

Abstract

Title: Popularity of Online Computer Gaming and Its Relation to People's Lifestyle in European Countries

Objectives: The aim of the thesis is to find possible associations between the popularity of online gaming, expressed as the number of players per 1 million inhabitants, and indicators of healthy or unhealthy lifestyles. If a statistically significant relationship between the variables is found, it is appropriate to further investigate the nature and strength of this association and compare the results of the thesis with other research in this area.

Methods: Linear regression was used to analyze the secondary data. Pearson and Spearman correlation coefficients and Shapiro-Wilk normality test were used to test the assumptions of the regression analysis. Statistical significance of the data was tested at the significance level $\alpha = 0,05$. The regression models were constructed after prior testing of the assumptions of the regression analysis using Jamovi.

Results: After evaluating the assumptions of the regression analysis, a total of 4 regression models were constructed for the following variables: Smoking, Participation in Cultural and Sporting Events, Working Out and Not Drinking Alcohol. A significant relationship between the independent and dependent variables was observed in the case of Smoking and Participation in Cultural and Sporting Events.

Keywords: video games, gaming, lifestyle, linear regression, regression analysis