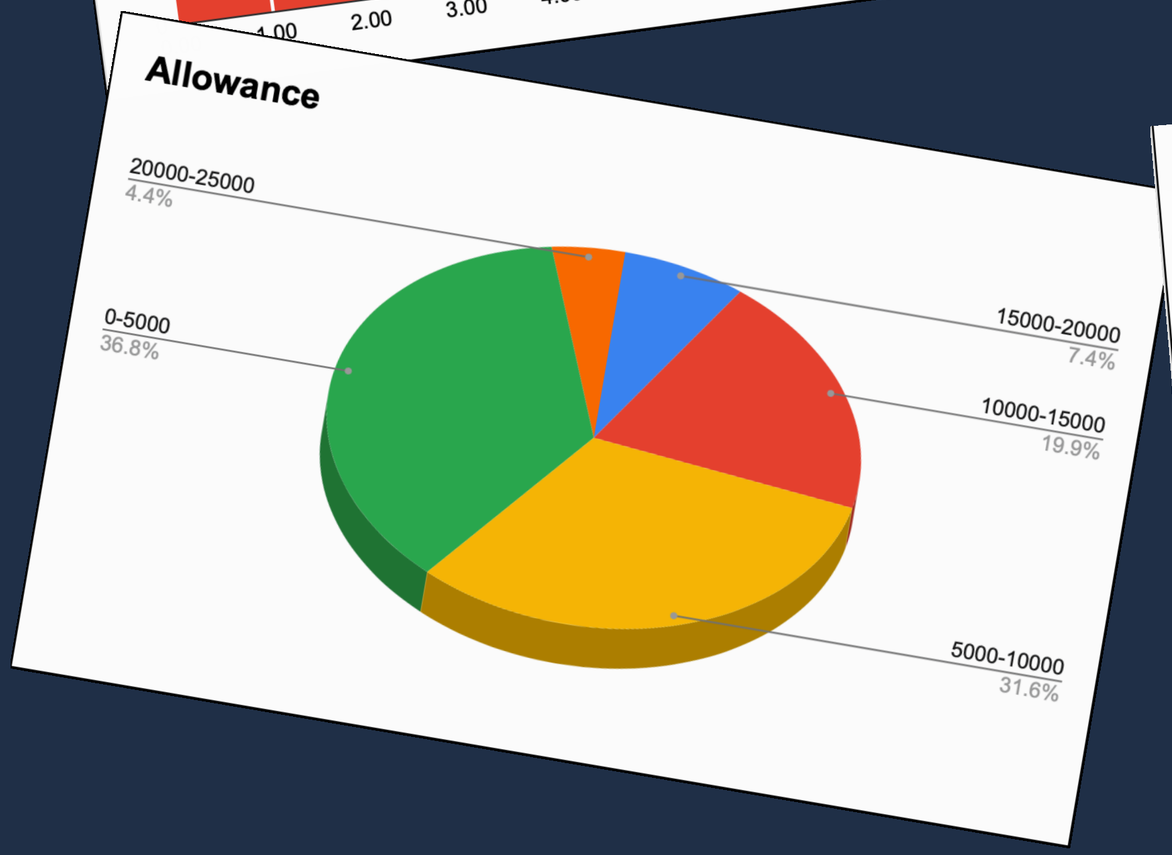
Glimpse Of Our Survey

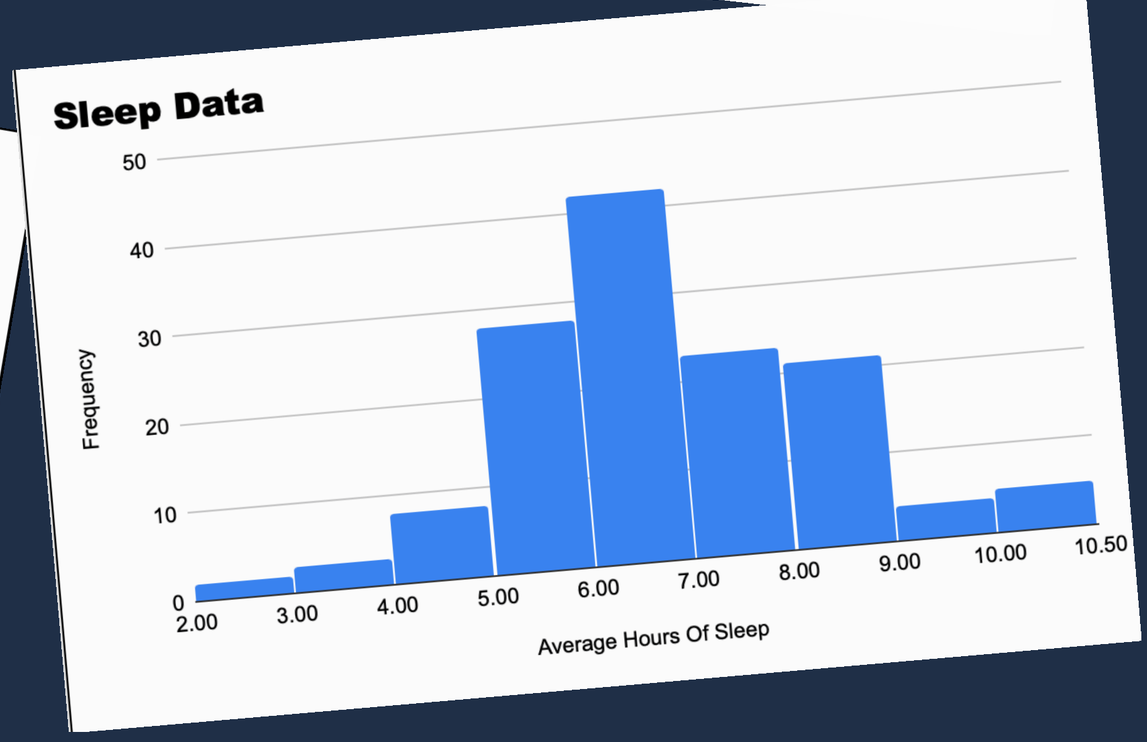


- 43 FEMALES
- 9 FEMALE GAMERS
- 92 MALES
- 35 MALE GAMERS

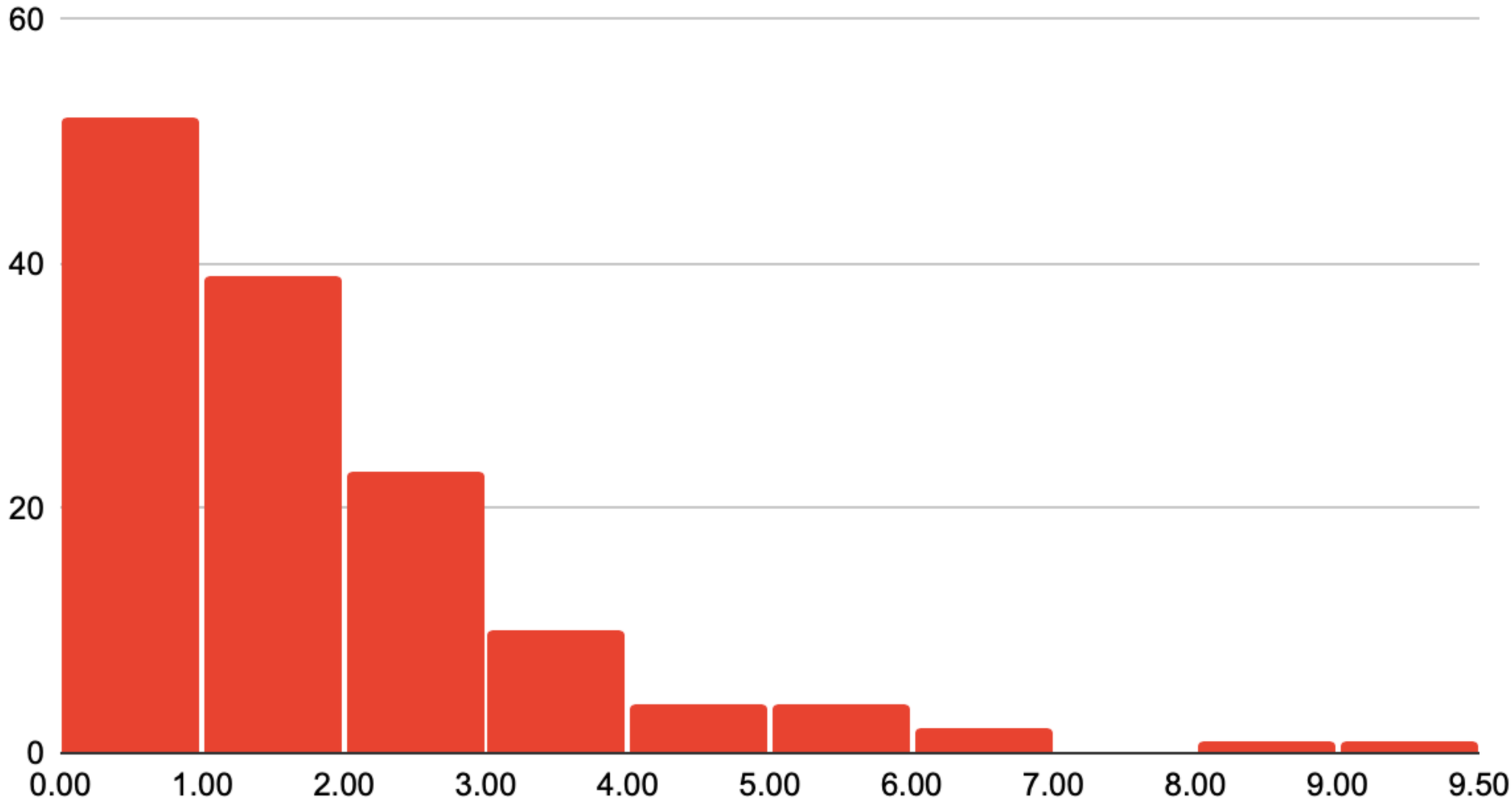

Gaming Data(Hours)
60
40
20
2.00
3.00
4.00
5.00
6.00
7.00
