Zain: Does the time spent socializing lessen an individual’s degree of depression?

1. Simple linear regression
2. Independent variable: number of days spent socializing per week CONNECTION\_social\_days\_family/friends/neighbors/coworkers\_p7d\_grouped
3. Dependent variable: WELLNESS\_phq\_score/ WELLNESS\_phq\_score\_y/n (binary categorical for logistic regression?)

Time is in intervals (1-3 days, 4-6 days etc.) take midpoint of each interval maybe?

Add the total time to the new column

Fitting ols regression model through the data. Use indicator variables

Permutation test (shuffling labels)

Calculating R value for model and

KDE of phq scores showing distribution.

Edie & Rana:

For Canadian respondents in 2021

What is the association between loneliness and video-chatting while adjusting for text-messaging?

What is the association between loneliness and text-messaging while adjusting for video-chatting?

Convert dependant categorical variable (loneliness) to continuous

* Express the limitations

Make one regression model

* Compare the coefficients of each

**Independant Variables:**

CONNECTION\_activities\_video\_chat\_p3m: In the PAST THREE MONTH, how often have you had a video chat with a friend or family member? \\

* "Not in the past three months",
* "Less than monthly",
* "Monthly",
* "A few times a month",
* "Weekly",
* "A few times a week",
* "Daily or almost daily"

CONNECTION\_activities\_text\_or\_messaged\_p3m: In the PAST THREE MONTH, how often have you sent a text or private message to someone just to check in?\\

* "Not in the past three months",
* "Less than monthly",
* "Monthly",
* "A few times a month",
* "Weekly",
* "A few times a week",
* "Daily or almost daily"

**Dependent Variable: (make sure this is continuous for the regression)**

LONELY\_direct: ‘During the PAST WEEK, have you felt lonely’\\

* 'None of the time (e.g., 0 days)': 0,
* 'Rarely (e.g. less than 1 day)': 0.5,
* 'Some or a little of the time (e.g. 1-2 days)' : 1.5,
* 'Occasionally or a moderate amount of time (e.g. 3-4 days)': 3.5,
* 'All of the time (e.g. 5-7 days)': 6

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Jason:

How does frequency of playing online games, and social connection time with friends affect how depressed someone feels?

Independent variables:

- CONNECTION\_activities\_onlinegames\_p3m (time spent playing online games: Not in the past three months, Less than monthly, Monthly, A few times a month, Weekly, A few times a week, Daily or almost daily)

- CONNECTION\_social\_time\_friends\_p7d\_grouped (social time spent with friends in the past week: No time, Less than 1 hour, 1 to 4 hours, 5 or more hours)

Dependent variables:

- WELLNESS\_malach\_pines\_burnout\_measure\_depressed (how often do you feel depressed?: Never, Almost never, Rarely, Sometimes, Very Often, Always.)