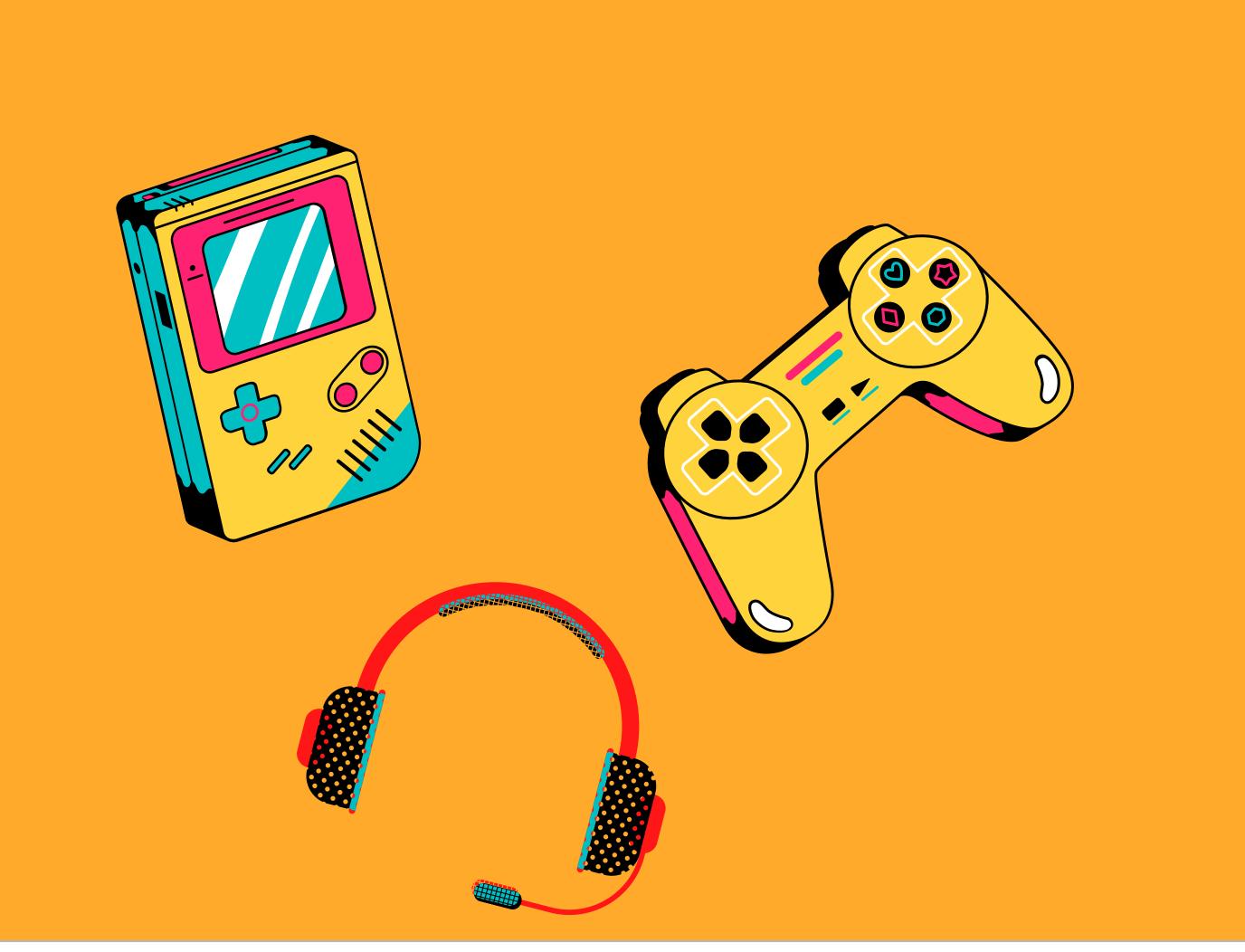
# Gaming Behind the Scenes

Does gaming cause anxiety? How does this happen and what is the reason behind that?