8.00
9.00

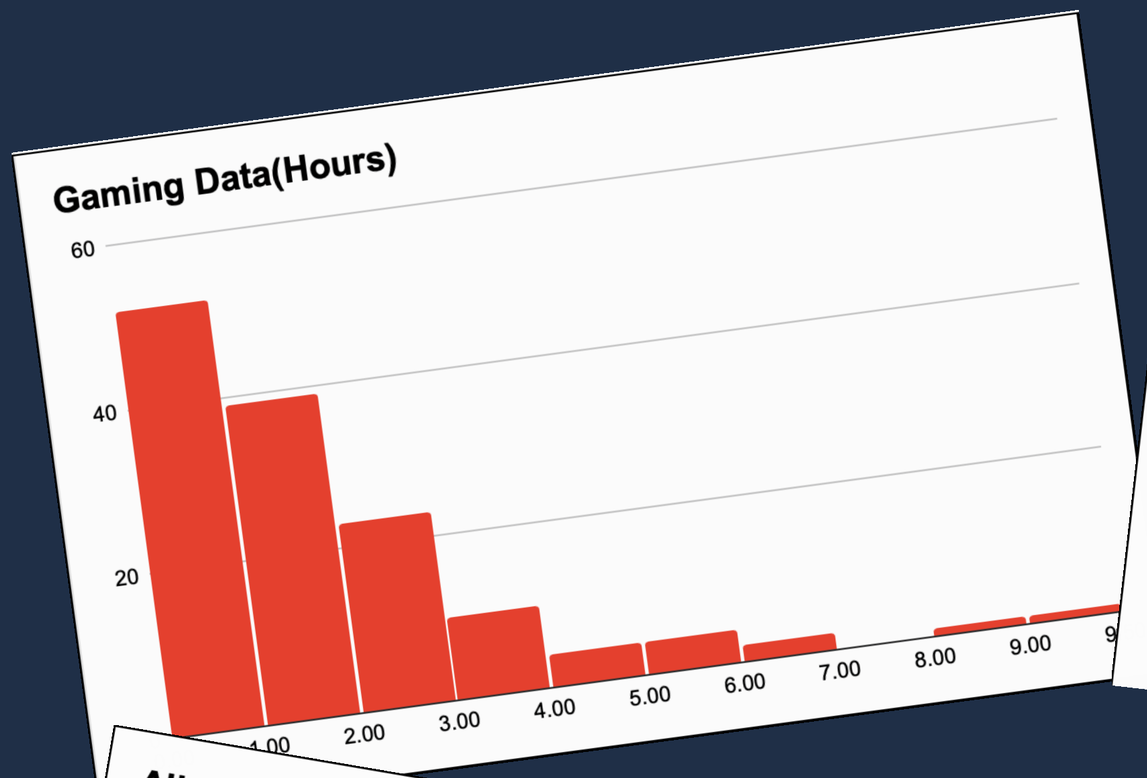

Food Data
Going out
8.1%
Canteen
8.1%
Ordering in
24.3%
Homemade meal
59.6%

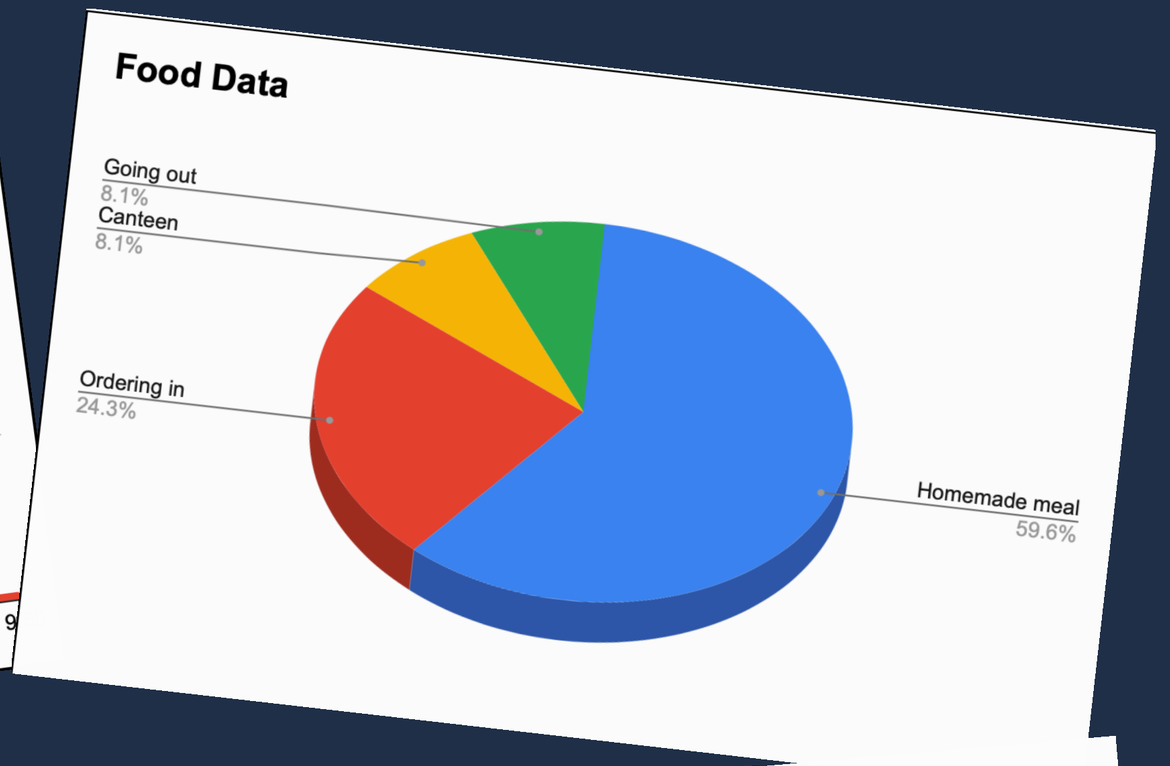

Allowance
20000-25000
4.4%
15000-20000
7.4%
0-5000
36.8%
10000-15000
19.9%
5000-10000
31.6%


