Figure 1

The CORR Procedure

6 Variables:	Age Hours_Spent_Gaming gender_code platform_code employment_code1 employment_code2

Simple Statistics						
Variable	N	Mean	Std Dev	Sum	Minimum	Maximum
Age	60	21.73333	3.37923	1304	16.00000	32.00000
Hours_Spent_Gaming	60	12.76667	6.96813	766.00000	1.00000	28.00000
gender_code	60	0.40000	0.49403	24.00000	0	1.00000
platform_code	60	0.73333	0.97192	44.00000	0	2.00000
employment_code1	60	0.20000	0.40338	12.00000	0	1.00000
employment_code2	60	0.15000	0.36008	9.00000	0	1.00000

Pearson Correlation Coefficients, N = 60 Prob > |r| under H0: Rho=0						
	Age	Hours_Spent_Gaming	gender_code	platform_code	employment_code1	employment_code2
Age	1.00000	-0.66131 <.0001	0.04467 0.7347	-0.00138 0.9917	0.81071 <.0001	-0.06407 0.6267
Hours_Spent_Gaming	-0.66131 <.0001	1.00000	-0.65188 <.0001	-0.01435 0.9134	-0.46552 0.0002	0.10200 0.4380
gender_code	0.04467 0.7347	-0.65188 <.0001	1.00000	0.15532 0.2360	-0.15309 0.2429	-0.05717 0.6644
platform_code	-0.00138 0.9917	-0.01435 0.9134	0.15532 0.2360	1.00000	-0.20751 0.1116	0.06780 0.6067
employment_code1	0.81071 <.0001	-0.46552 0.0002	-0.15309 0.2429	-0.20751 0.1116	1.00000	-0.21004 0.1072
employment_code2	-0.06407 0.6267	0.10200 0.4380	-0.05717 0.6644	0.06780 0.6067	-0.21004 0.1072	1.00000

Figure 2

The REG Procedure
Model: MODEL1
Dependent Variable: Hours_Spent_Gaming

Adjusted R-Square Selection Method

Number of Observations Read	60
Number of Observations Used	60

Number in Model	Adjusted R-Square	R-Square	Variables in Model
3	0.8238	0.8327	gender_code employment_code1 Age
4	0.8206	0.8327	gender_code employment_code1 employment_code2 Age
2	0.8193	0.8254	gender_code Age
3	0.8168	0.8261	gender_code employment_code2 Age
2	0.7435	0.7522	gender_code employment_code1
3	0.7432	0.7562	gender_code employment_code1 employment_code2
2	0.4326	0.4519	employment_code1 Age
3	0.4322	0.4611	employment_code1 employment_code2 Age
1	0.4276	0.4373	Age
2	0.4213	0.4409	employment_code2 Age
1	0.4150	0.4249	gender_code
2	0.4091	0.4291	gender_code employment_code2
1	0.2032	0.2167	employment_code1
2	0.1892	0.2167	employment_code1 employment_code2
1	-.0067	0.0104	employment_code2

Figure 2

The REG Procedure
Model: MODEL1
Dependent Variable: Hours_Spent_Gaming

Fit Diagnostics for Hours_Spent_Gaming

Observations		60
Parameters		4
Error DF		56
MSE		8.5566
R-Square		0.8327
Adj R-Square		0.8238

