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| **STORYBOARD and MORE DETAILS about project** | |
| **What is your project about? –** Effects of excessive gaming on life satisfaction | |
| **Background:** With the world moving towards increased use of technology, the use of technological devices have increased, as well as the number of gamers. | |
| **Problem:** We need to find out the amount of time that people spend on gaming, as well as how that could negatively affect their wellbeing. | **Statement** **🡪 Question**: Do people spend a high amount of time gaming? Could this lead to negative effects like a lower satisfaction with life? |
| **What is the data you plan to use?** | |
| **General**   1. **% of internet users worldwide who play video games on any device**   <https://www-statista-com.libproxy1.nus.edu.sg/statistics/195768/global-gaming-reach-by-country/?locale=en>   1. **Social Phobia, Anxiety, Life Satisfaction** <https://www.kaggle.com/datasets/divyansh22/online-gaming-anxiety-data?select=GamingStudy_data.csv> | |
| *\*Note: At first, I was planning to do this section as well, but after a consultation with Wien, I was advised to perhaps focus on the Social Phobia dataset because that is a big enough dataset to cover my data story. So I won’t continue with the covid era data set if I don’t have time to do so.*  **ZOOM INTO COVID ERA amplifying the gaming problem**  Stats of Animal Crossing players worldwide   * Paper: <https://direct.mit.edu/dint/article/3/4/606/107672/A-Multinational-Data-Set-of-Game-Players-Behaviors> * Dataset: <https://www.scidb.cn/en/detail?dataSetId=cb5d36cce29f4e5695a586c9b85d04b6>  1. % of people in Self-isolation and how long self isolation + gaming hours 🡪 can show the link between Covid-19 exacerbating the problem 2. Positive effects (Likert scale: content, happy, successful , enjoyed, felt good) 3. Negative effects (lost connection with outside world, lost track of time | |
| **Summarised findings** | |
| **% of internet users worldwide who play video games on any device**   1. Because there are too many countries to do a bar chart, I thought of splitting them into regions. I was thinking of adding a vertical line to signify the worldwide average %, which was found to be 81.99   **Social Phobia Inventory (SPIN) , Generalised Anxiety Disorder (GAD), Satisfaction with Life (SWL) Dataset**  I have cleaned the data to remove NA (for country of residence and scale results/ number of hours). I have removed data which included number of hours > 112 per week because that would mean more than 16 hours of gaming per day. I have chosen to focus on a subset of the data. Narrowed the game to League of Legends, gamers to be between ages 15 to 24, measure of only life satisfaction. (UN definition of youths).   1. I am planning to do a map chart which shows the different countries, and when users hover their mouse over the different countries, they would see the tooltip of the country’s average hours of gaming per week, as well as life satisfaction score. 2. I am planning to include a scatterplot of worldwide average gaming hours and average life satisfaction to show the correlation.   It is not a high correlation (R2= 0.0153)   1. Zooming into scatterplot by regions to see if the results change   Correlation values are still not large. In fact, Africa’s correlation becomes positive.   * Bring in flaws of dataset to show how this is not representative of the population they seek to explore | |