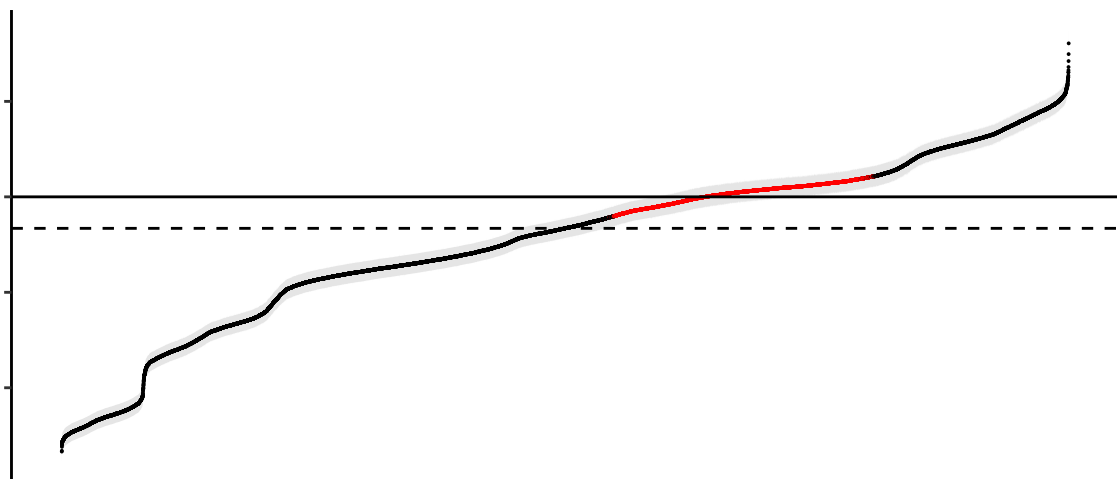


Adolescent Well-Being

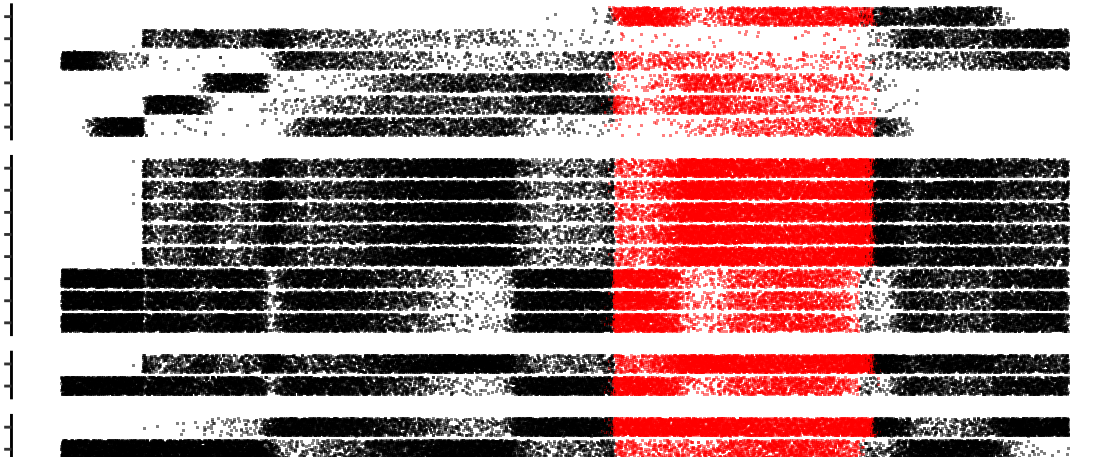
Regression Coefficient

0.1
0.0
-0.1
-0.2



Variables

Own Computer
Weekday Electronic Games
Hours of Social Media Use
Weekday TV
Mean Technology
Use Internet at Home
SDQ Conduct Problems
SDQ Peer Problems
SDQ Prosocial
SDQ Emotional Symptoms
SDQ Hyperactivity
Well-Being
Rosenberg Self-Esteem
Moods and Feelings Scale
Parent
Cohort Member
Controls
No Controls



0 5000 10000 15000 20000
Specification Number