

Group 3 Project 1: Overall Health and Games

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Project Description:

Our project will be able to show how gaming affects overall health. We are a hypothetical healthcare company trying to determine the type of games we should offer to customers who are seeking to improve their mental health through gaming. We will examine the relationship of gaming with mental health and physical health. We will break this down even further by gender, age, and region. We will weigh the positive benefits and negative repercussions gameplay has on the health of gamers.

Research Questions:

1. How do hours spent playing video games affect anxiety?
2. How do hours spent playing video games affect satisfaction of life?
3. Is there a discrepancy in well-being/ life satisfaction between age, gender, and employment?
4. How does gaming affect the well-being of a user immediately after the game has ended?
5. Does single player v multi-player increase or decrease anxiety and depression?
6. Is there a correlation between well-being/life satisfaction and the reason why an individual games?
7. How to utilize gaming as a method of improving the quality of life?

Data

Dataset 1: Gaming and Mental Health

<https://www.kaggle.com/datasets/alanpal/gaming-and-mental-health>

Group 3

Dataset 2: Online Gaming Anxiety Data

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

Dataset 3: Influence of Video Game Play

<https://agdatacommons.nal.usda.gov/articles/dataset/Data from The influence of active video game play upon physical activity and screen-based activities in sedentary children/24666177>

API

Still researching possible APIs

Group 3

x- axis : game time

y- GAD_Sum

x-axis: game time

y: SWL_Sum