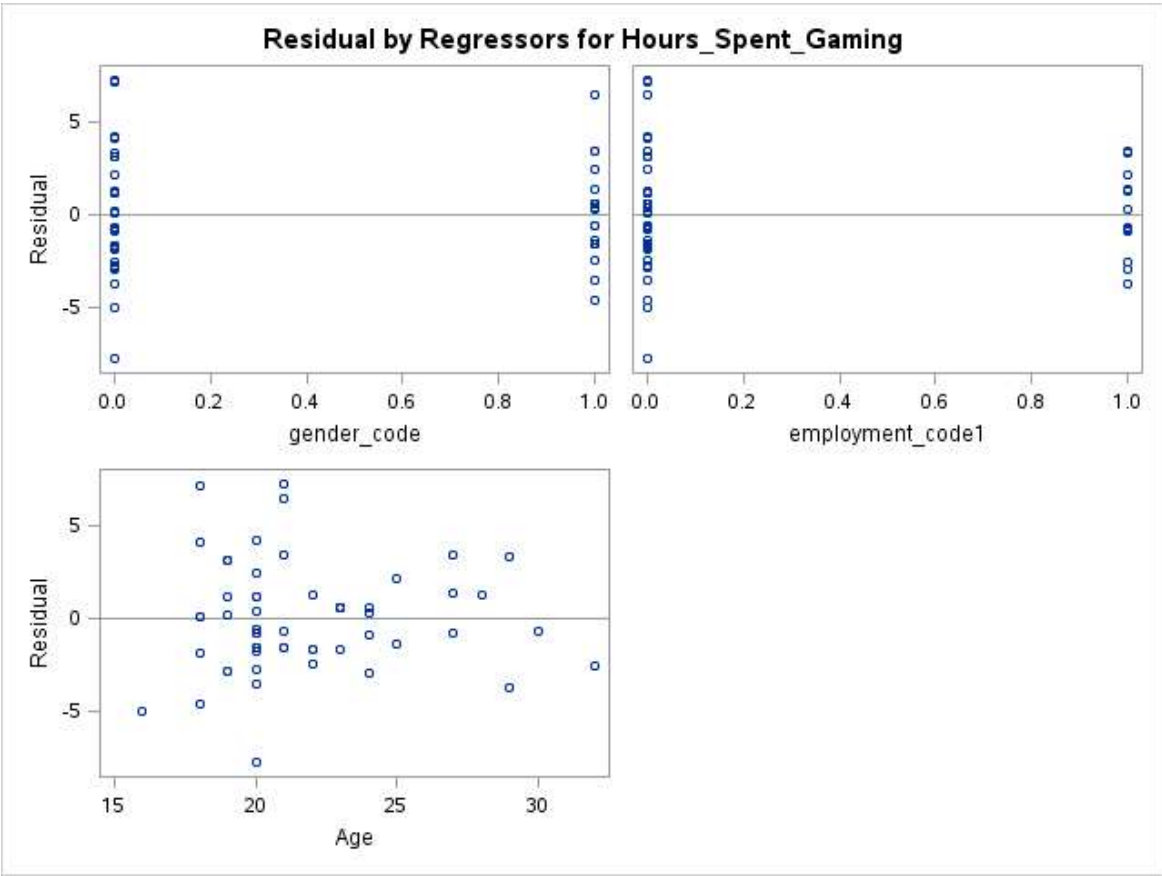Residual by Regressors for Hours_Spent_Gaming

