**Fab5**

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Data: Online Gaming & Anxiety

Dataset: <https://www.kaggle.com/divyansh22/online-gaming-anxiety-data>

Research Questions

* Correlations of playstyle and demographic breakdown of gamers in the US within clinically set GAD\_T, SWL\_T, OR SPIN\_T ranges
* Correlations of whyplay and demographic breakdown of gamers in the US within clinically set GAD\_T, SWL\_T, OR SPIN\_T ranges
* Correlations of earnings and demographic breakdown of gamers in the US within clinically set GAD\_T, SWL\_T, OR SPIN\_T ranges
* Game preference of gamers in the US within clinically set GAD\_T, SWL\_T, OR SPIN\_T ranges, and demographic breakdowns
* Platform preference of gamers in the US within clinically set GAD\_T, SWL\_T, OR SPIN\_T ranges, and demographic breakdowns

*Demographic breakdown: Gender, Age, Work, or Degree*

*GAD\_T: Generalized Anxiety Disorder Assessment*

*SWL\_T: Satisfaction with Life Scale*

*SPIN\_T: Social Phobia Inventory*

*Playstyle: SinglePlayer vs. MultiPlayer*

*Whyplay: Reason for playing (having fun, relaxing, etc.)*

*Earnings: Playing for fun, making money, etc.*

Responsibilities

* Ian Arch: Jedi Knight (Code Checker)
* Paige Breyfogle: “Just The Facts” (Data Analysis)
* Daniel Buescher: The Avatar (Presenter)
* J.A. Gorman: Dungeon Master (Repository Keeper)
* Andrew Stepanek: Sorcerer Supreme (Dataset Collection)