UnderStandingAmericaStudy

Survey author(s): Marco Angrisani

Contents

1 INTRODUCTION

This UAS panel survey, titled "UAS482: Brain Games Project Baseline" asks respondents about their health and lifestyle. They also receive instructions to install the Recollect the Study app on their device to play the brain games This survey is no longer in the field. Respondents were paid $5 to complete the survey.

Related surveys include UAS 478 (Consent survey 1), UAS 482 (Baseline survey), UAS 549 (Check in survey 1), UAS 550 (Check in survey 2) and UAS 494 (Post-study survey).

1.1 Topics

This survey contains questions (among others) on the following topics: Cognitive Abilities. A complete survey topic categorization for the UAS can be found here.

1.2 Experiments

This survey did not include any experiments. A complete survey experiment categorization for the UAS can be found here.

1.3 Citation

Each publication, press release or other document that cites results from this survey must include an acknowledgment of UAS as the data source and a disclaimer such as, 'The project described in this paper relies on data from survey(s) administered by the Understanding America Study, which is maintained by the Center for Economic and Social Research (CESR) at the University of Southern California. The content of this paper is solely the responsibility of the authors and does not necessarily represent the official views of USC or UAS.' For any questions or more information about the UAS, contact Tania Gutsche, Project and Panel Manager, Center for Economic and Social Research, University of Southern California, at tgutsche@usc.edu.

2 SURVEY RESPONSE AND DATA

2.1 Sample selection and response rate

The sample selection for this survey was:

All active respondents who consented to participate in the Online Memory Training Study in UAS 478.

As such, this survey was made available to 1454 UAS participants. Of those 1454 participants, 1441 completed the survey and are counted as respondents. Of those who are not counted as respondents, 7 started the survey without completing and 6 did not start the survey. The overall response rate was 99.11%.
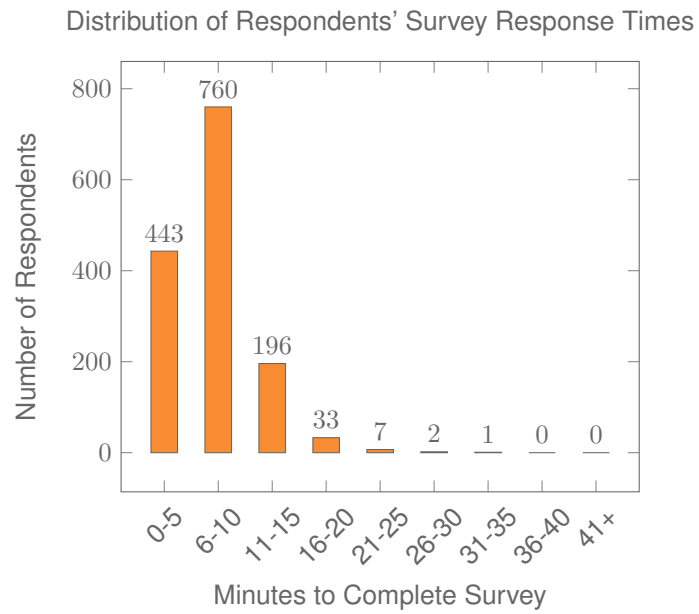
Note: We are unable to provide sample weights for a small number of UAS members (see the Sample weighting section below for details). If they completed the survey, these members are included in the data set with a weight of zero, but accounted for in the computation of total sample size and survey response rate.%.

The detailed survey response rate is as follows:

UAS482 - Response Overview	
Size of selected sample	1454
Completed the survey	1441
Started but did not complete the survey	7
Did not start the survey	6
Response rate	99.11%

2.2 Timings

The survey took respondents an average of 8 minutes, and the full distribution of survey response times is available in the figure below. Times per question are available upon request.

Distribution of Respondents' Survey Response Times

2.3 Weighting

Weights are not (yet) available for this survey. Please contact UAS staff with any questions.

3   STANDARD VARIABLES

Each Understanding America Study data contains a series of standard variables, consisting of individual, household and sample identifiers, language indicator, time stamps and a rating by the respondent of how much he or she liked the survey:

○ **uasid**: the identifier of the respondent. This identifier is assigned to a respondent at recruitment and stays with the respondent throughout each and every survey he/she participates in. When analyzing data from multiple surveys, the 'uasid' can be used to merge data sets.