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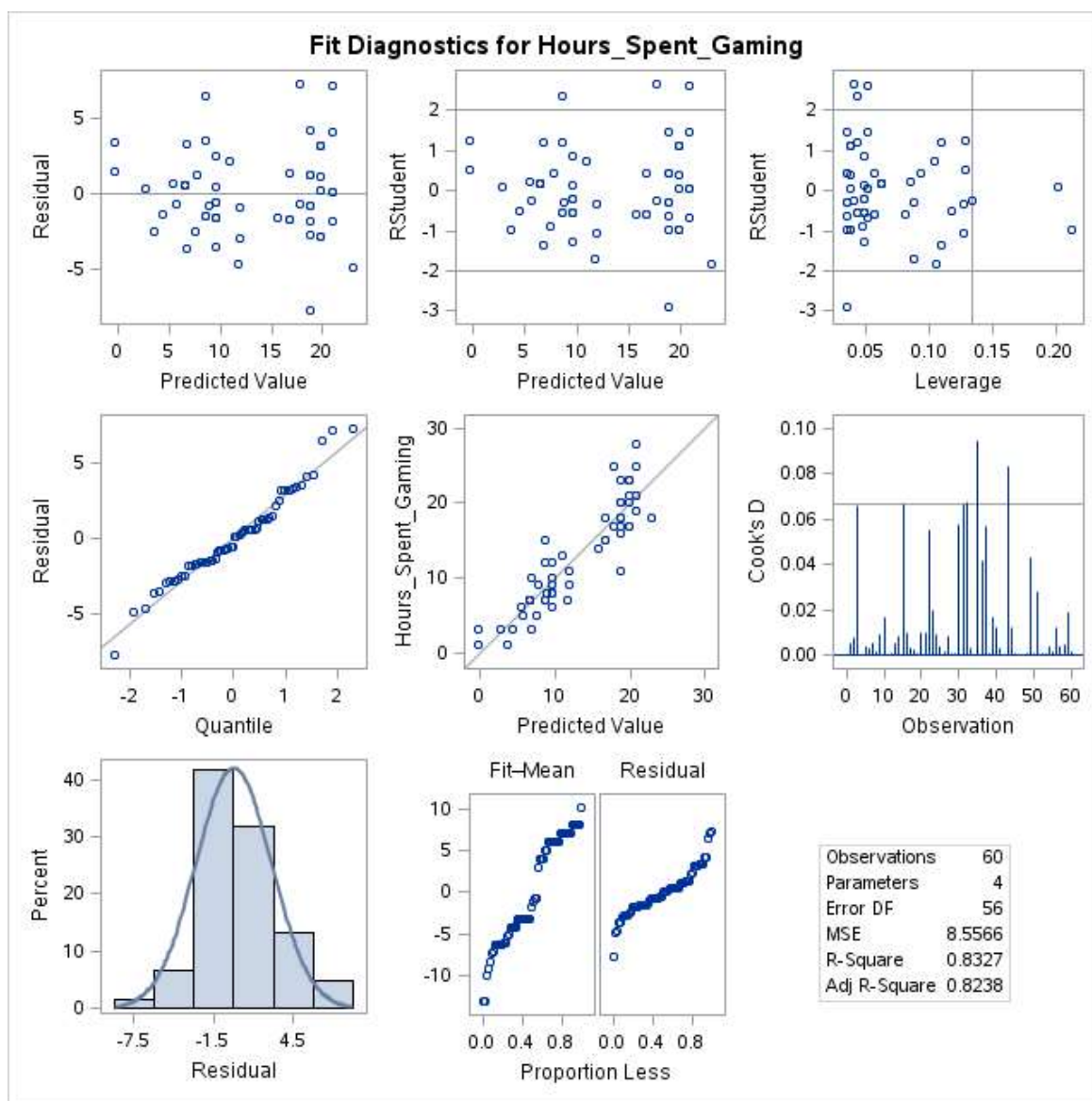
Figure 3