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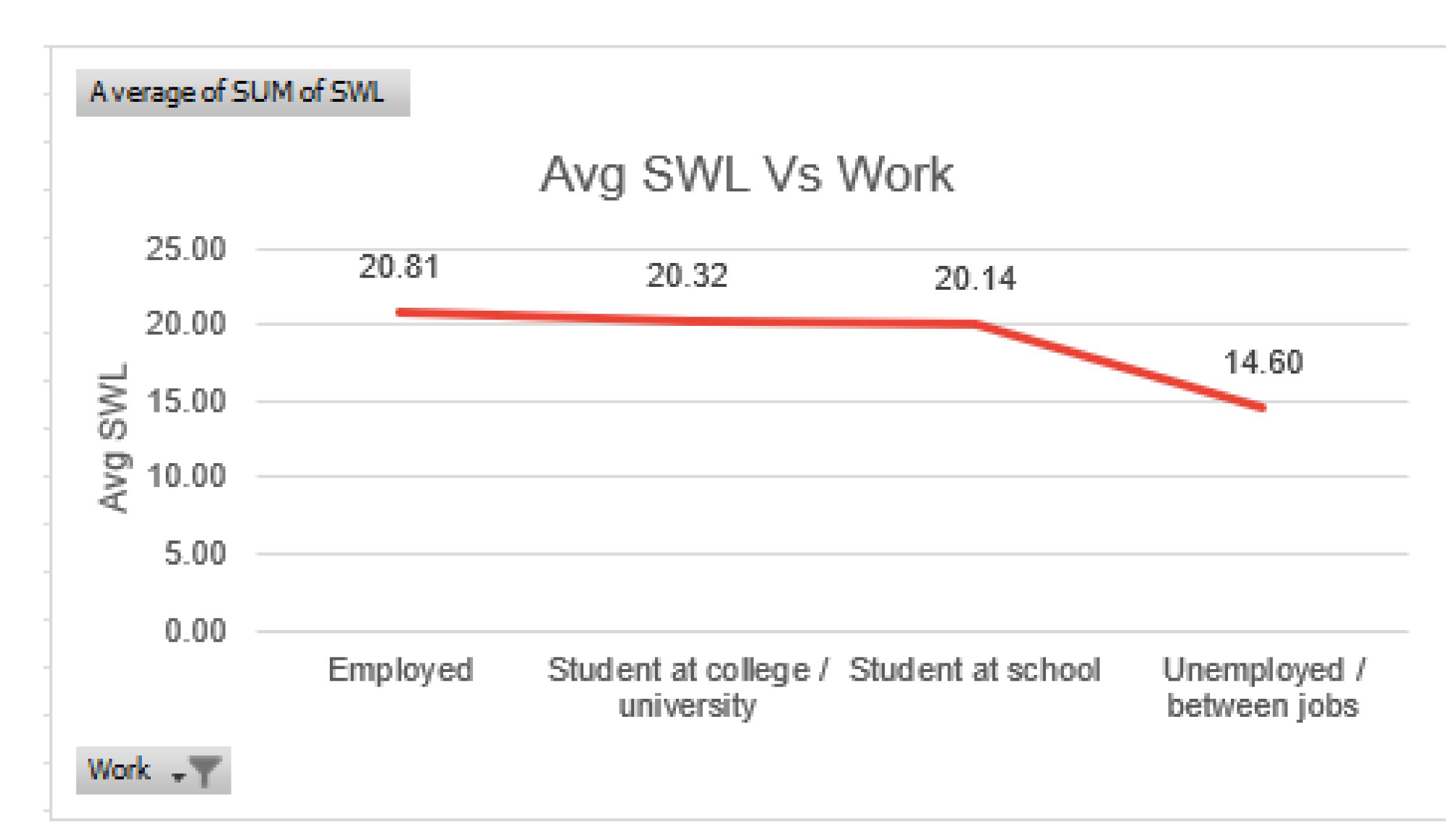
#### Background

There are currently 3.24 billion gamers worldwide, a number that has been rising over the past few years. These players run the risk of becoming addicted to gaming, with a constant need to play video games. This is because studies have shown that the same brain regions that are activated in craving in drug and alcohol addicts are also activated in video game addicts when they see images of video games. As a result, addicted gamers frequently experience mental health problems that have an impact on several facets of their lives. For instance, students who are gaming addicts tend to perform worse academically than their friends who are not.

#### Data

The data is made up of information that was gathered through a global survey of gamers (12,668 questioners). The questionnaire included inquiries that psychologists typically make of those who are prone to anxiety, social phobia, and low to no life satisfaction. A number of sets of questions are included in the questionnaire, which was created for a psychological study.

