**Methodology**

The methodology of research consists of following stages:

(i)Data collections

(ii) Data analysis

(iii) Data visualization

For Data collection: A database was selected and Data analysis was performed using bibliometric analysis, which represented the objective approach. After collecting data of 13465 gamers, Data analysis was done of the different analytics processes that have been proposed earlier by different analysts so that we can get to know about the shortcomings of the works that have been in-use for quite some time now.

Looking at whether the gamer is playing solely or are they competing as mostly gamers are worried about the Results of the game in the case of competence known as GAMING ANXIETY DATA (GAD) which depicts Gaming and its association with anxiety, life satisfaction and social phobia.

For Data Analysis: With all the analysis of the things mentioned above, Analytic processing was done in order to get to know about their workings. The Python programming language was used for this purpose as the libraries of it namely pandas, matpotlib and numpy were used in this process.

Gamers are gambling those entertainments in their lives. In addition to the attainable tangible harms and inconvenience, skilled are additional troubles to tangible gaming that are frequently missed. One of these is the cost guide playing in sure sports. This is posted by the acronym SWL which stands for (Safe Working Load) in the analysis. Regression analysis reflects the characteristics of Eigen values of the dataset and uses a function for expressing the relation in data mapping to check the dependency between values of the attributes to apply the research to predict and correlate data series.

For Data Visualization: Data visualization was used to present a scientific map and the result of data analysis. Drawing graphic displays to show data was another step taken so that the people can understand the entire analysis in a moment. Statistical summaries are shown.

The main goal of this step was to visualize statistics, being able to obtain even more clearance when making attempts for deciding the suggestive measures to be shown. Analysis of the collected data the data shows that Male gamers are spending close to 140 hours at it, Female gamers are spending about 120 hours and the gamers from the other gender are spending almost 95 hours. This straight away is telling us that Male gamers are spending most times at it so this can be a point to be taken a look at very well so that we can look well at the data collected as the Male Gender is spending the most time out of all the Genders so they must be probably having bad GAD and SWL.