

Math, Science, Engineering, and Technology

Math & Sciences  
60%

Technology Software & Computing  
6%

Non-software Engineering & Infrastructure  
3%

Nature & Environment  
1%

Arts, Culture & Entertainment

Literature & Writing  
3%

Entertainment Hobbies & Leisure  
3%

Fantasy Fiction  
1%

Culture  
1%

Art & Design  
1%

Video Games  
1%

Social Sciences & Humanities

History  
3%

Linguistics & Languages  
3%

Geography  
2%

Psychology Philosophy & Human Behavior  
1%

Education  
0.47%

Religion & Spirituality  
0.392%

High-Stakes Decision Making:

Health & Medicine  
4%

Law Criminal Justice Law Enforcement  
1%

Housing  
0.47%

Government  
0.157%

Business, Finance, and Economics

Business & Finances  
1%

Economics  
1%

Society & Lifestyle

Interpersonal Relationships & Communication  
1%

Sports  
0.235%

Food & Dining  
0.235%

Lifestyle  
0.157%

Transportation  
0.313%

Politics & Elections  
0.47%

Other