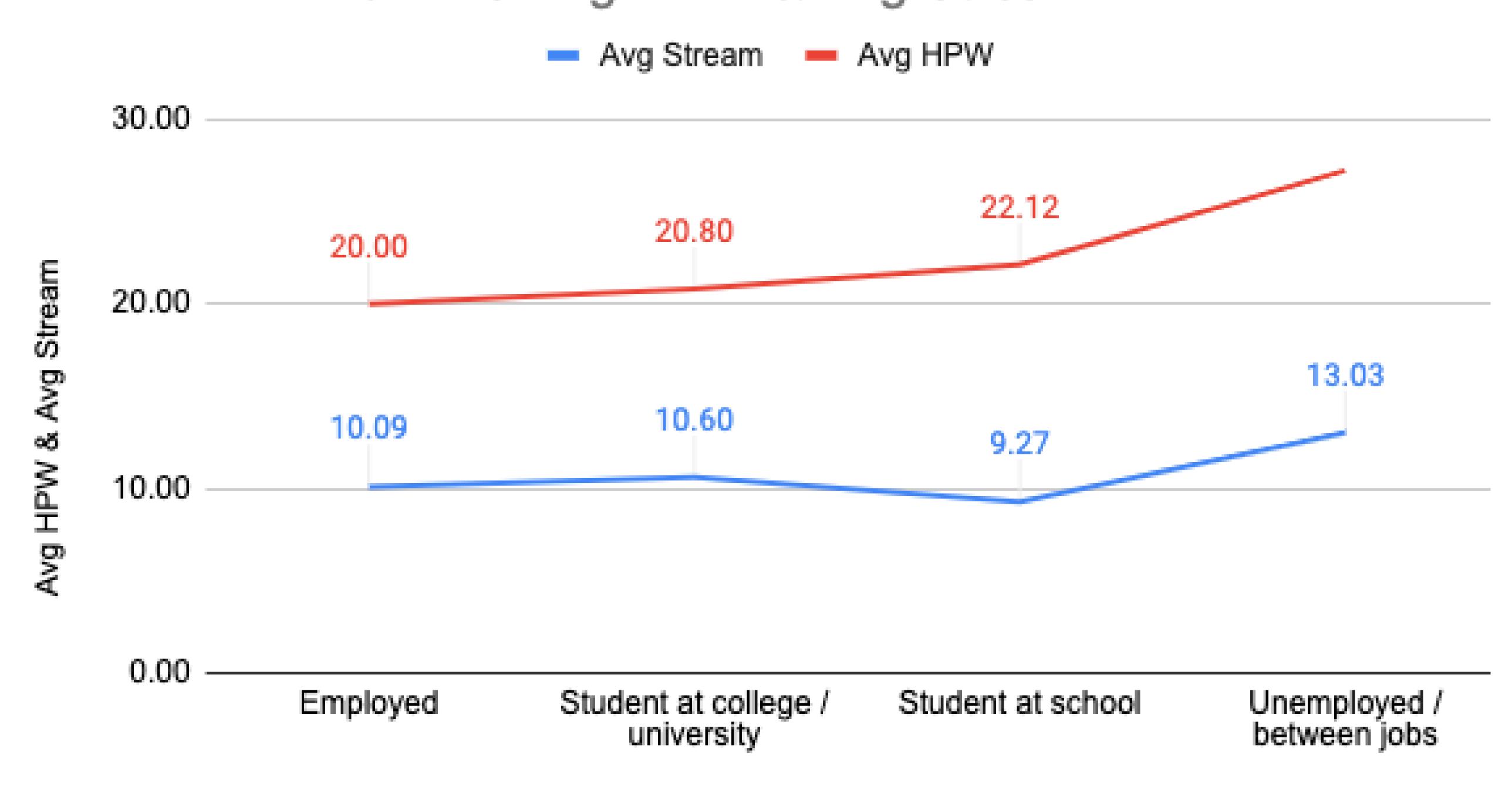
This analysis's goal is to examine the relationship, level and impact of anxiety disorders such as generalized anxiety disorder (GAD) and social anxiety disorder (Social Phobia) on gamers' lives and their levels of life satisfaction too. While focusing on these gamers work status.





