# Investigating Common Myths: The Link Between Music and Mental Health

Music & Mental Health Survey Results

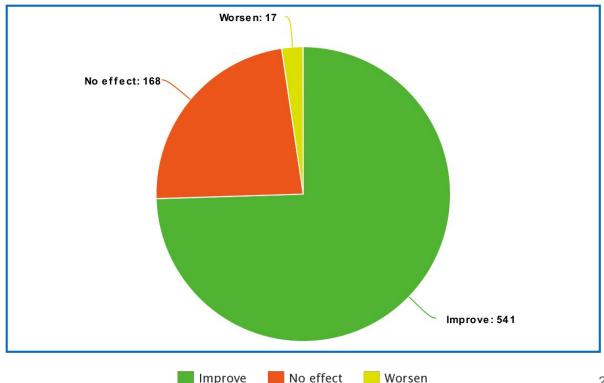
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MUgSS Datathon, 3/11/23



### Motivation: Self-reported beliefs

Does music improve/worsen respondent's mental health conditions?





### Motivation

Common beliefs regarding the effect of music on mental health include:

- Listening to music while working may negatively affect mental health
- Listening to music too much may negatively affect mental health
- Playing an instrument helps reduce anxiety/depression
- Listening to certain genres such as hip hop, rap, pop, and video game music can induce anxiety/depression (unless it's classical) (example next slide)



#### Motivation



#### mic.com

https://www.mic.com > articles > scientists-prove-that-...

#### Scientists Prove That Pop Music Is Literally Ruining Our Brains

Oct 9, 2014 — Research proves what our parents have been saying all along: **Modern pop** music really is worse than older generations of pop music.



#### The Montclarion

https://themontclarion.org > opinion > yes-rap-and-roc...

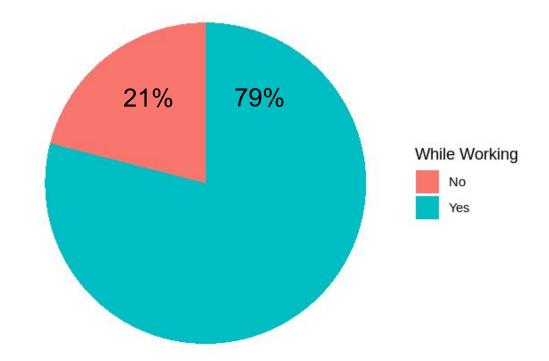
#### Yes, Rap And Rock Are Rotting Your Brain - The Montclarion

Sep 23, 2022 — All aggressive music, all music that illustrates misogyny or materialism will affect you. Rap and rock tend to carry these themes.

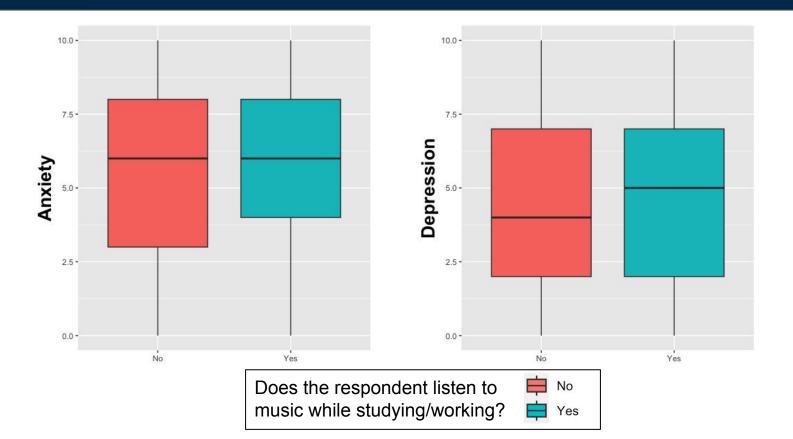


#### Proportion Who Listen to Music While Working

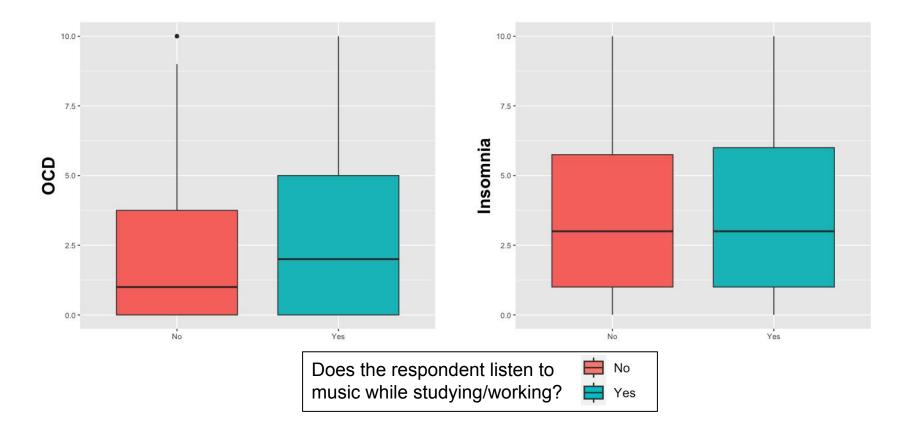
Total # of observations: 733













Methodology: Regress each mental health indicator (and an average) on While.working and control for Age