The REG Procedure
Model: MODEL1
Dependent Variable: Hours_Spent_Gaming

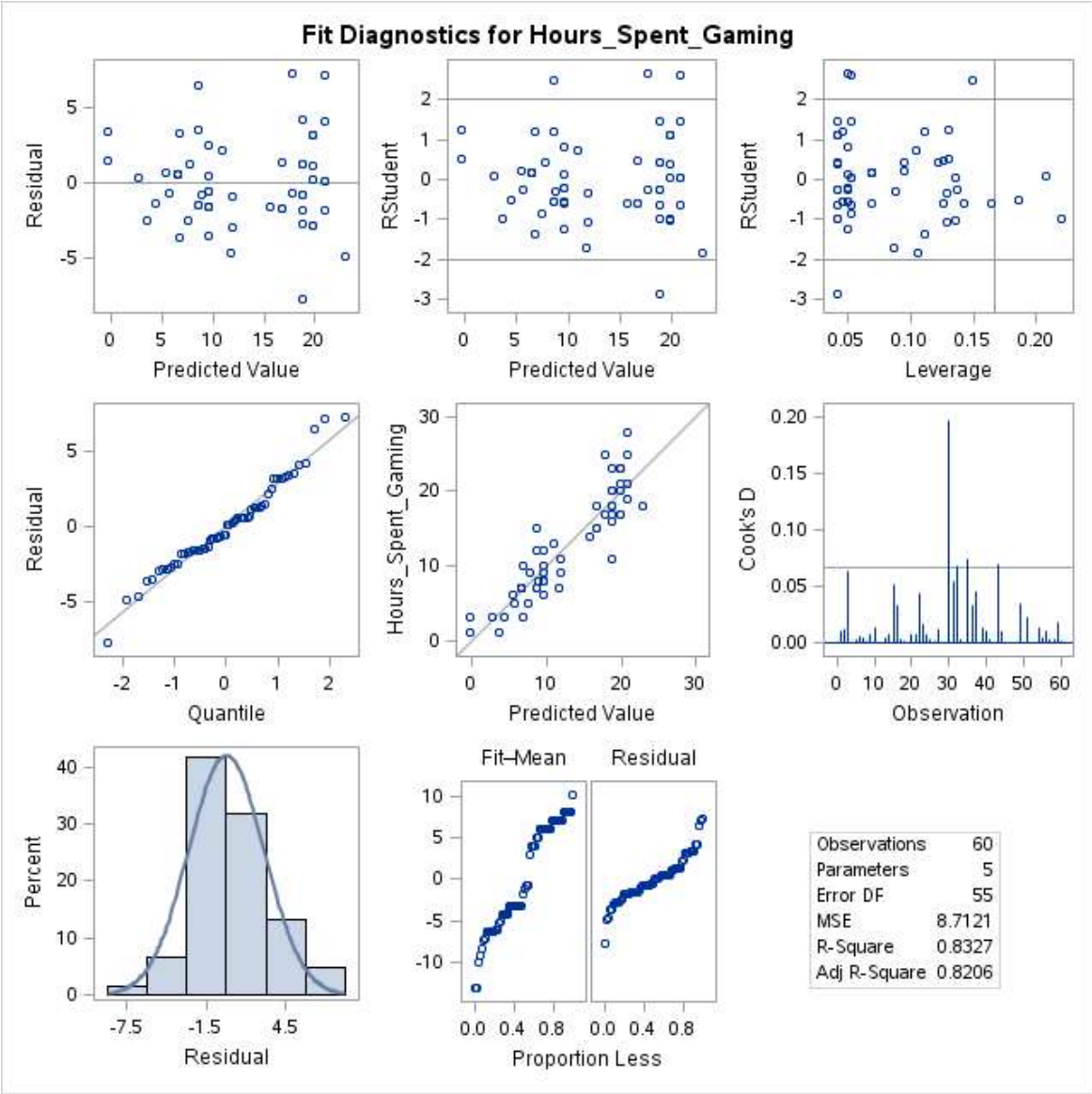| Number of Observations Read	60
Number of Observations Used	60

Analysis of Variance

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	4	2385.56660	596.39165	68.46	<.0001
Error	55	479.16673	8.71212		
Corrected Total	59	2864.73333			

Root MSE	2.95163	R-Square	0.8327
Dependent Mean	12.76667	Adj R-Sq	0.8206
Coeff Var	23.11982		

Parameter Estimates

Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > |t|
Intercept	1	39.69314	4.12594	9.62	<.0001
gender_code	1	-9.20964	0.83310	-11.05	<.0001
employment_code1	1	-2.67362	1.80589	-1.48	0.1444
employment_code2	1	-0.00580	1.12457	-0.01	0.9959
Age	1	-1.04480	0.20833	-5.02	<.0001

