The statistics of GDP per capita (variable name gdp) in purchasing power parity (PPP) at constant 2017 international dollar prices are from the October 14, 2020 update of the World Development Indicators (WDI). The GDP figures for Taiwan, Syria, Palestine, Venezuela, Djibouti and Ymen are from the Penn World Table 9.1.

Healthy Life Expectancy (HLE). Healthy life expectancies at birth are based on the data extracted from the World Health Organization’s (WHO) Global Health Observatory data repository (Last updated: 2020-09-28). The data at the source are available for the years 2000, 2005, 2010, 2015 and 2016. To match this report’s sample period (2005-2020), interpolation and extrapolation are used.

Social support (or having someone to count on in times of trouble) is the national average of the binary responses (either 0 or 1) to the GWP question “If you were in trouble, do you have relatives or friends you can count on to help you whenever you need them, or not?”

Freedom to make life choices is the national average of responses to the GWP question “Are you satisfied or dissatisfied with your freedom to choose what you do with your life?”

Generosity is the residual of regressing national average of response to the GWP question “Have you donated money to a charity in the past month?” on GDP per capita.

Corruption Perception: The measure is the national average of the survey responses to two questions in the GWP: “Is corruption widespread throughout the government or not” and “Is corruption widespread within businesses or not?” The overall perception is just the average of the two 0-or-1 responses.

Positive affect is defined as the average of three positive affect measures in GWP: happiness, laugh and enjoyment in the Gallup World Poll waves 3-7. These measures are the responses to the following three questions, respectively: “Did you experience the following feelings during A LOT OF THE DAY yesterday? How about Happiness?”, “Did you smile or laugh a lot yesterday?”, and “Did you experience the following feelings during A LOT OF THE DAY yesterday? How about Enjoyment?”

Negative affect is defined as the average of three negative affect measures in GWP. They are worry, sadness and anger, respectively the responses to “Did you experience the following feelings during A LOT OF THE DAY yesterday? How about Worry?”, “Did you experience the following feelings during A LOT OF THE DAY yesterday? How about Sadness?”, and “Did you experience the following feelings during A LOT OF THE DAY yesterday? How about Anger?”