Table 1: Listening to Music While Working vs Mental Health

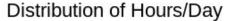
	$Dependent\ variable:$						
	Anxiety	Depression	Insomnia	OCD	Average		
	(1)	(2)	(3)	(4)	(5)		
While.workingYes	0.158 $(0.250)$	0.349 $(0.273)$	0.269 $(0.280)$	0.497* (0.256)	0.318* (0.186)		
Age	-0.041***	-0.029***	0.001	-0.029***	-0.025***		
	(0.008)	(0.009)	(0.009)	(0.009)	(0.006)		
Constant	6.743***	5.257***	3.485***	2.965***	4.613***		
	(0.318)	(0.348)	(0.357)	(0.326)	(0.236)		
Observations	732	732	732	732	732		
$\mathbb{R}^2$	0.033	0.017	0.001	0.022	0.026		
Adjusted R <sup>2</sup>	0.031	0.014	-0.001	0.019	0.023		
Residual Std. Error $(df = 729)$	2.748	3.004	3.081	2.810	2.041		
F Statistic ( $df = 2; 729$ )	12.509***	6.159***	0.460	8.122***	9.757***		

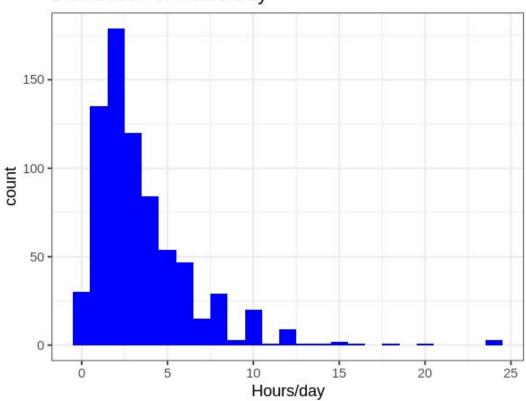
Note:

\*p<0.1; \*\*p<0.05; \*\*\*p<0.01



## What is the distribution of hours listened per day?







## What is the relationship between hours listened and mental health?

Table 1: Hours Listened Versus Mental Health

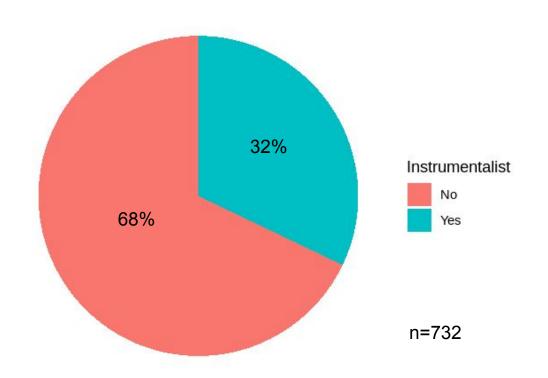
	$Dependent\ variable:$					
	Anxiety	Depression	Insomnia	OCD		
2	(1)	(2)	(3)	(4)		
Hours.per.day	0.039	0.105***	0.145***	0.107***		
011000 <del>*</del> 90 10 *	(0.034)	(0.037)	(0.037)	(0.034)		
Age	-0.040***	-0.029***	0.003	-0.029***		
	(0.008)	(0.009)	(0.009)	(0.009)		
Constant	6.716***	5.163***	3.137***	2.993***		
	(0.268)	(0.292)	(0.299)	(0.273)		
Observations	735	735	735	735		
$\mathbb{R}^2$	0.033	0.026	0.020	0.030		
Adjusted R <sup>2</sup>	0.030	0.023	0.018	0.027		
Residual Std. Error $(df = 732)$	2.750	2.995	3.063	2.801		
F Statistic (df = $2$ ; 732)	12.474***	9.701***	7.567***	11.257***		

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## What is the proportion that plays an instrument?