Sleep Data
Frequency
50
40
30
20
10
0
2.00
3.00
4.00
5.00
6.00
7.00
8.00
9.00
10.00
10.50
Average Hours Of Sleep

Gaming Data(Hours)




Gaming Data(Hours)
60
40
20
2.00
3.00
4.00
5.00
6.00
7.00
8.00
9.00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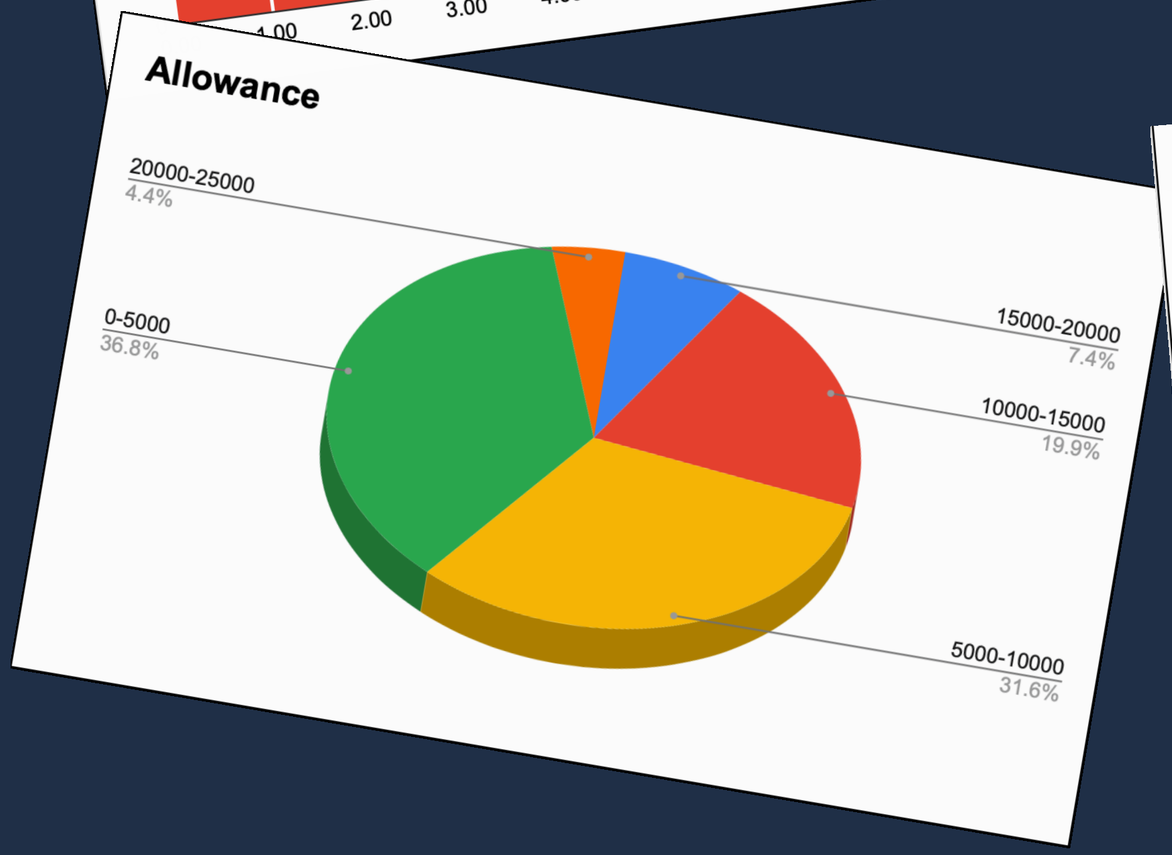
