# Gaming and Mental Health

The impact of online video gaming on anxiety, social phobia, and satisfaction with life

# Purpose:

Does the amount of time spent gaming per week affect mental health?

## Questionnaire

### GAD - General Anxiety Disorder

Over the last 2 weeks, how often have you been bothered by the following problems? \*

	Not at all	Several days	Over half the days	Nearly every day
Feeling nervous, anxious, or on edge	0	0	0	0
Not being able to stop or control worrying	0	0	0	0
Worrying too much about different things	0	0	0	0
4. Trouble relaxing	0	0	0	0
5. Being so restless that it's hard to sit still	0	0	0	0
6. Becoming easily annoyed or irritable	0	0	0	0
7. Feeling afraid as if something awful might happen	0	0	0	0

## Social Phobia Inventory

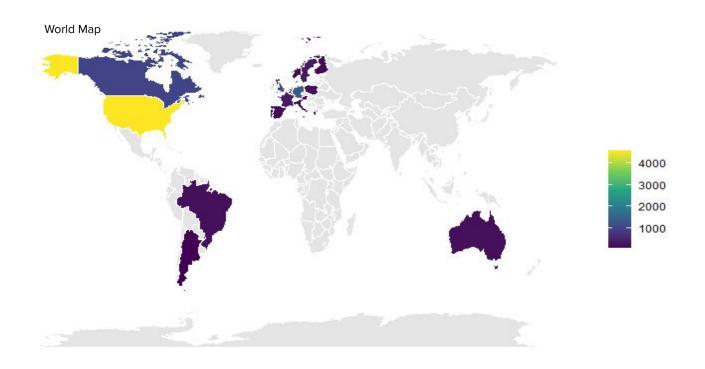
	Not At All	A Little Bit	Somewhat	Very Much	Extremely
1. I am afraid of people in authority.	0	0	0	0	0
2. I am bothered by blushing in front of people.	0	0	0	0	0
3. Parties and social events scare me.	0	0	0	0	0
4. I avoid talking to people I don't know.	0	0	0	0	0
5. Being criticized scares me a lot.	0	0	0	0	0
6. I avoid doing things or speaking to people for fear of embarrassment.	0	0	0	0	0
7. Sweating in front of people causes me distress.	0	0	0	0	0
8. I avoid going to parties.	0	0	0	0	0
9. I avoid activities in which I am the center of attention.	0	0	0	0	0
10. Talking to strangers scares me.	0	0	0	0	0
11. I avoid having to give speeches.	0	0	0	0	0
12. I would do anything to avoid being criticized.	0	0	0	0	0
13. Heart palpitations bother me when I am around people.	0	0	0	0	0
14. I am afraid of doing things when people might be watching.	0	0	0	0	0
15. Being embarrassed or looking stupid are among my worst fears.	0	0	0	0	0
16. I avoid speaking to anyone in authority.	0	0	0	0	0
17. Trembling or shaking in front of others is distressing to me.	0	0	0	0	0

#### SWL - Satisfaction With Life

	Strongly Disagree	Disagree	Slightly Disagree	Neither Agree or Disagree	Slightly Agree	Agree	Strongly Agree
In most ways my life is close to my ideal.	0	0	0	0	0	0	0
2. The conditions of my life are excellent.	0	0	0	0	0	0	0
3. I am satisfied with life.	0	0	0	0	0	0	0
4. So far I have gotten the important things I want in life.	0	0	0	0	0	0	0
5. If I could live my life over, I would change almost nothing.	0	0	0	0	0	0	0

