

	Insight_seeking	Explo_curiosity	Morbid_curiosity	Curiosty
(Intercept)	-1.06	-1.17	0.18	-0.87
	(0.97)	(1.51)	(0.16)	(0.95)
factor(Q5)Architecture and construction	-0.18	-0.04	-0.17	-0.03
	(1.59)	(2.47)	(0.26)	(1.56)
factor(Q5)Arts, audio/video technology, and communications	1.42	1.96	-0.11	1.23
	(1.12)	(1.75)	(0.18)	(1.10)
factor(Q5)Business management and administration	1.11	0.78	-0.08	0.77
	(1.05)	(1.63)	(0.17)	(1.03)
factor(Q5)Education and training	1.82	2.04	-0.18	1.39
	(1.21)	(1.88)	(0.20)	(1.19)
factor(Q5)Finance	1.65	2.11	-0.12	1.44
	(1.08)	(1.68)	(0.18)	(1.06)
factor(Q5)Government and public administration	0.96	0.23	-0.33	0.54
	(1.32)	(2.05)	(0.22)	(1.29)
factor(Q5)Health science	1.98	2.63	-0.14	1.79
	(1.18)	(1.84)	(0.19)	(1.16)
factor(Q5)Hospitality and tourism	1.12	1.85	0.04	1.31
	(1.27)	(1.98)	(0.21)	(1.25)
factor(Q5)Human services	0.81	0.30	-0.20	0.30
	(1.27)	(1.98)	(0.21)	(1.25)
factor(Q5)Information technology	-0.15	-0.39	-0.26	-0.23
	(1.05)	(1.63)	(0.17)	(1.03)
factor(Q5)Law, public safety, corrections, and security	2.63	3.35	-0.22	2.25
	(1.59)	(2.47)	(0.26)	(1.56)
factor(Q5)Manufacturing	-0.20	-0.33	-0.20	-0.22
	(1.11)	(1.72)	(0.18)	(1.08)
factor(Q5)Other	1.45	2.07	-0.23	1.37
	(1.12)	(1.74)	(0.18)	(1.10)
factor(Q5)Retired	2.65 *	3.05	-0.19	2.29 *
	(1.16)	(1.80)	(0.19)	(1.13)