### Dataset Description:

The dataset we have chosen to work with is at an intersection of mental health and video games. Individuals who contributed to this dataset were asked to complete several base-level batteries of psychology questions which measure quantitatively things such as Generalized Anxiety Disorder to Social Phobia to Satisfaction With Life. In addition to these psychological evaluations other biographical data was collected alongside self-reported data regarding video game habits. The dataset has few fill-in questions, most were numerical or choice-based. Most (>99%) of the participants of this study came from reddit so this sample is extremely biased to individuals who utilize social media in addition to playing video games.

The three psychological question batteries cover multiple aspects of the idea or trope of a “Gamer”. To better understand the psychological landscape of each gamer, three standardized assessment tool/survey results and individual scores were collected: the GAD-7, SPIN-17, and SWLS. Each of the different questionnaires take slightly different approaches with how they evaluate each gamer’s anxiety.

The GAD-7, which is an assessment tool for Generalized Anxiety Disorder (GAD) was provided alongside a bonus question: GAD\_E, a self-assessment of how anxiety affects an individual with day-to-day life. The GAD-7 consists of 7 main questions that score numerically ranging from 0-3, while the last bonus question is one chosen response (in Likert fashion). Scores for this questionnaire are provided in raw format, a social or psychological practitioner should be able to add the scores to determine true scoring and infer diagnosis based on performance. Ultimately, using the threshold score of 10, the GAD-7 has a sensitivity of 89% and a specificity of 82% for GAD. Moreover, it’s also moderately good at screening three other common anxiety disorders – panic disorder (sensitivity 74%; specificity 81%), social anxiety disorder (sensitivity 72%; specificity 80%), and post-traumatic stress disorder (sensitivity 66%; specificity 81%).

The Social Phobia Inventory (SPIN) was administered to participants in this study and the scores were recorded as raw values. SPIN is normally administered as a 5 question battery, the version used for this study was SPIN-17 which is an extended battery. The extended SPIN questionnaire consists of 17 questions whose scale is rated over the past week and address each of the symptom domains of social anxiety disorder (e.g., fear, avoidance, and physiological arousal). The total SPIN score is calculated by summing all of the individual scores from each question. A score of 19 and above appears to suggest a possibility of social anxiety; the possible range is between 0 and 68.

The Satisfaction With Life Scale (SWLS) is a five question assessment tool that is designed to measure global cognitive judgments of one’s own life satisfaction. Recipients of this questionnaire indicate how much they agree or disagree with each of the five questions, using a 7-point scale, ranging from “Strongly Agree” (7) to “Strongly Disagree” (1). Each gamer’s own judgments of their own life satisfaction are scored by adding each individual score for every question, totaling a sum of categories that range from “Extremely Satisfied” to “Extremely Dissatisfied.” The questions are designed in a way that, although not specific to areas of life such as finance or health, allow the gamer to integrate and weight their life areas in a way that suits them, when assessing each statement.

Since each questionnaire is evaluated by looking at the summed total of scores, when looking at each assessment tool, the score total columns GAD\_T, SWL\_T, and SPIN\_T will most likely be a key direction for further analysis.

Additional numeric data includes the average amount of hours per week the participant plays video games as well as the average amount of hours game streams are consumed. Participant age is also included, this begins at 18 as the researchers understandably did not elect to include minors in the study. A single score from Single Item Narcissism Scale (SINS), which is a singular question asked to participants “on a scale of one to seven how much do agree with the statement ‘I am a narcissist.’”

Additional categorical data includes the video game platform of choice, academic degree achieved, country of origin, and country of residence.

A number of fill-in questions are provided that will need to be cleaned and categorized. These include which video game participants play most, why they play video games, play-style, money earned while playing, rating in any rating system in their game of choice, and highest rating if any in gaming.

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### References:

**Dataset:**

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

**Original Data Provenance:**

<https://osf.io/vnbxk/>

**GAD-7:**

<https://www.phqscreeners.com/images/sites/g/files/g10060481/f/201412/GAD-7_English.pdf>

**SPIN-17:**

KM Connor, et al. Psychometric Properties of the Social Phobia Inventory (SPIN): New Self-Rating Scale. British Journal Psych. 2000.

**SWL-5:**

<https://fetzer.org/sites/default/files/images/stories/pdf/selfmeasures/SATISFACTION-SatisfactionWithLife.pdf>

**SINS-1:**

<https://dx.plos.org/10.1371/journal.pone.0103469>