**Executive Summary**

This project is to bring awareness to the mental health of gamers and how it does or doesn’t affect their mental wellbeing. Being a person that plays video games myself I was curious to see the mental health of others who play them as well. I have used a survey data set where 13000 people have answered multiple questions about their mental stability. I believe that video games could be a healthy habit for anyone, whether it’s to have fun or to be competitive, or to just explore your creativity, but we will see the more I dive into my data.

*This section provides an overview of the project. It should briefly touch on the motivation, data question, data to be used, along with any known assumptions and challenges.*

**Motivation**

During my search I wanted to find something related to video games that related more to players mindsets. I feel that this can give me a good and better insight involving how people of many different backgrounds and circumstances think and feel mentally.

**Data Question**

1. The first question I have is if there are any relations between people that play certain games and their mental state and how they feel using questionnaire A.
2. I would like to know about the different employment status that people have and how that affects their habits of playing video games.
3. I would like to know about the different types of ways people feel about their overall life and if age or any other aspect of their life affects that and to try and show what kind of person they are with the responses given.
4. The last question I have is more of an observation using different data points and my opinion. I would like to verify if playing video games is an overall healthy to the mind and life using all the question that I have brought up and make my on rating using my own experience and others opinion as well. (This is more of an open-ended question using everything that I am given in this data as well as online.

**Minimum Viable Product (MVP)**

I would like my final presentation to have multiple interactive visualizations that people can use to see the different mental points that a certain age group has and different visuals that supports my opinion on how video games effect peoples over all lifestyle and mental set. This is intended for anyone that has questions on their own mental health and how video games could benefit or even diminish a person’s own mind set.

**Schedule (through <date of demo day>)**

1. Get the Data (Got in April)
2. Clean & Explore the Data (Now)
3. Create Presentation of your Analysis (6/15 & 6/18)

* Should be a presentation, but could include a Jupyter Notebook or dashboard in Excel, Tableau, or PowerBI

1. Internal demos (6/20 & 6/22)
2. Demo Day!! (<6/27>)

**Data Sources**

<https://osf.io/vnbxk/>

I will send data set in this file

**Known Issues and Challenges**

I believe that the questions that I have are very good, but I feel like they can be better and more challenging for me. If you have any questions you would like for me to fine and are able to tell me I would be more than happy to put them in