#### Proportion who Play an Instrument





## What is the relationship between playing an instrument and mental health?

Table 2: Playing an Instrument Versus Mental Health

	$Dependent\ variable:$					
	Anxiety	Depression	Insomnia	OCD		
	(1)	(2)	(3)	(4)		
InstrumentalistNo	0.643	0.311	-1.097	0.374		
	(1.384)	(1.515)	(1.556)	(1.418)		
InstrumentalistYes	0.673	0.243	-0.913	0.364		
	(1.389)	(1.520)	(1.561)	(1.423)		
Age	-0.041***	-0.031***	0.003	-0.031***		
	(0.009)	(0.009)	(0.010)	(0.009)		
Constant	6.217***	5.292***	4.698***	3.039**		
	(1.385)	(1.516)	(1.556)	(1.419)		
Observations	735	735	735	735		
$\mathbb{R}^2$	0.032	0.015	0.001	0.017		
Adjusted R <sup>2</sup>	0.028	0.011	-0.003	0.013		
Residual Std. Error $(df = 731)$	2.754	3.014	3.094	2.821		
F Statistic ( $df = 3; 731$ )	7.933***	3.694**	0.343	4.220***		

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#### Does favorite music genre affect mental health?

		$Dependent\ variable:$					$Dependent\ variable:$				
	Anxiety	Anxiety Depression Insomni (1) (2) (3)	Insomnia		Average	-	Anxiety	Depression	Insomnia	OCD	Average
	(1)		(3)		(5)	_	(1)	(2)	(3)	(4)	(5)
'Fav genre'Country	0.474 $(0.665)$	$0.216 \ (0.723)$	-1.075 $(0.745)$	0.358 $(0.687)$	-0.007 $(0.495)$	'Fav genre'Metal	0.825* (0.476)	0.956* (0.518)	0.761 (0.534)	-0.012 (0.493)	0.632* (0.355)
'Fav genre'EDM	0.413 $(0.588)$	1.028 $(0.639)$	0.167 $(0.659)$	0.502 $(0.608)$	0.527 $(0.438)$	'Fav genre'Pop	1.055** (0.456)	0.312	-0.434 (0.511)	0.392	0.331
'Fav genre'Folk	1.661*** (0.626)	0.977 $(0.681)$	-0.161 (0.702)	-0.190 (0.647)	0.572 $(0.466)$	'Fav genre'RB	0.245	(0.496) $-0.276$	(0.511) $-0.910$	0.340	(0.340) -0.150
'Fav genre'Gospel	1.263 $(1.208)$	-0.425 (1.314)	1.638 $(1.355)$	-1.190 (1.249)	0.322 $(0.900)$	'Fav genre'Rap	(0.597) 0.005	(0.649) $-0.224$	(0.669) -1.534**	(0.617) 0.675	(0.445) $-0.270$
'Fav genre'Hip hop	1.106* (0.602)	1.714*** (0.655)	-0.331 (0.675)	$0.130 \\ (0.623)$	0.655 $(0.449)$	'Fav genre'Rock	(0.696) 1.334***	(0.757) 1.235***	(0.780) 0.095	(0.720) 0.364	(0.518) 0.757**
'Fav genre'Jazz	0.978 $(0.719)$	0.399 $(0.782)$	0.055 $(0.806)$	$0.400 \\ (0.743)$	$0.458 \ (0.536)$	'Fav genre'Video game music	(0.426) $1$ $0.792$	(0.464) $0.247$	(0.478) $0.192$	(0.441) $-0.125$	(0.318) $0.276$
'Fav genre'K pop	0.995 (0.660)	0.087 $(0.717)$	-0.357 (0.739)	-0.065 (0.682)	$0.165 \\ (0.491)$		(0.560)	(0.609)	(0.628)	(0.579)	(0.417)
'Fav genre'Latin	-0.936 (1.628)	-1.362 (1.770)	-0.487 (1.824)	-0.959 (1.683)	-0.936 (1.213)	Age	-0.045*** (0.009)	$-0.033^{***}$ (0.010)	-0.003 (0.010)	-0.029*** $(0.009)$	-0.028*** $(0.007)$
'Fav genre'Lofi	1.029 (0.945)	2.387** (1.028)	1.794* (1.059)	0.903 (0.977)	1.528** (0.704)						

Base category: Classical



### Results

Common beliefs regarding the effect of music on mental health include:

- Listening to music while working may negatively affect mental health
- Listening to music too much may negatively affect mental health
- Playing an instrument helps reduce anxiety/depression X
- Listening to certain genres such as hip hop, rap, pop, and video game music can induce anxiety/depression (unless it's classical)



### Conclusion

- Correlation != causation.
  - The individuals may be too different from each other to prove a causal relationship.
  - There may be confounding variables that affect mental health, e.g. exercise and diet,
     that were not surveyed
- Potential problems of reverse causality, low sample size, and self-reported mental health scores
- Further research involving a lab experiment could help solve these limitations!
- And I know we zoomed through this, so if you're still interested, please check our full slides afterwards!