## Demographics

### Current Residence of Survey Participants as a Heat Map



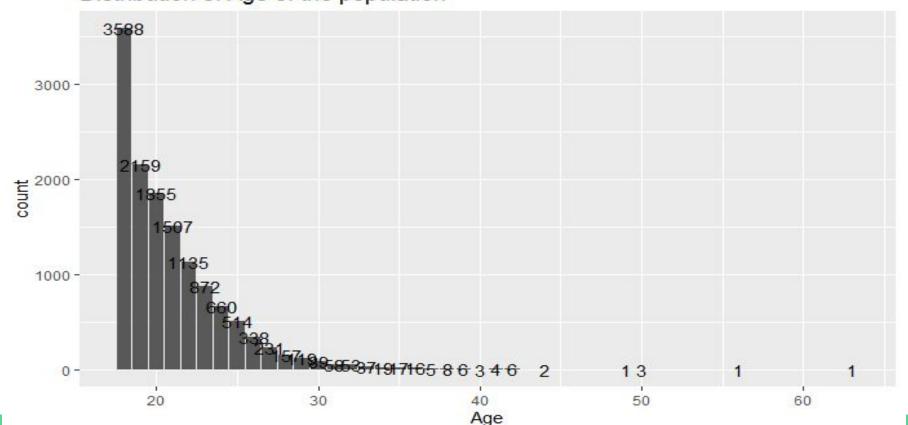
Countries with at least 100 participants

