1. Title: Gaming Behaviour Analysis during the COVID-19 Pandemic: A Comprehensive Study of Digital Gaming Habits.

2. Background: The COVID-19 pandemic brought unprecedented changes to daily life, impacting leisure activities significantly. This project aims to delve into the gaming behaviours of individuals during the pandemic, focusing on digital games. Understanding these patterns is essential to grasp the evolving landscape of entertainment preferences and coping mechanisms during crisis periods.

3. Aims:

- **Research Questions:**
    1. How did the frequency and types of digital game usage change during the COVID-19 pandemic in 2020?
    2. What demographic factors and perceived impacts of the pandemic influenced gaming behaviour, and how were these behaviours correlated with the imposed restrictions and social isolation measures?
- **Hypotheses:**
    1. Increased leisure time due to lockdowns led to a rise in digital gaming activities.
    2. Gaming behaviour varied based on age, gender, and the perceived impact of the pandemic on individual lifestyles.

4. Material and Methods:

- **Data Description:** The dataset includes variables related to digital game usage, frequency, types of games played, and the influence of COVID-19 restrictions on gaming behaviour.
- **Sample Collection and Study Design:** I have collected these data from the site of FINNISH SOCIAL SCIENCE AND DATA ARCHIVE namely FSD3547 Playing Video Games during the COVID-19 Pandemic: Survey 2020. The study design is cross-sectional, focusing on the period during strict COVID-19 lockdowns.
- **Statistical Unit and Sample Size:** Individuals aged 0 to over 49 years constitute the statistical unit. A sample size of 794 participants was surveyed, ensuring a diverse representation of gaming habits across different demographics.
- **Variables and Measurement Scales:**
    1. **Outcome Variables:**
        - Digital Game Usage (frequency and types)
    2. **Explanatory Variables:**
        - Age Group (categorical scale)
        - Gender (nominal scale)
        - Impact of COVID-19 Restrictions (ordinal scale)
        - Hours Spent Gaming Weekly (continuous scale)
        - Perception of Gaming Behaviour (ordinal scale)
- **Methods for Data Analysis:** Descriptive statistics will be utilized to analyse the frequency and types of digital games played. Inferential statistics, including chi-square tests and regression analysis, will be employed to identify significant factors influencing gaming behaviour. Correlation analysis will explore the relationship between the impact of COVID-19 restrictions and gaming habits.
- **Sensitivity Analyses:** Sensitivity analyses will focus on specific age groups and gender to identify nuanced trends within these subpopulations. Additionally, subgroup analyses will be conducted to assess how perceptions of gaming behaviour vary across different demographic groups.