Unemployed Gamers are the least category satisfied with their life

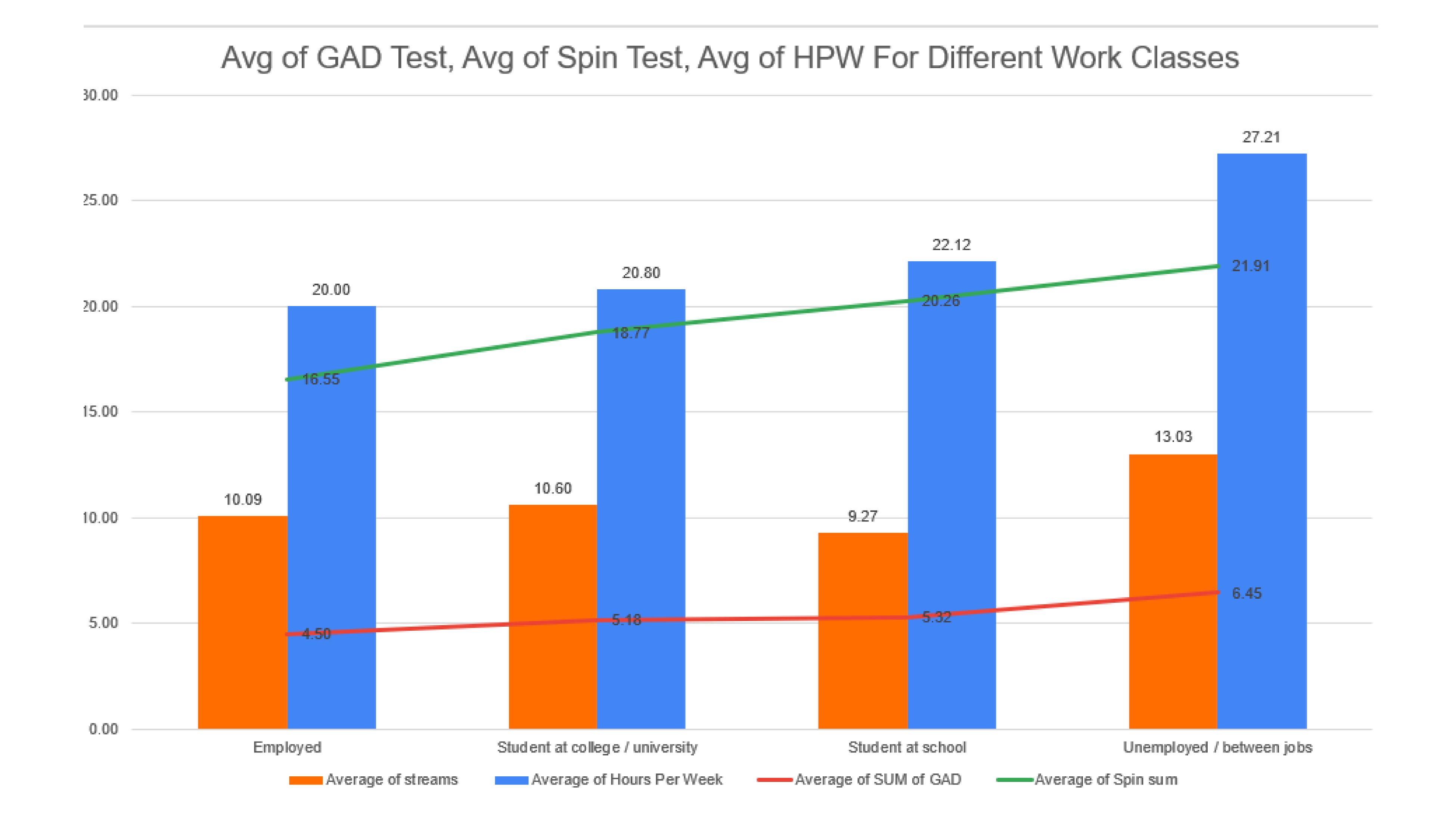
## Work VS Avg HPW & Avg Stream



Unemployed Gamers spend the highest time on playing games with an avg of 27.21 hours per week, follows them students at school with an avg hours of 22.12 per week, compared to the other categories, also unemployed gamers have the highest avg of streams per week



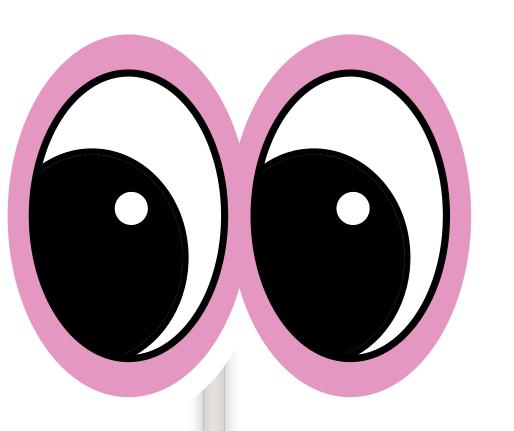
### Age Vs Avg HPW Vs Avg Stream AVERAGE of Hours Per Week — AVERAGE of streams 50.00 Gamers with age 40.00 range between 41-42 years have the 30.00 highest hours played per week 20.00 with an average of 44.75 hours. 30.00 50.00 20.00





Unemployed gamers spends the highest hours of playing games and streams. They tend to have more anxiety than others. And they are more eligible to have SPIN than GAD





Unemployed gamers are more eligible to have SPIN than GAD.

Gamers between 41-42, have the highest GAD test results.

Unemployed Gamers are the least category satisfied with their life.