○ **uashhid**: the household identifier of the respondent. Every member is assigned a household identifier, stored in the variable 'uashhid'. For the primary respondent this identifier equals his or her 'uasid'. All other eligible members of the primary respondent's household (everyone who is 18 or older in the household) who become UAS respondents receive the 'uasid' of the primary respondent as their household identifier. The identifier 'uashhid' remains constant over time for all respondents. Thus it is always possible to find the original UAS household of an UAS panel member (even after they, for example, have moved out to form another household).

○ **survhhid**: uniquely identifies the household a UAS panel member belongs to in a given survey. For instance, if the primary respondent and his/her spouse are both UAS members at the time of a given survey, they both receive the same 'survhhid' identifier for that survey. If they subsequently split, they receive two different 'survhhid' in subsequent surveys. They, however, always share the same 'uashhid'. The identifier 'survhhid' is set to missing (.) if no other household members are UAS panel members at the time of the survey. Since individuals can answer the same survey at different points in time (which can be relatively far apart if the survey is kept in the field for a prolonged time), it may be possible that, within the same data set, household members have different 'survhhid' reflecting different household compositions at the time they answered the survey. For instance, suppose that the primary respondent and his/her spouse are both UAS members. If the primary respondent answers the survey when he/she is living with the spouse, but the spouse answers the survey when the couple has split, they receive different 'survhhid'. Hence, the variable 'survhhid' identifies household membership of UAS panel members, at the time the respondent answers the survey. Note: in the My Household survey 'survhhid' is set to unknown (.u) for respondents who last participated in the My Household survey prior to January 21, 2015.

○ **uasmembers**: is the number of other household members who are also UAS panel members at the time of the survey. Since individuals can answer the same survey at different points in time (which can be relatively far apart is the survey is kept in the field for a prolonged time), it may be possible that, within the same data set, the primary respondent of a household has a value of '0', whereas the second UAS household respondent has a value of '1'. Therefore 'uasmembers' should be interpreted as the

number of household and UAS panel members at the time the respondent answers the survey. Note: in the My Household survey 'uasmembers' is set to unknown (.u) for respondents who last participated in the My Household survey prior to January 21, 2015.

- **sampleframe**: indicates the sampling frame from which the household of the respondent was recruited. All UAS recruitment is done through address based sampling (ABS) in which samples are acquired based on postal records. Currently, the variable 'sampleframe' takes on four values reflecting four distinct sample frames used by the UAS over the year (in future data sets the number of sample frames used for recruitment may increase if additional specific populations are targeted in future recruitment batches):

    1. U.S. National Territory: recruited through ABS within the entire U.S.
    2. Areas high concentration Nat Ame: recruited through ABS in areas with a high concentration of Native Americans in the zip-code. Within these batches, individuals who are not Native Americans are not invited to join the UAS.
    3. Los Angeles County: recruited through ABS within Los Angeles County.
    4. California: recruited through ABS within California.

  Note: prior to March 6, 2024 this variable was called sampletype and had the following value labels for the above list in UAS data sets:

    1. Nationally Representative Sample: recruited through ABS within the entire U.S.
    2. Native Americans: recruited through ABS in areas with a high concentration of Native Americans. Within these batches, individuals who are not Native Americans are not invited to join the UAS.
    3. LA County: recruited through ABS within Los Angeles County.
    4. California: recruited through ABS within California.

