Brigette Wixted
Professor Kline
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I collected data from the episodes spanning across season three of the Nickelodeon televisions series, *The Fairly OddParents*, every time Timmy Turner, the protagonist of the series, made a wish to his fairy godparents, Cosmo and Wanda. I want to note that the data collected was recorded every time Timmy said "I wish" to his fairy godparents, whether his wish was granted or not. I recorded the data into two qualitative variables, who were Timmy's wishes about and who were affected by those wishes, and two quantitative variables, the number of people affected by Timmy's wishes and the duration of his wishes. In total, I collected 36 observations by using a convenience sample.

For the quantitative variable, duration of his wishes, the unit of analysis I used was minutes. The coding scheme I used for this variable was 1: 0-5 minutes, 2: 5-10 minutes, and 3: 10-15 minutes. On average, each wish lasted for around 1.39 minutes. The quickest wish lasted for 1 minute while the longest wish lasted for 3 minutes. I decided to operationalize the duration of Timmy's wishes because I think it's important to understand the longevity of his wishes and if there's a correlation between how long his wishes last for with who's affected by his wish and the number of people affected.

For my second quantitative variable, number of people affected, the coding scheme I used was 1-1 person, 2-2 people, 3-3 people, and 4-more than 4 people. On average, 3 people were affected by Timmy's wishes. The least number of people affected was 1 and the most amount of people affected was 4. I decided to operationalize the number of people affected because I thought that the data would show whether the other concepts influence the number of people affected by his wishes.

For my qualitative variable, who were Timmy's wishes about, the coding scheme I used was 1-Timmy Turner (himself), 2-His friends, 3-His parents, 4-His friends and himself, 5-His parents and himself, 6-His parents and friends, 7-His friends, parents, and himself, and 8-Miscellaneous. On average, his wishes were about himself 0.472% of the time. On average, his wishes were about his friends 0.056% of the time. On average, his wishes were about his parents 0.139% of the time. On average, his wishes were about his friends and himself 0.139% of the time. On average, his wishes were about his parents and himself 0.056% of the time. On average, his wishes were about his friends and parents 0% of the time. On average, his wishes were about his friends, parents, and himself 0% of the time. On average, his wishes were about miscellaneous 0% of the time. I decided to operationalize what his wishes were about because there's a range of diversity of what his wishes were about which is good for collecting data.

For my second qualitative variable, who was affected by Timmy's wishes, the coding scheme I used was 1-Timmy Turner (himself), 2-His friends, 3-His parents, 4-His friends and himself, 5-His parents and himself, 6-His parents and friends, 7-His friends, parents, and himself, and 8-Miscellaneous. On average, Timmy was affected by his own wish 0.194% of the time. On average, his friends were affected by his wishes 0.056% of the time. On average, his parents were affected by his wishes 0.11% of the time. On average, his friends and himself

were affected by his wishes 0.22% of the time. On average, his parents and himself were affected 0.083% of the time. On average, his friends and parents were affected by his wishes 0% of the time. On average, his friends, parents, and himself were affected by his wishes 0.139% of the time. On average, his wishes affected miscellaneous 0.194% of the time. I decided to operationalize who his wishes affected because there's a range of diversity of who his wishes affected which is good for collecting data.