Figure 3

Fit Diagnostics for Hours_Spent_Gaming

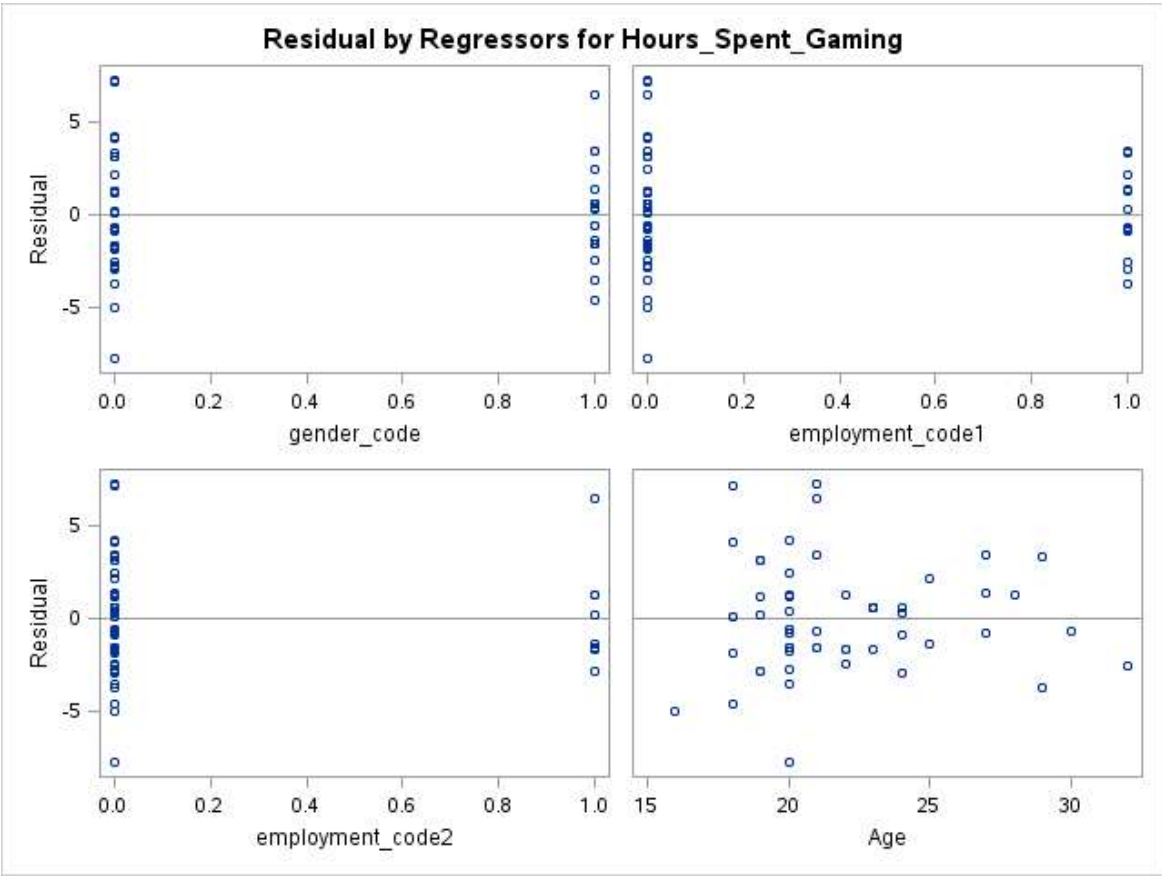Residual by Regressors for Hours_Spent_Gaming