8.1%
Ordering in
24.3%
Homemade meal
59.6%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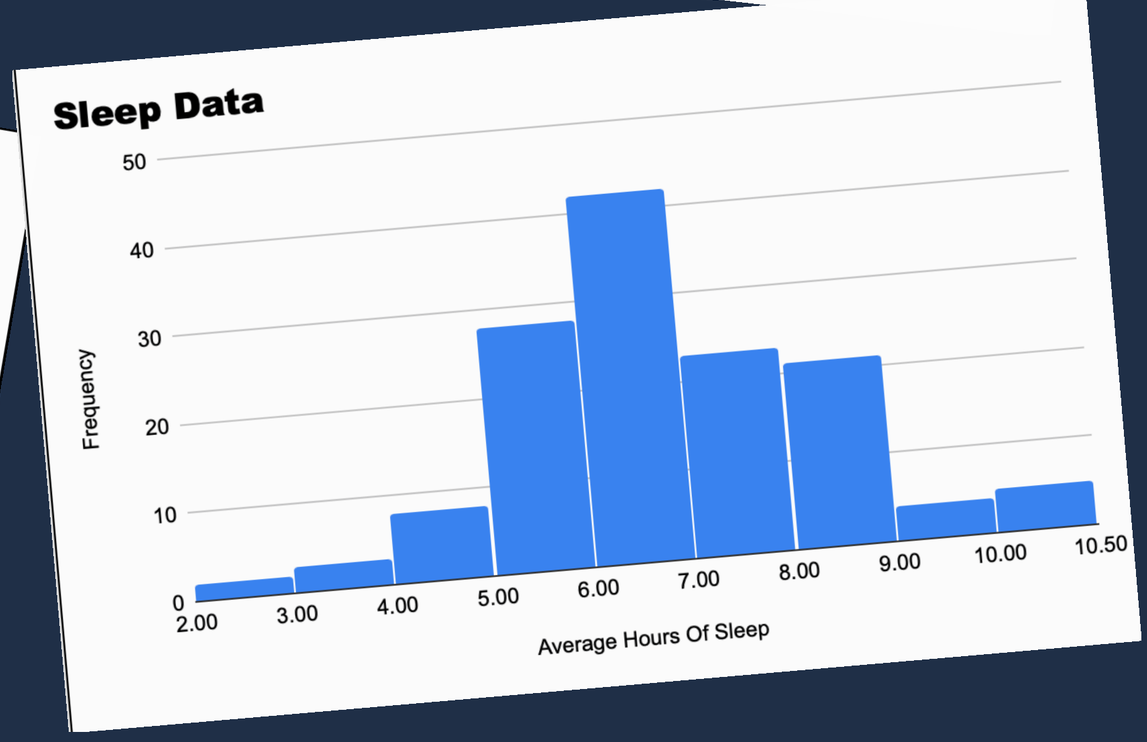
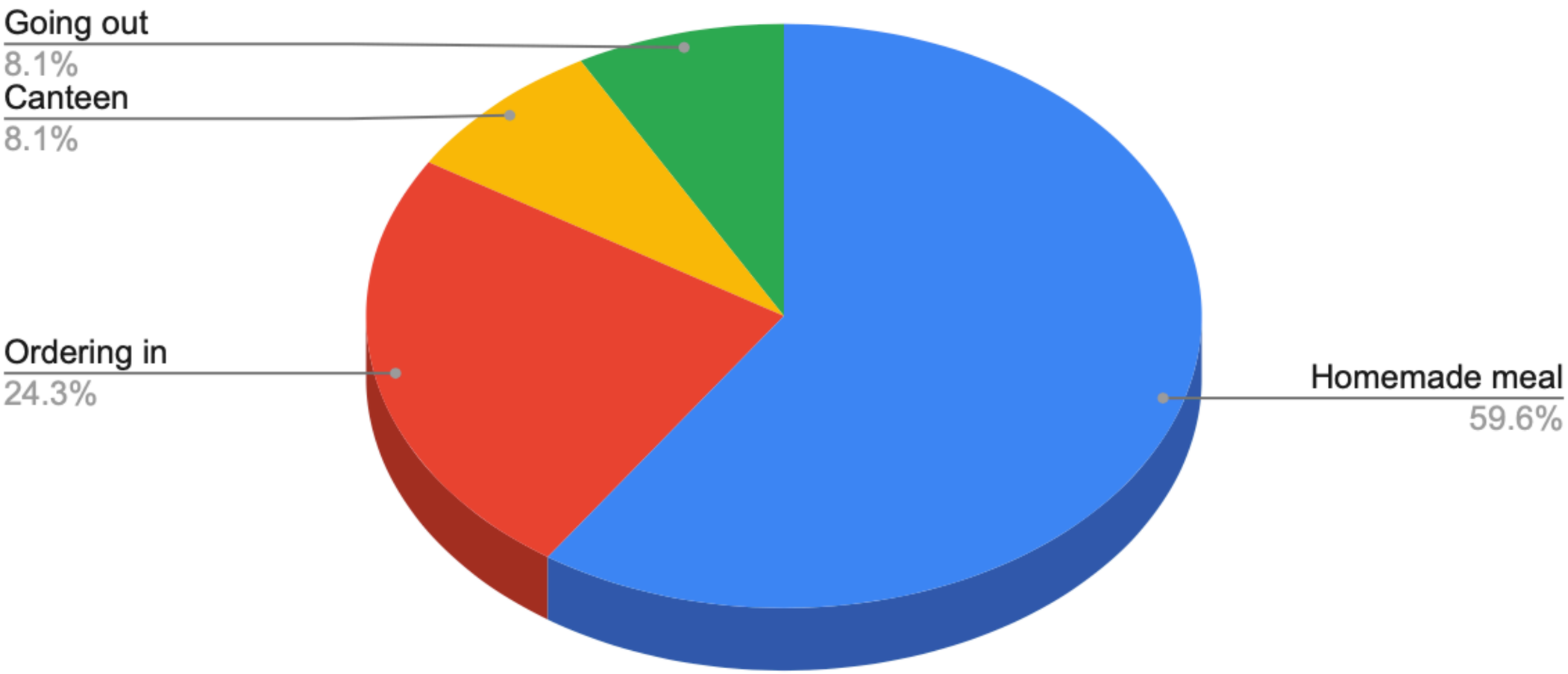
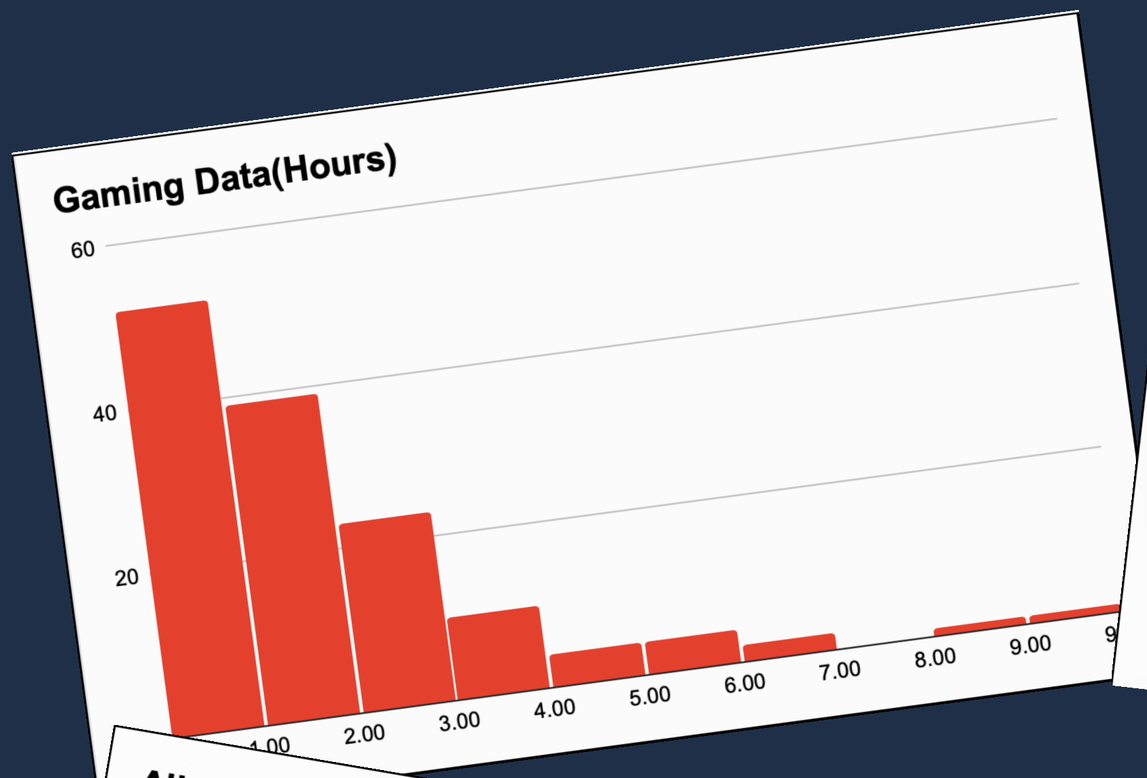
4.4%
15000-20000
7.4%
0-5000
36.8%
10000-15000
19.9%
5000-10000
31.6%


