# Interpretation of Prediction Results (GAD_T - Generalized Anxiety Disorder Score)

**Predicted GAD_T Values:**
[7.76, 2.00, 5.16, 17.40, 0.00]

**Meaning of GAD_T:**
The Generalized Anxiety Disorder Score (GAD_T) is used to assess an individual's anxiety level, typically ranging from 0 to 21, where higher scores indicate more severe anxiety.

**Results Analysis:**

**7.76 (Mild Anxiety):** This suggests a tendency toward anxiety, but it may not significantly impact daily life.

**2.00 (No or Minimal Anxiety):** Indicates a very low level of anxiety, likely not affecting well-being.

**5.16 (Mild Anxiety):** Close to the normal range, though occasional anxious feelings may occur.

**17.40 (Severe Anxiety):** This score indicates significant anxiety, possibly requiring professional support.

**0.00 (No Anxiety):** Completely normal, suggesting no signs of anxiety.

**Overall Interpretation:**
Wide variation in anxiety levels among different users, ranging from no anxiety (0.00) to severe anxiety (17.40).
The predictions align with the GAD-7 scoring system:

**0-4:** Normal

**5-9:** Mild Anxiety

**10-14:** Moderate Anxiety

**15-21:** Severe Anxiety

The predicted values are continuous rather than whole numbers, indicating that the model has learned subtle variations in anxiety levels.

**Key Findings:**

**GAD_T** is primarily determined by the 7 items of the GAD-7 scale, which is expected.

**Non-GAD-related variables** (such as gaming hours or streaming habits) have minimal influence, meaning the model relies mainly on the GAD-7 responses for predictions.

**Features with Minimal Impact:**

**Gaming hours ("Hours")** – Extremely small effect (0.094%)
**Whether the user streams games ("streams")** – Minimal effect (0.079%)
**Country of residence ("Residence_ISO3")** – Almost no impact (0.065%)

The model effectively captures generalized anxiety levels based on the GAD-7 survey, with external factors like gaming time, streaming, and geography having little to no influence.