Figure 4

The REG Procedure
Model: MODEL1
Dependent Variable: Hours_Spent_Gaming

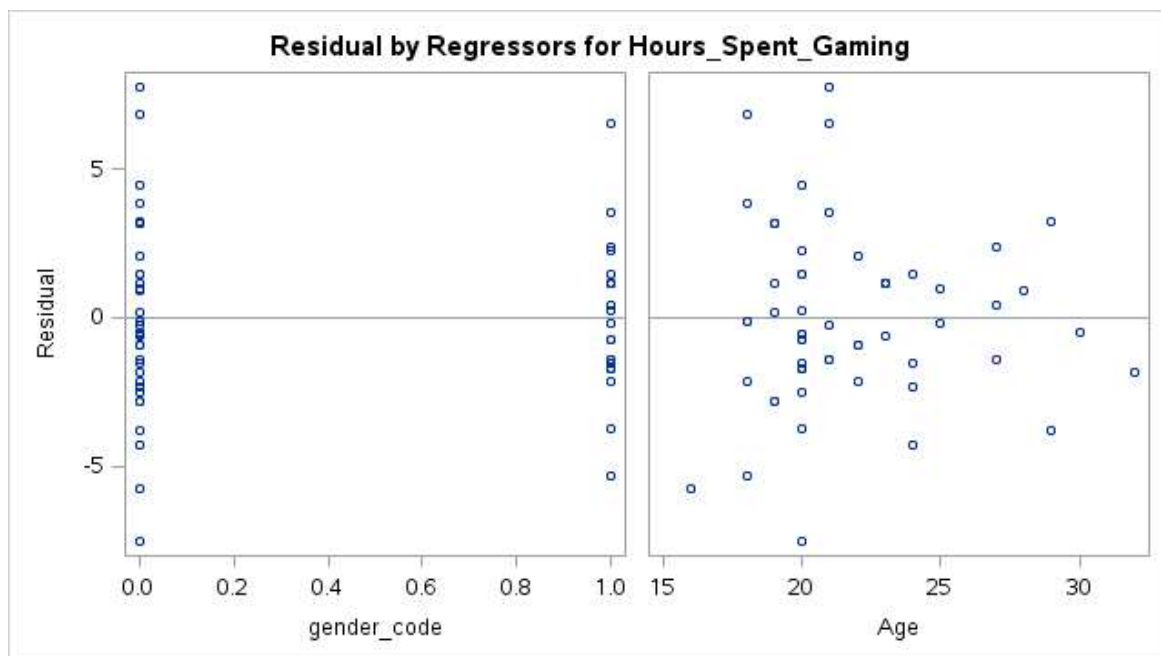