

Frequency Table for Age and Hours Spent Gaming (Figure 1)

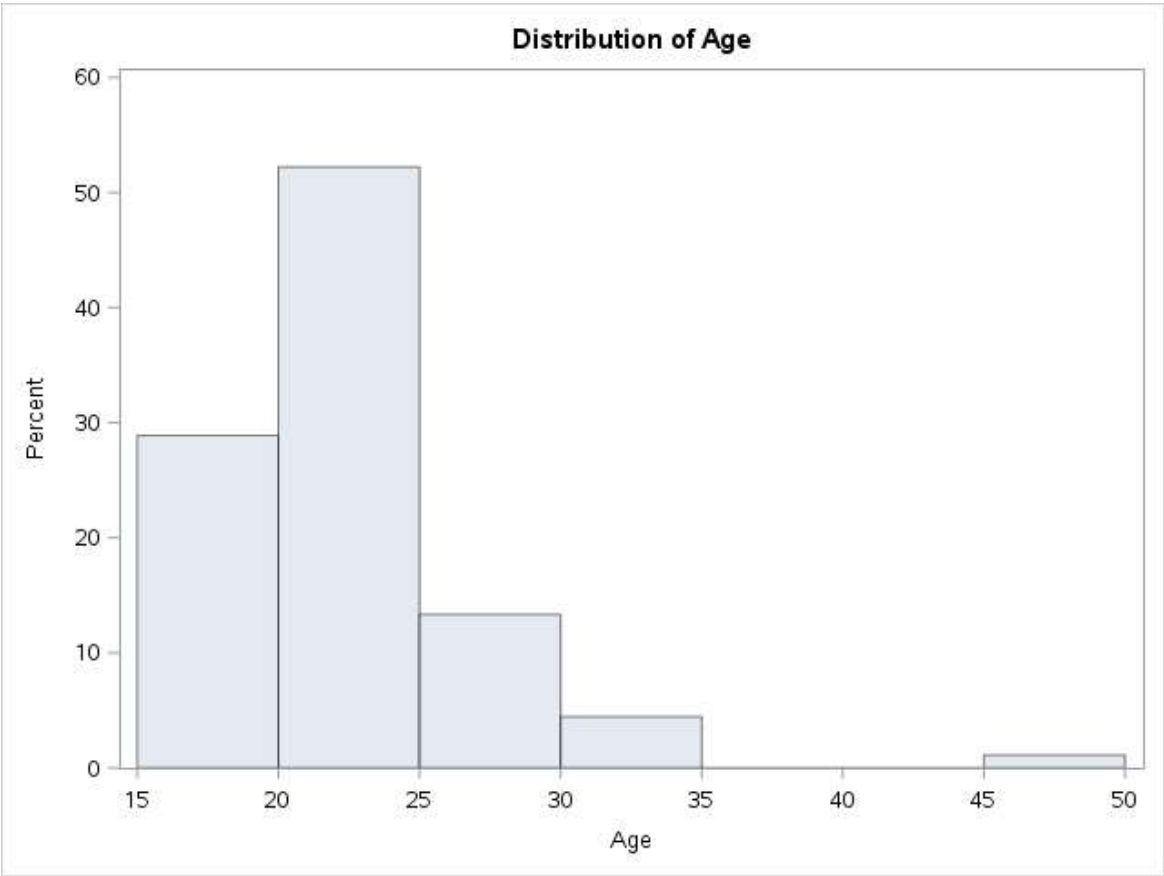
The FREQ Procedure

Age	Frequency	Percent	Cumulative Frequency	Cumulative Percent
15-20	49	54.44	49	54.44
21-25	27	30.00	76	84.44
26-30	12	13.33	88	97.78
31-35	1	1.11	89	98.89
Greater than 35	1	1.11	90	100.00

Hours_Spent_Gaming	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0-10	50	55.56	50	55.56
11-20	26	28.89	76	84.44
21-30	10	11.11	86	95.56
Greater than 30	4	4.44	90	100.00