Sleep Data
Frequency
50
40
30
20
10
0
2.00
3.00
4.00
5.00
6.00
7.00
8.00
9.00
10.00
10.50
Average Hours Of Sleep

Food Data

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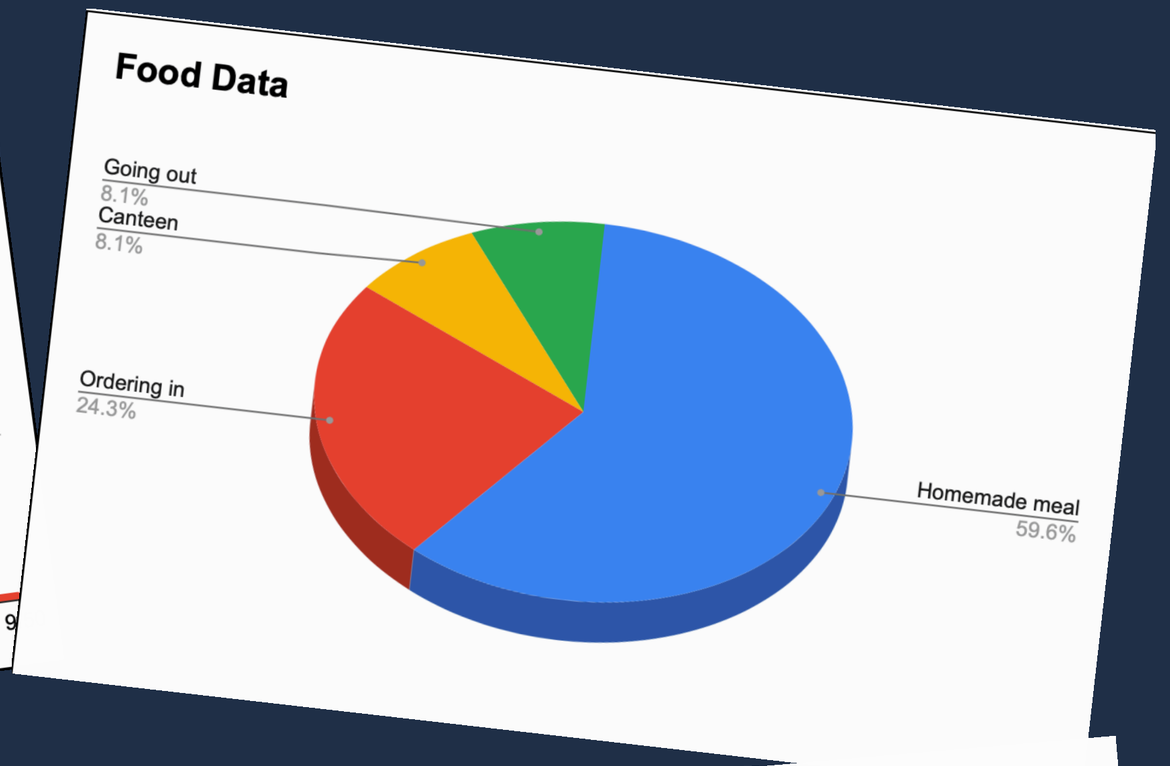
60
40
20
2.00
3.00
4.00
5.00
6.00
7.00
8.00
9.00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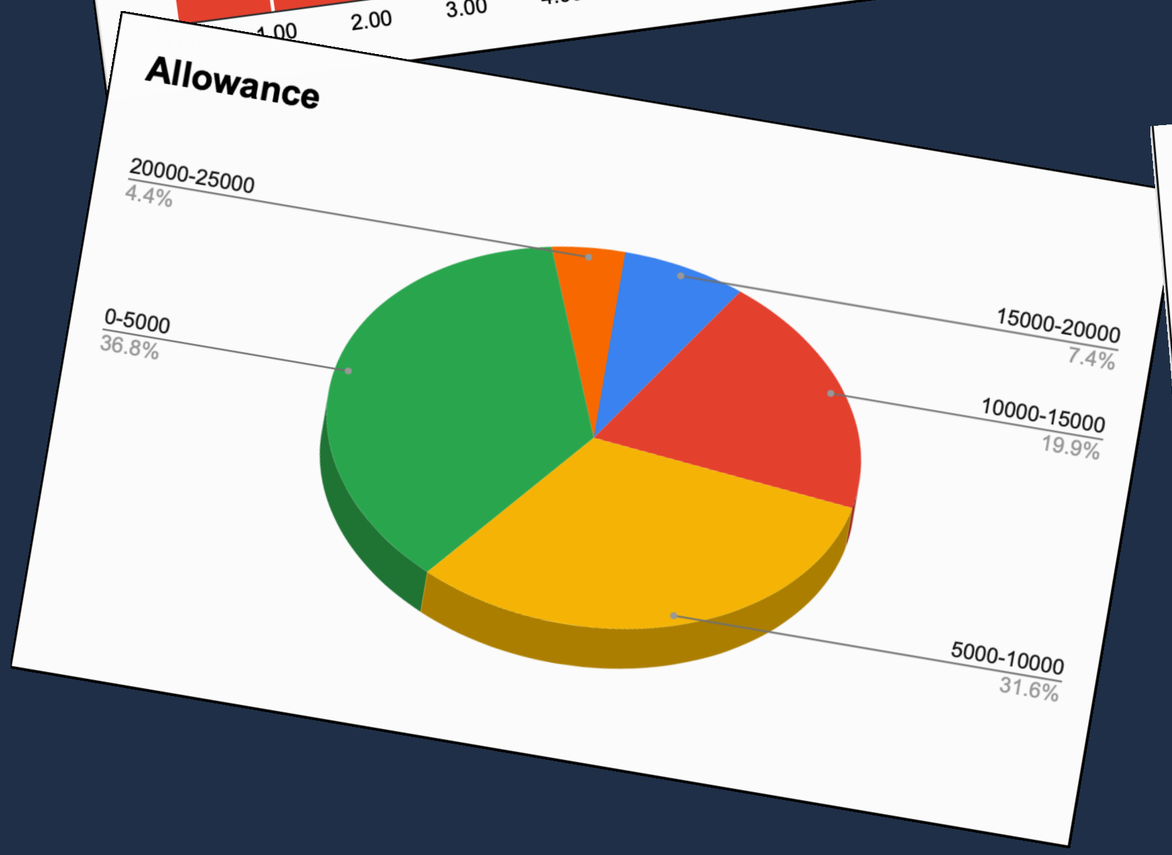
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10000-15000
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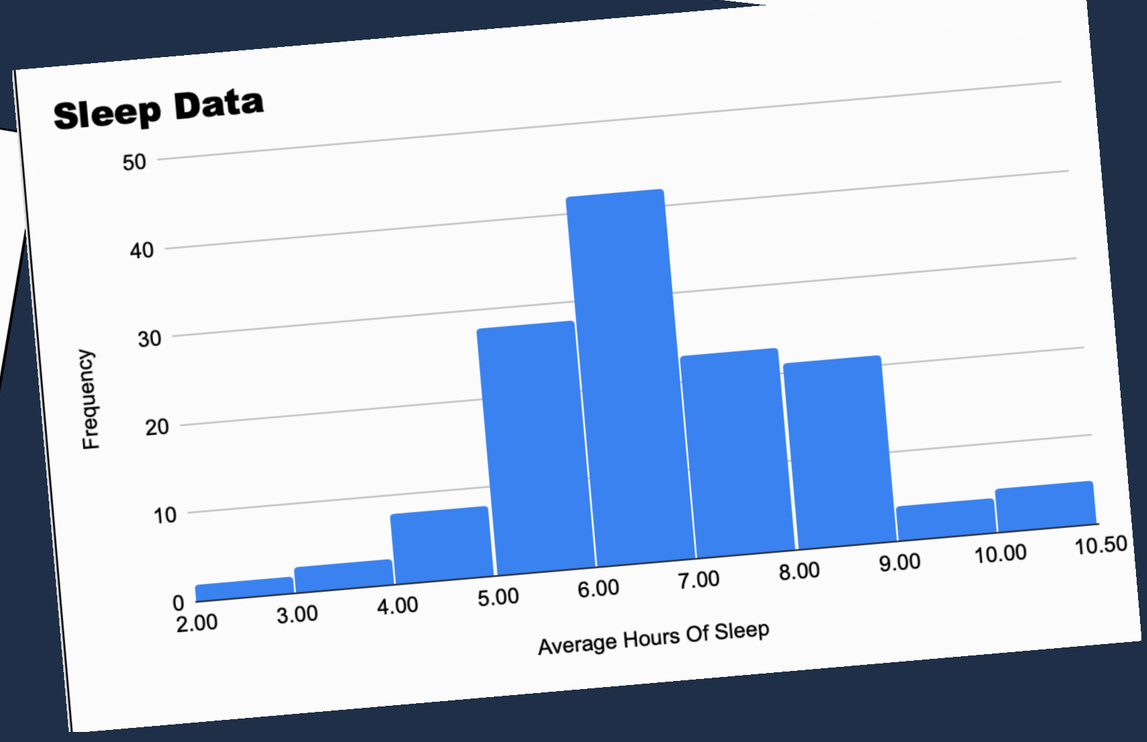
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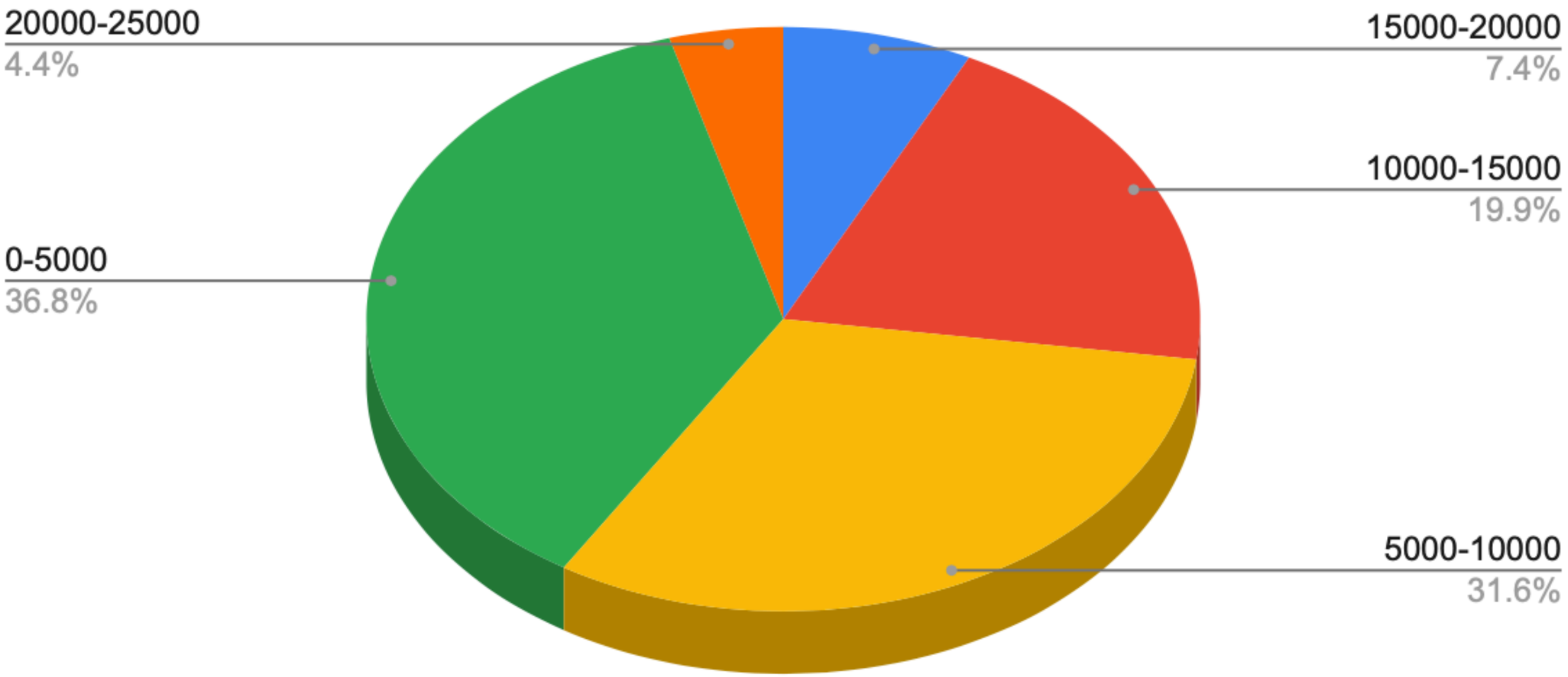
10.50
Average Hours Of Sleep