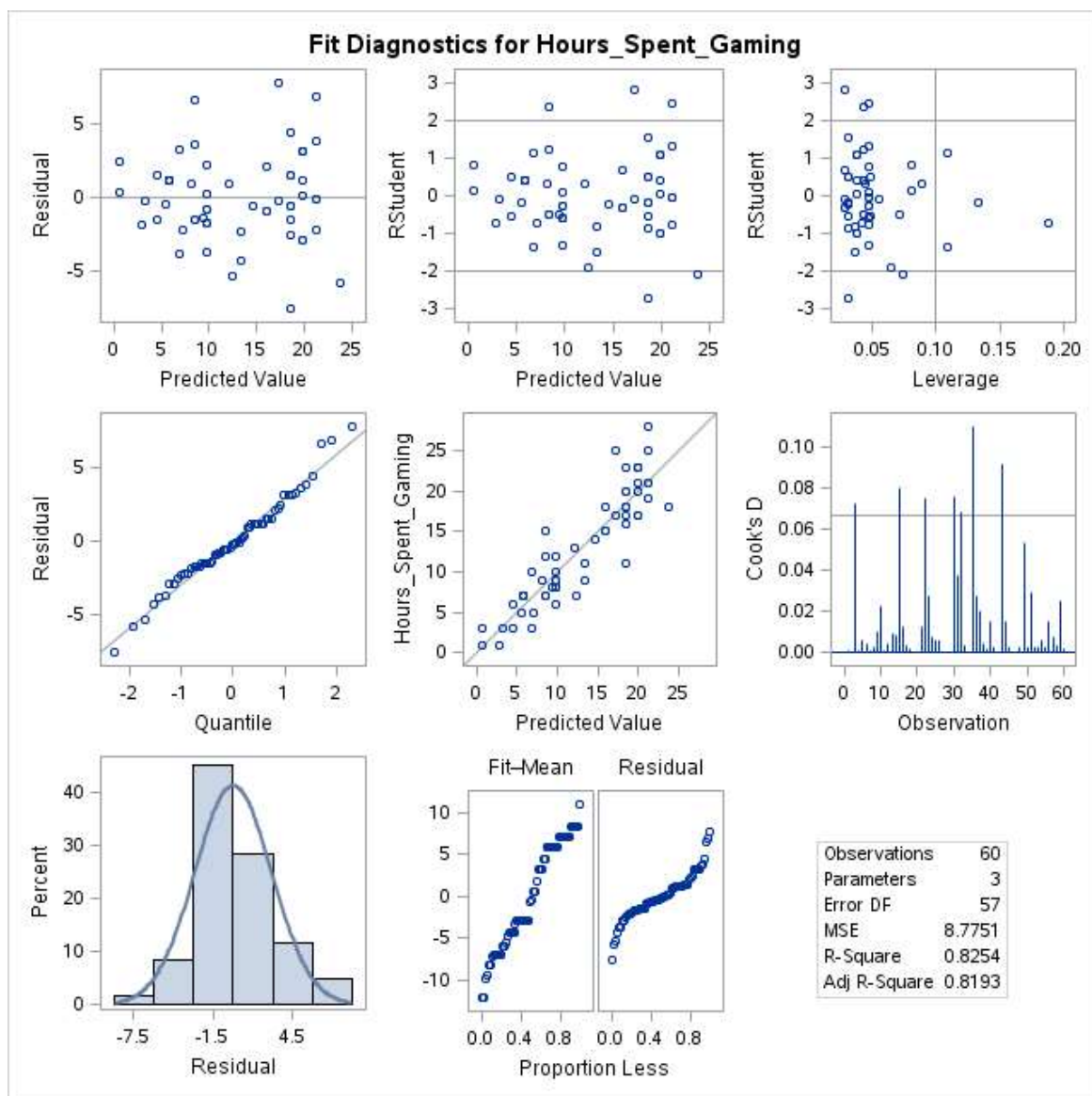| Number of Observations Read	60
Number of Observations Used	60

