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| **STORYBOARD and MORE DETAILS about project** | |
| **What is your project about? –** Effects of excessive gaming on psychological wellbeing. | |
| **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 increased likelihood of social phobia or anxiety, which could result in lower life satisfaction? |
| **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 game League of Legends in this dataset, because it takes up >80% of the data.   1. General piechart about demographics (Male vs Female % and Age range bar-chart) 🡪 user can change the chart view between gender and age. 2. 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, GAD, SWL and SPIN. Considering if I should add in the correlation as well? 3. I calculated the correlation between worldwide average hours of game played vs average GAD, SWL, and SPIN results.   There is only a small correlation, however the correlation is significant.  It wouldn’t be nice to show it as a scatterplot if the correlation is low..? So should I just leave it as a table of results? | |