Allowance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15000-20000
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10000-15000
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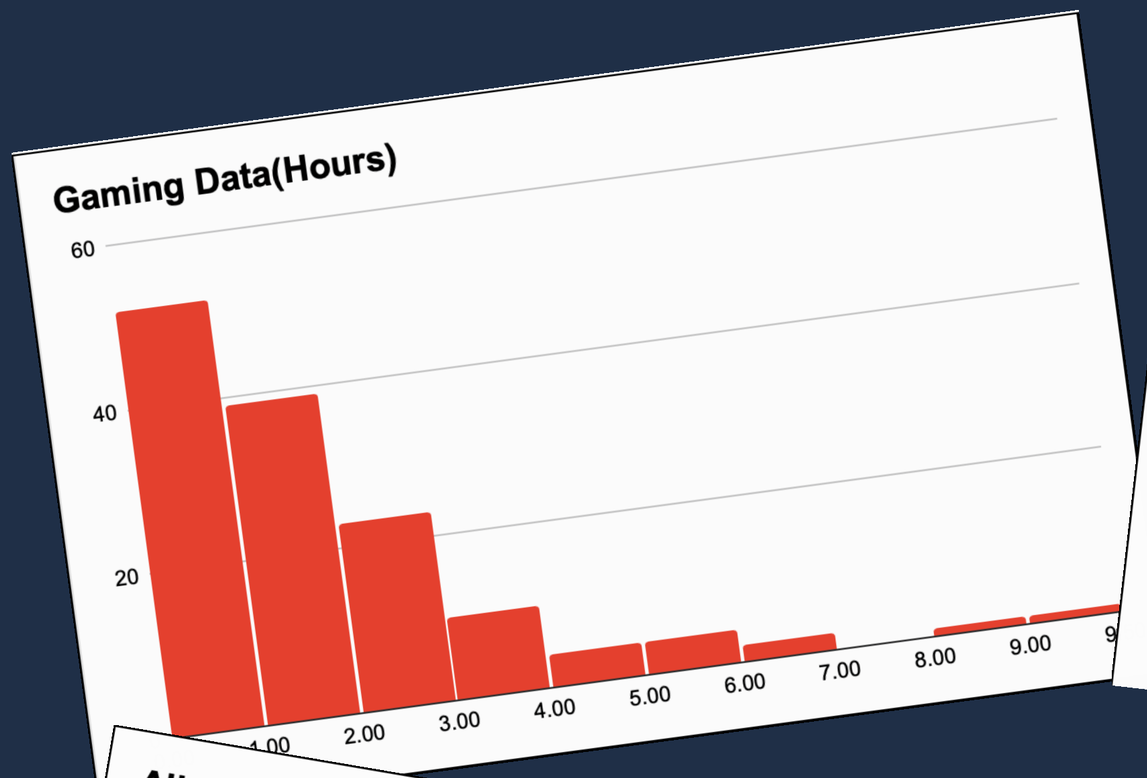
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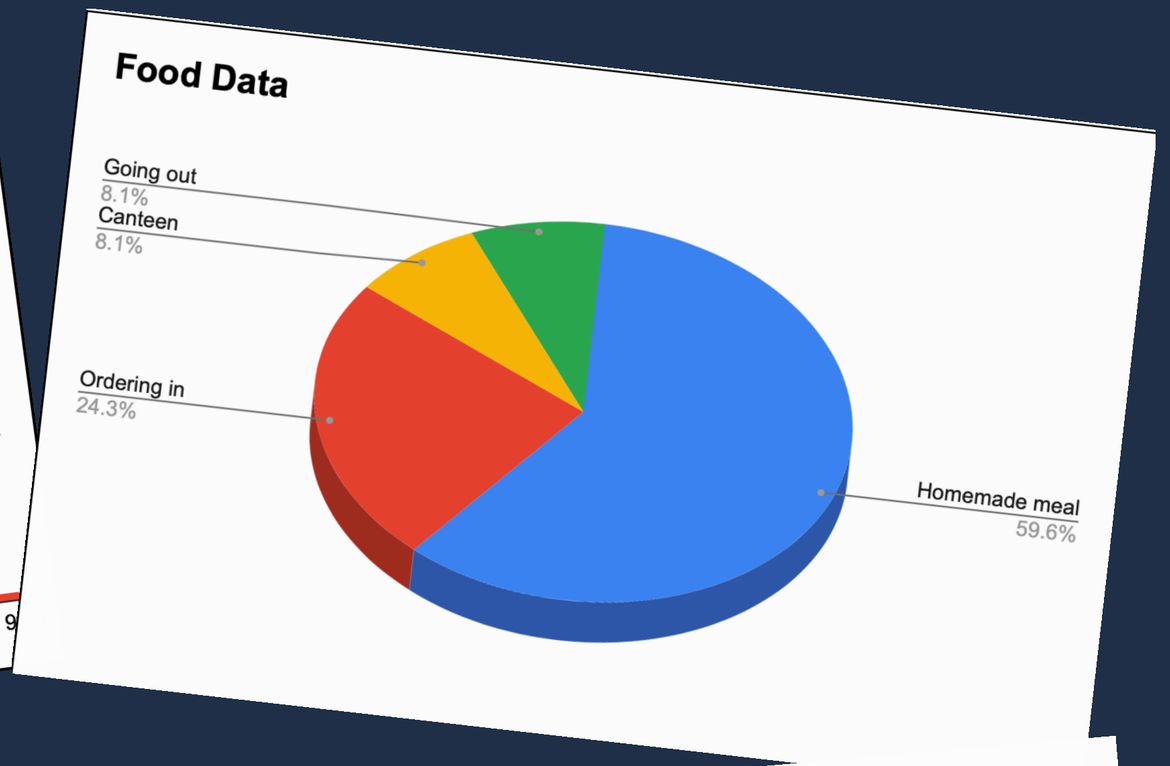
8.00
9.00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Homemade meal