Analysis of Variance

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	2	2364.55533	1182.27767	134.73	<.0001
Error	57	500.17800	8.77505		
Corrected Total	59	2864.73333			

Root MSE	2.96227	R-Square	0.8254
Dependent Mean	12.76667	Adj R-Sq	0.8193
Coeff Var	23.20317		

Parameter Estimates

Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > |t|
Intercept	1	44.67299	2.51771	17.74	<.0001
gender_code	1	-8.79533	0.78141	-11.26	<.0001
Age	1	-1.30621	0.11424	-11.43	<.0001

Figure 4

The REG Procedure
Model: MODEL1
Dependent Variable: Hours_Spent_Gaming

Fit Diagnostics for Hours_Spent_Gaming

Observations	60
Parameters	3
Error DF	57
MSE	8.7751
R-Square	0.8254
Adj R-Square	0.8193

Residual by Regressors for Hours_Spent_Gaming

The REG Procedure

Figure 4
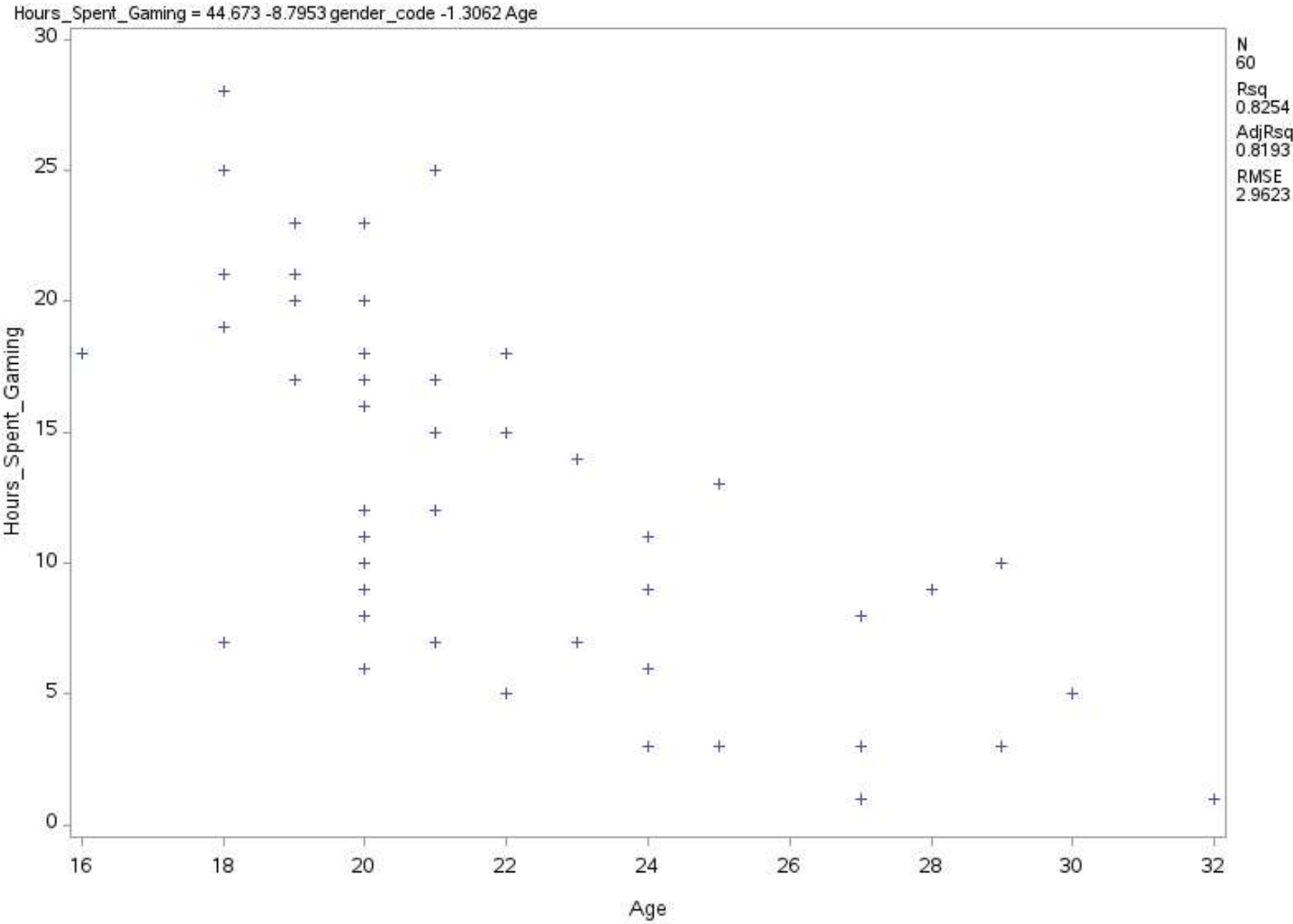
Hours_Spent_Gaming = 44.673 -8.7953 gender_code -1.3062 Age

N
60

Rsq
0.8254

AdjRsq
0.8193

RMSE
2.9623

Figure 5

The REG Procedure
Model: MODEL1
Dependent Variable: Hours_Spent_Gaming

Number of Observations Read	60
Number of Observations Used	60

Analysis of Variance

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	3	2166.43448	722.14483	57.91	<.0001
Error	56	698.29885	12.46962		
Corrected Total	59	2864.73333			

Root MSE	3.53124	R-Square	0.7562
Dependent Mean	12.76667	Adj R-Sq	0.7432
Coeff Var	27.65981		

Parameter Estimates

Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > |t|
Intercept	1	19.21839	0.74432	26.90	<.0001
gender_code	1	-10.52874	0.94571	-11.13	<.0001
employment_code1	1	-10.25287	1.18275	-8.67	<.0001
employment_code2	1	-1.26437	1.31147	-0.96	0.3391

Figure 5

The REG Procedure
Model: MODEL1
Dependent Variable: Hours_Spent_Gaming

Fit Diagnostics for Hours_Spent_Gaming

Observations	60
Parameters	4
Error DF	56
MSE	12.47
R-Square	0.7562
Adj R-Square	0.7432

Residual by Regressors for Hours_Spent_Gaming