## Gender Influence in the Survey

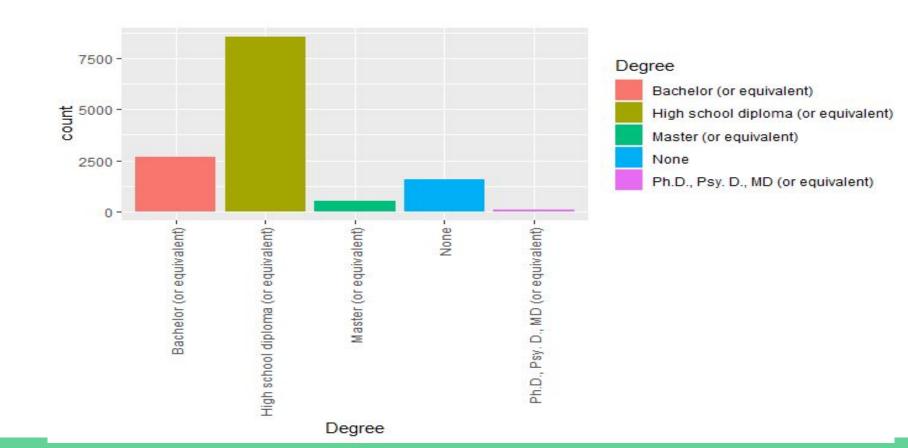


## Age Influence in the Survey

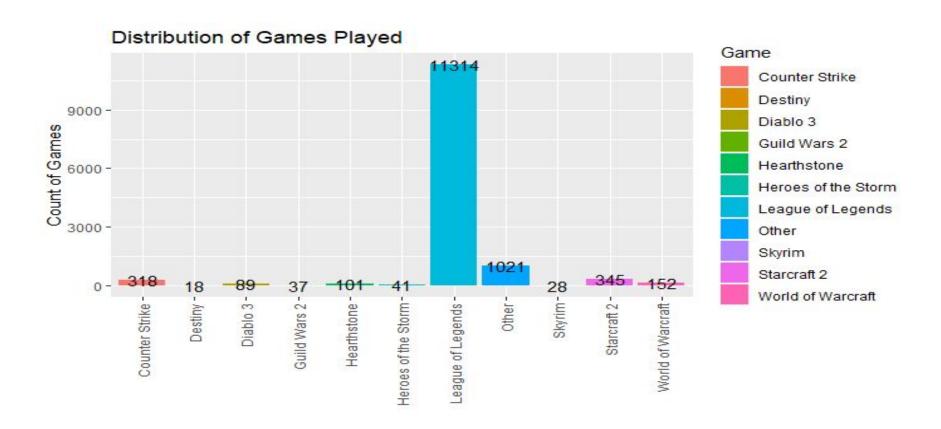




#### Education Level of the Demographics



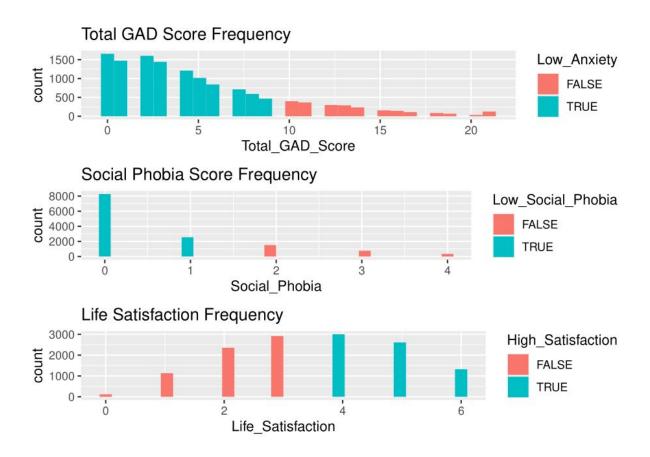
### Games Played from Around the World



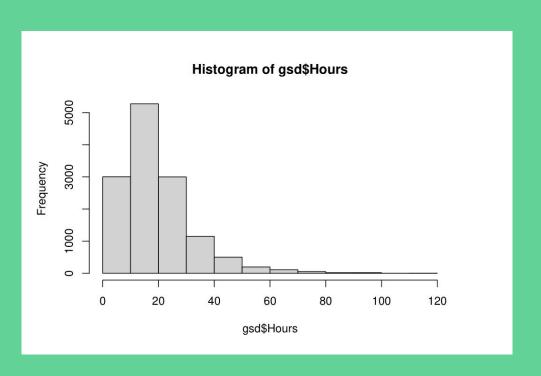
# Analysis

- Survey Score Frequencies
- Hours Spent Gaming vs Scores
- Modeling

#### Overview of Survey Scores

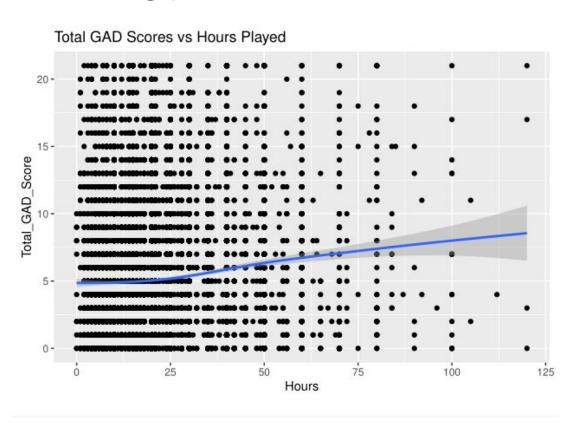


## **Hours Spent Gaming**



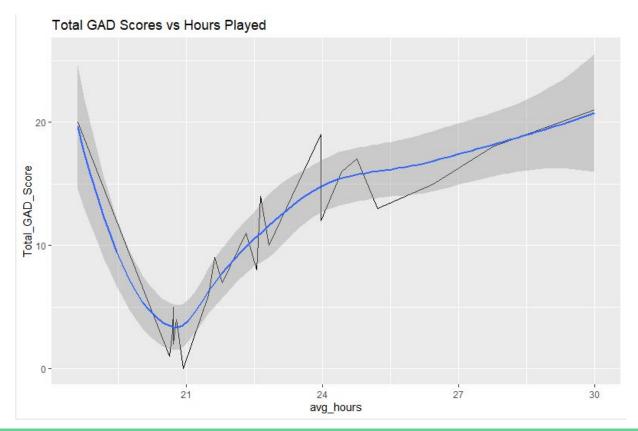
Mean Hours = 21.5

## Hours Spent Gaming per Week and General Anxiety Scores

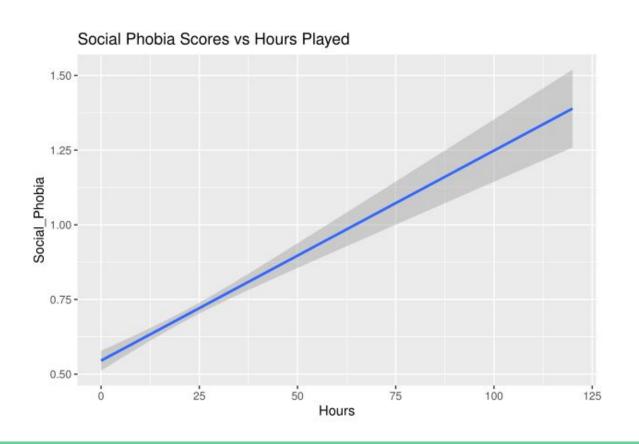


Avg Hours Spent Gaming per Week and General Anxiety

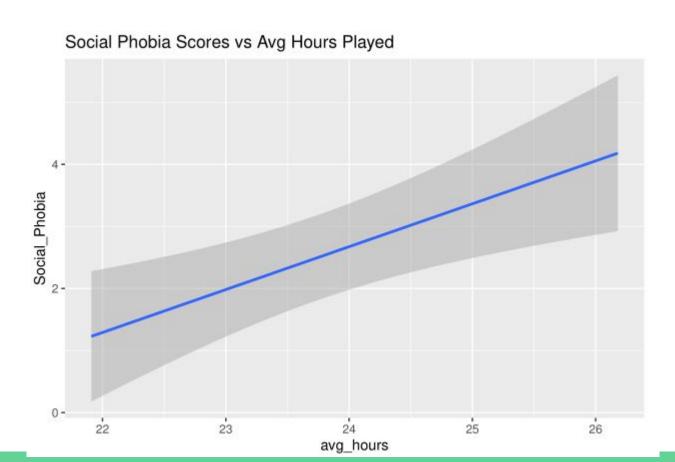
Scores



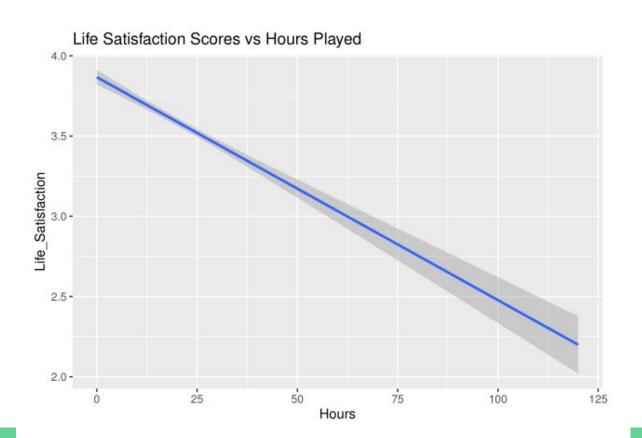
### Hours Spent Gaming per Week and Social Phobia



### Avg Hours Spent Gaming per Week and Social Phobia



## Life Satisfaction Scores vs Hours Played



# Correlations and Conclusions

# Hours vs Total\_GAD\_Score

#### For all data:

Correlation: 0.096

P-value: <2.2e^-16

#### **Above Avg. Hours Spent:**

Correlation: 0.015

P-value: 0.14

#### **Below Avg. Hours Spent:**

Correlation: 0.192

P-value=4.09e^-16

# Hours vs Social Phobia Score

#### For all data:

Correlation: 0.0908

P-value: <2.2e^-16

#### **Above Avg. Hours Spent:**

Correlation: 0.019

P-value: 0.07

#### **Below Avg. Hours Spent:**

Correlation: 0.075

P-value=2.8e<sup>^</sup>e-07

# Hours vs Life Satisfaction Score

#### For all data:

Correlation: -0.13

P-value: <2.2e^-16

#### **Above Avg. Hours Spent:**

Correlation: 0.019

P-value: <2.322e^-5

#### **Below Avg. Hours Spent:**

Correlation: -0.123

P-value=2.2e^e-16

# Conclusion

#### Conclusion

Does the amount of time spent gaming per week affect mental health? Yes!

Does spending more time gaming explain why people are less mentally healthy?

No!

Conclusion - what would make a better project?

1. More Data

2. General Population to compare