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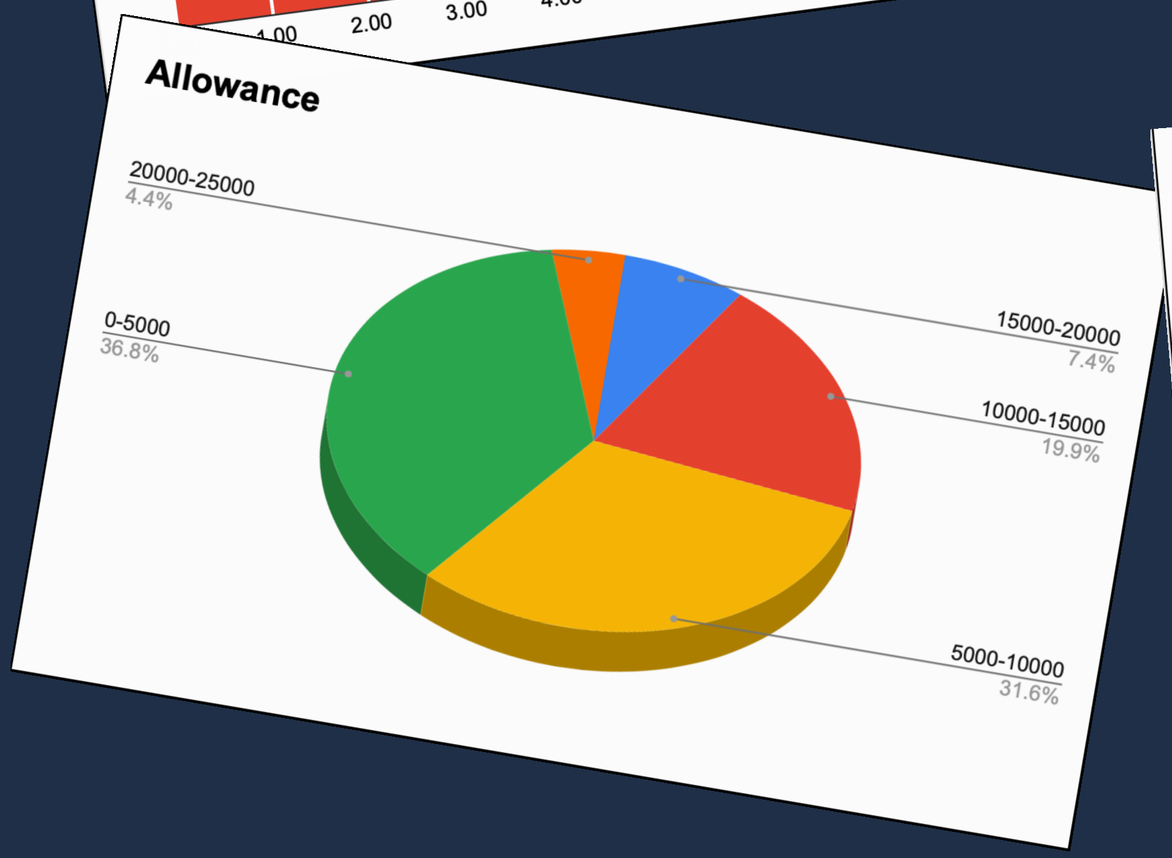
Allowance
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15000-20000
7.4%
0-5000
36.8%
10000-15000
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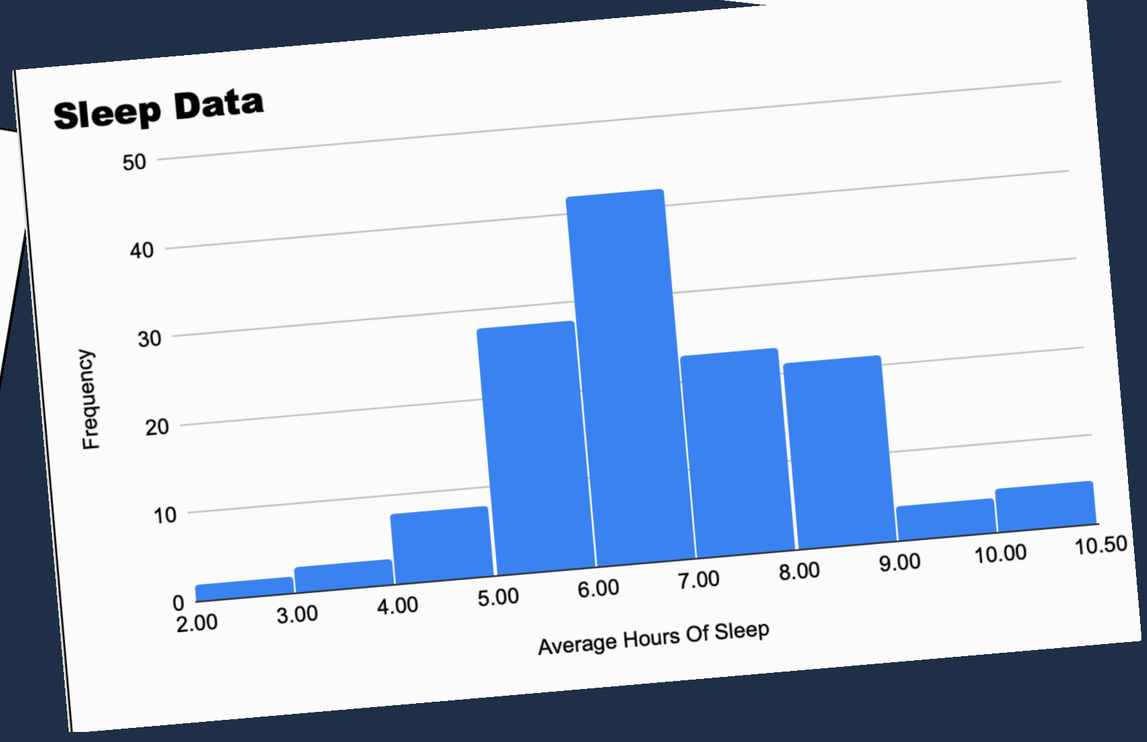
5000-10000
31.6%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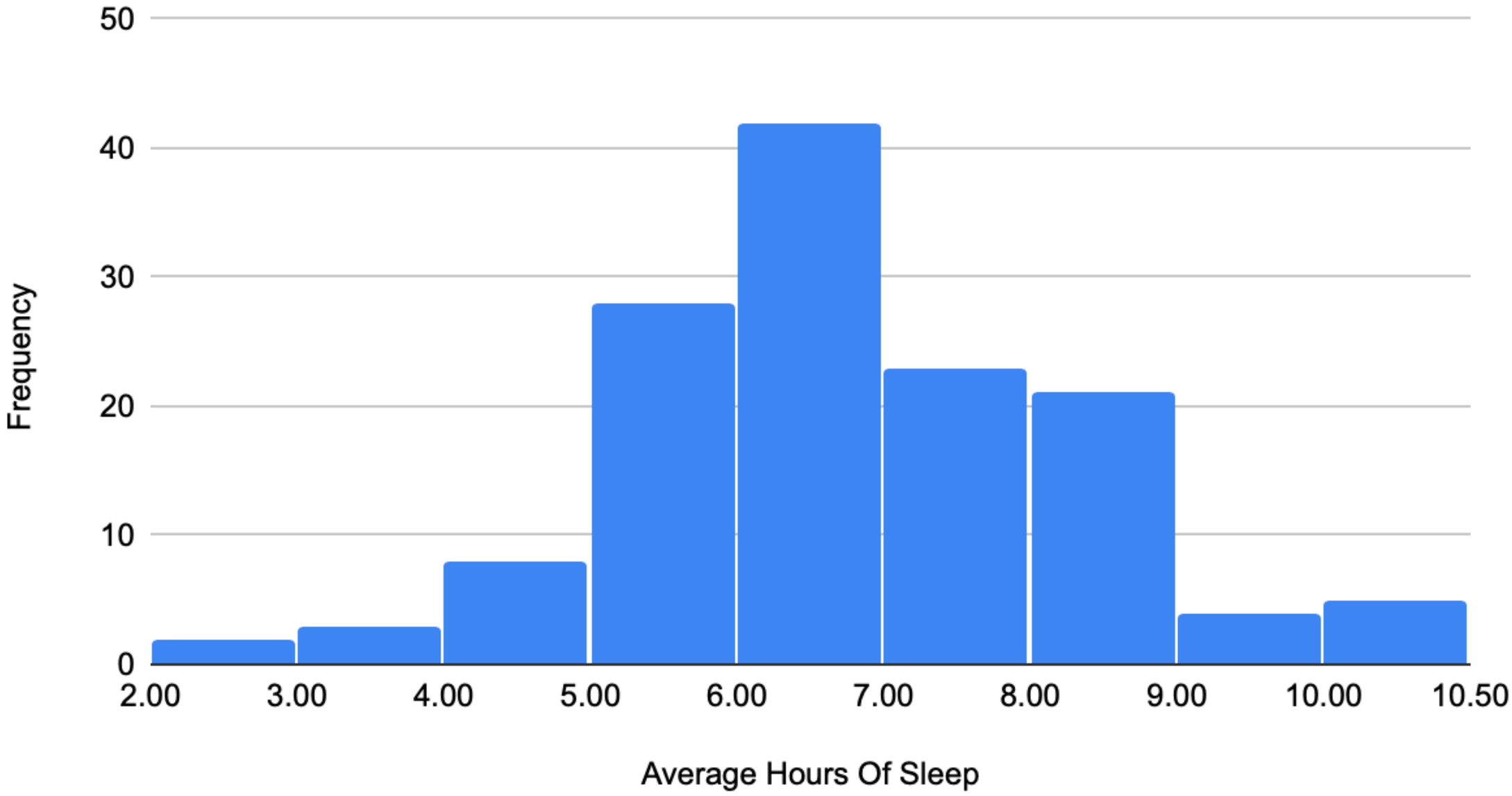
2.00
3.00
4.00
5.00
6.00
7.00
8.00
9.00
10.00
10.50
Average Hours Of Sleep