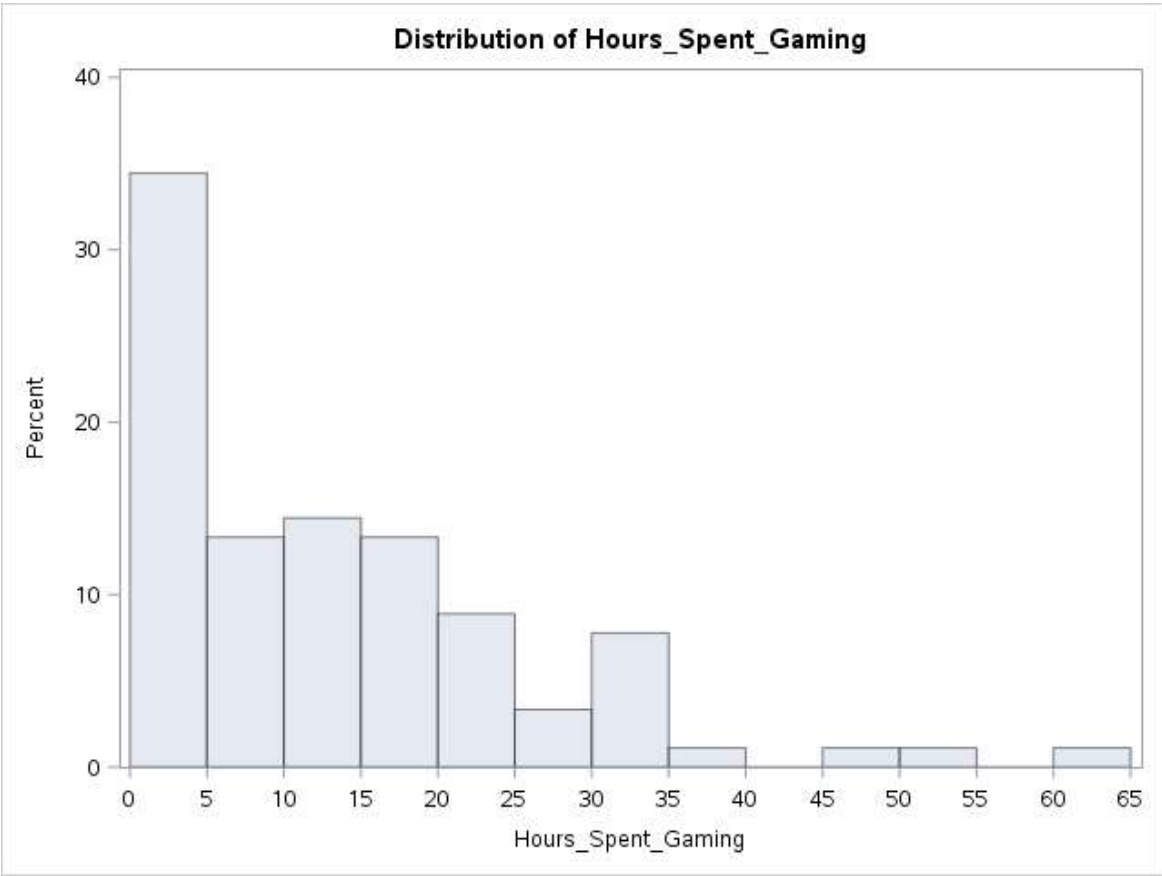
Histograms For Age and Hours Spent Gaming (Figure 2)

The UNIVARIATE Procedure



Histograms For Age and Hours Spent Gaming (Figure 2)

The UNIVARIATE Procedure



Five Number Summary for age and Hours Spent Gaming (Figure 3)

The MEANS Procedure

Variable	Minimum	Lower Quartile	Median	Upper Quartile	Maximum
Age	16.0000000	19.0000000	20.0000000	23.0000000	45.0000000
Hours_Spent_Gaming	0	3.0000000	10.0000000	18.0000000	60.0000000

Frequency Table for Gender, Employment and Platform (Figure 4)

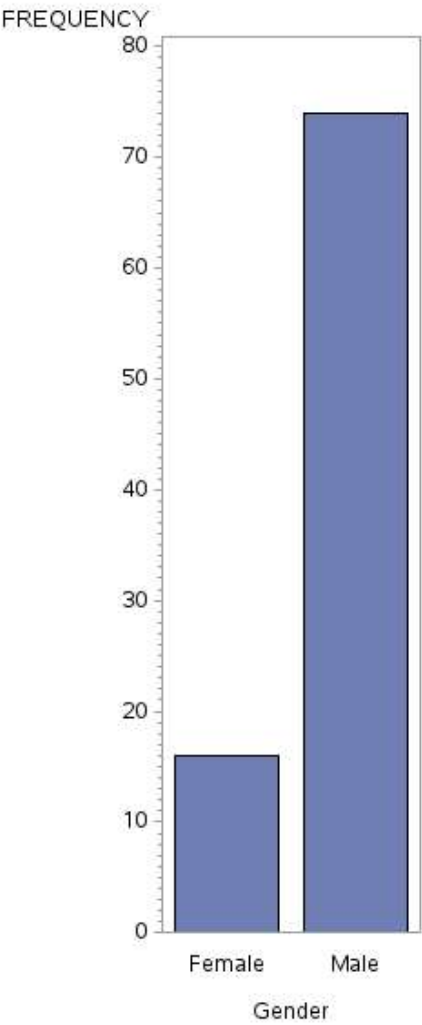
The FREQ Procedure

Gender	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Female	16	17.78	16	17.78
Male	74	82.22	90	100.00

Employment	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Full - time Employee	13	14.44	13	14.44
Part - time Employee	15	16.67	28	31.11
Student	62	68.89	90	100.00

Platform	Frequency	Percent	Cumulative Frequency	Cumulative Percent
PC	64	71.11	64	71.11
PlayStation	13	14.44	77	85.56
Xbox	13	14.44	90	100.00

Graphs For Gender and Employment Type (Figure 5)



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