- **batch**: indicates the batch from which the respondent was recruited. Currently, this variable takes the following values (in future data sets the number of batches may increase as new recruitment batches are added to the UAS):

    1. ASDE 2014/01
    2. ASDE 2014/01
    3. ASDE 2014/01
    4. Public records 2015/05
    5. MSG 2015/07
    6. MSG 2016/01
    7. MSG 2016/01
    8. MSG 2016/01
    9. MSG 2016/02

10. MSG 2016/03
11. MSG 2016/04
12. MSG 2016/05
13. MSG 2016/08
14. MSG 2017/03
15. MSG 2017/11
16. MSG 2018/02
17. MSG 2018/08
18. MSG 2019/04
19. MSG 2019/05
20. MSG 2019/11
21. MSG 2020/08
22. MSG 2020/10
23. MSG 2021/02
24. MSG 2021/08
25. MSG 2021/08
26. MSG 2022/02
27. MSG 2022/02
28. MSG 2022/08
29. MSG 2022/11
30. MSG 2022/11
31. MSG 2023/01
32. MSG 2023/06
33. MSG 2023/09
34. MSG 2023/10

Note: prior to March 6, 2024 this variable had the following value labels for the above list in UAS data sets:

1. ASDE 2014/01 Nat.Rep.
2. ASDE 2014/01 Native Am.
3. ASDE 2014/11 Native Am.
4. LA County 2015/05 List Sample
5. MSG 2015/07 Nat.Rep.
6. MSG 2016/01 Nat.Rep. Batch 2
7. MSG 2016/01 Nat.Rep. Batch 3

8. MSG 2016/01 Nat.Rep. Batch 4
9. MSG 2016/02 Nat.Rep. Batch 5
10. MSG 2016/03 Nat.Rep. Batch 6
11. MSG 2016/04 Nat.Rep. Batch 7
12. MSG 2016/05 Nat.Rep. Batch 8
13. MSG 2016/08 LA County Batch 2
14. MSG 2017/03 LA County Batch 3
15. MSG 2017/11 California Batch 1
16. MSG 2018/02 California Batch 2
17. MSG 2018/08 Nat.Rep. Batch 9
18. MSG 2019/04 LA County Batch 4
19. MSG 2019/05 LA County Batch 5
20. MSG 2019/11 Nat. Rep. Batch 10
21. MSG 2020/08 Nat. Rep. Batch 11
22. MSG 2020/10 Nat. Rep. Batch 12
23. MSG 2021/02 Nat. Rep. Batch 13
24. MSG 2021/08 Nat. Rep. Batch 15
25. MSG 2021/08 Nat. Rep. Batch 16
26. MSG 2022/02 Nat. Rep. Batch 17 (priority)
27. MSG 2022/02 Nat. Rep. Batch 17 (regular)
28. MSG 2022/08 Nat. Rep. Batch 18
29. MSG 2022/11 LA County Batch 6
30. MSG 2022/11 Nat. Rep. Batch 20
31. MSG 2023/01 Nat. Rep. Batch 21
32. MSG 2023/06 Nat. Rep. Batch 22
33. MSG 2023-09 Native Am. Batch 3
34. MSG 2023-10 Nat. Rep. Batch 23

○ **primary_respondent**: indicates if the respondent was the first person within the household (i.e. to become a member or whether s/he was added as a subsequent member. A household in this regard is broadly defined as anyone living together with the primary respondent. That is, a household comprises individuals who live together, e.g. as part of a family relationship (like a spouse/child/parent) or in context of some other relationship (like a roommate or tenant).

○ **hardware**: indicates whether the respondent ever received hardware or not. Note: this variable should not be used to determine whether a respondent received hardware at a given point in time and/or whether s/he used the hardware to participate in a survey. Rather, it indicates whether hardware was ever provided:

1. None

2. Tablet (includes Internet)

○ **language**: the language in which the survey was conducted. This variable takes a value of 1 for English and a value of 2 for Spanish.

○ **start_date (start_year, start_month, start_day, start_hour, start_min, start_sec)**: indicates the time at which the respondent started the survey.

○ **end_date (end_year, end_month, end_day, end_hour, end_min, end_sec)**: indicates the time at which the respondent completed the survey.

○ **cs_001**: indicates how interesting the respondent found the survey.

4 BACKGROUND DEMOGRAPHICS

Every UAS survey data set includes demographic variables, which provide background information about the respondent and his/her household. Demographic information such as age, ethnicity, education, marital status, work status, state of residence, family structure is elicited every quarter through the "My Household" survey. The demographic variables provided with each survey are taken from the most recent 'MyHousehold' survey answered by the respondent. If at the time of a survey, the information in "My Household" is more than three months old, a respondent is required to check and update his or her information before being able to take the survey.