Sleep Data


50
40
30
20
10
0
Frequency
2.00
3.00
4.00
5.00
6.00
7.00
8.00
9.00
10.00
10.50
Average Hours Of Sleep

Deriving a Hypothesis

CHECKING FOR DIFFERENCE IN AVERAGE SLEEP AMONG GAMERS AND NON GAMERS

CONFIDENCE LEVEL = 95%

CHECKING FOR DIFFERENCE IN CGPA AMONG GAMERS AND NON GAMERS

CONFIDENCE LEVEL = 95%

CHECKING FOR DIFFERENCE IN PARTICIPATION OF COMMITTEES AMONG GAMERS AND NON GAMERS

CONFIDENCE LEVEL = 95%

Our Analysis

≥ 2 The condition for no. of hours to be qualified to be a gamer

Exploratory Data Analysis

1. IN THIS PART OF THE ANALYSIS, WE STUDY THE DATA AND TRY AND CLEAN IT TO GET IT READY FOR THE ANALYSIS STAGE

2. THE SURVEY WAS CONDUCTED WITH AROUND 150 PEOPLE, OF WHICH AROUND 10-15 PEOPLE HAD TO BE DROPPED DUE TO MISSING OR CORRUPT VALUES WHICH COULD NOT BE CORRECTED BY EXPLORATORY DATA ANALYSIS.

3. AFTER THIS, THE DATA WAS ANALYSED TO CHECK WHICH KIND OF TEST WILL BE THE BEST TO CONFIRM OUR HYPOTHESIS

Where do you currently st	How many hours do you s	What was your CGPA last
With Parents	2	3.34
With Parents	2	2.9
With Parents	1	3.67
Flat	2.5	2.4
With Parents	2	3
With Parents	5	2.72
With Parents	1	3.8
With Parents	0	3.94
With Parents	None	
Flat	1	2.8
PG	1	3.25
With Parents	0.5	3.12
With Parents	0	3.68
Flat	2	2.8
With Parents	3	3.3

Errors in the data

What was your CGPA last	How do yo	usually get yo	How many college or any
2.8	Homemad	meal	
3.3	Homemad	meal	2
3.68	Ordering i		
3.3	Homema	meal	1
3.01	Homema	e meal	3
2.9	Homema	e meal	1
	Homema	e meal	1
2.97	Homem	de meal	0
3.3	Homem	de meal	None
3.4	Homen	de meal	1
2.9	Hom	de meal	3
3.78	Home	de meal	0
2.9	Homem	ade meal	1
2.5			0
2.68	Homemade meal		0
3	Homemade meal	No	
			0

Here we can see errors in data which we cannot deal with using EDA, thus these rows have to be dropped

Why z-test?

Analysis

CHECKING FOR DIFFERENCE IN AVERAGE SLEEP AMONG GAMERS AND NON GAMERS

1

```
a<-read.csv("/Users/NMIMS/Desktop/Managing Uncertainty/FInal/Clean
a
sleepg<-subset(a,a$Gaming.Hours.>=2)
sleepg<-sleepg$Sleep.Hours.
sleepng<-subset(a,a$Gaming.Hours.<2)
sleepng<-sleepng$Sleep.Hours.
```

2

```
n1=length(sleepg)
n2=length(sleepng)
sd1=sd(sleepg)
sd2=sd(sleepng)
avg1=mean(sleepg)
avg2=mean(sleepng)
```

3

```
se=sqrt((sd1^2/n1 + sd2^2/n2))
zcal=((avg1-avg2)/se)
zcal
```

The Results

Z Calculated
0.7334354

Z Calculated
1.7691841

Z Calculated
-0.8343007

Comparison to Sleep

Confidence Level = 95 %
Error Rate = 5 %

Z Tabular Value =
-1.96 to 1.96

Since, Z Calculated is in range of Z Tabular,

Null Hypothesis is Accepted

Comparison To CGPA

Confidence Level = 95 %
Error Rate = 5 %

Z Tabular Value =
-1.96 to 1.96

Since, Z Calculated is in range of Z Tabular,

Null Hypothesis is Accepted

Comparison To No. Of Committees

Confidence Level = 95 %
Error Rate = 5 %

Z Tabular Value =
-1.96 to 1.96

Since, Z Calculated is in range of Z Tabular,

Null Hypothesis is Accepted

Some Remarks And Conclusions

THE CONCLUSIONS THAT WE CAN GET FROM THIS ARE THAT THE SAMPLE OF STUDENTS THAT WE CONSIDERED ARE NOT AFFECTED IN THEIR SLEEP, CGPA OR COMMITTEE WORK CONSIDERING THE AMOUNT OF GAMING THEY DO.

THE CONCLUSIONS DERIVED FROM THIS SURVEY MIGHT BE INCONCLUSIVE AS THE OUTCOME WILL CHANGE DEPENDING ON THE SAMPLE THAT WE TEST IT OUT FOR.

Thank You

ARTH AKHOURI J003
AVNEESH DUBEY J016
PAYMASHU SHARMA J046
JAYESH SINGH J049