The following variables are available in each survey data set:

- **gender**: the gender of the respondent.

- **dateofbirth_year**: the year of birth of the respondent.

- **age**: the age of the respondent at the start of the survey.

- **agerange**: if the respondent's age cannot be calculate due to missing information, 'agerange' indicates the approximate age. Should a value for both the 'age' and 'agerange' be present, then 'age' takes precedence over 'agerange'.

- **citizenus**: indicates whether the respondent is a U.S. citizen.

- **bornus**: indicates whether the respondent was born in the U.S.

- **stateborn**: indicates the state in which the respondent was born. This is set to missing (.) if the respondent was not born in the U.S.

- **countryborn**: indicates the country in which the respondent was born. This is set to missing (.) if the respondent was born in the U.S.

- **countryborn_other**: indicates the country of birth if that country is not on the drop down list of countries shown to the respondent'.

- **statereside**: the state in which the respondent is living.

- **immigration_status**: indicates whether the respondent is an immigrant. It takes one of the following values: 0 Non-immigrant, 1 First generation immigrant (immigrant who migrated to the U.S), 2 Second generation immigrant (U.S.-born children of at least one foreign-born parent), 3 Third generation immigrant (U.S.-born children of at least one U.S.-born parent, where at least one grandparent is foreign-born), or 4 Unknown immigrant status.

- **maritalstatus**: the marital status of the respondent.

- **livewithpartner**: indicates whether the respondent lives with a partner.

- **education**: the highest level of education attained by the respondent.

- **hisplatino**: indicates whether the respondent identifies him or herself as being Hispanic or Latino. This variable is asked separately from race.

- **hisplatinogroup**: indicates which Hispanic or Latino group a respondent identifies him or herself with. This is set to missing (.) if the respondent does not identify him or herself as being Hispanic or Latino.

- **white**: indicates whether the respondent identifies him or herself as white (Caucasian).

- **black**: indicates whether the respondent identifies him or herself as black (African-American).

- **nativeamer**: indicates whether the respondent identifies him or herself as Native American (American Indian or Alaska Native).

- **asian**: indicates whether the respondent identifies him or herself as Asian (Asian-American).

- **pacific**: indicates whether the respondent identifies him or herself as Native Hawaiian or Other Pacific Islander.

- **race**: indicates the race of the respondent as singular (e.g., '1 White' or '2 Black') or as mixed (in case the respondent identifies with two or more races). The value '6 Mixed' that the respondent answered 'Yes' to at least two of the single race categories. This variable is generated based on the values of the different race variables (white, black, nativeamer, asian, pacific). This composite measure is not conditional on hisplatino, so an individual may identify as Hispanic or Latino, and also as a member of one or more racial groups.

- **working**: indicates whether the respondent is working for pay.

- **sick_leave**: indicates whether the respondent is not working because sick or on leave.

- **unemp_layoff**: indicates whether the respondent is unemployed or on lay off.

- **unemp_look**: indicates whether the respondent is unemployed and looking for a job.

- **retired**: indicates whether the respondent is retired.

- **disabled**: indicates whether the respondent has a disability.

- **lf_other**: specifies other labor force status.

- **laborstatus**: indicates the labor force status of the respondent as singular (e.g., '1 Working for pay' or '2 On sick or other leave') or as mixed (in case the respondent selects two or more labor statuses). The value '8 Mixed' indicates that the respondent answered 'Yes' to at least two of the single labor force status variables. This variable is generated based on the values of the different labor status variables (working, sick_leave, unempl_layoff, unempl_look, retired, disabled, lf_other).

- **employmenttype**: indicates the employment type of the respondent (employed by the government, by a private company, a nonprofit organization, or self-employed). This is set to missing (.) if the respondent is not currently working or currently on sick or other leave.

- **workfullpart**: indicates whether the respondent works full or part-time. This is set to missing (.) if the respondent is not currently working or currently on sick or other leave.

- **hourswork**: indicates the number of hours the respondent works per week. This is set to missing (.) if the respondent is not currently working or currently on sick or other leave.

- **hhincome**: is the total combined income of all members of the respondent's household (living in their household) during the past 12 months.

- **anyhhmember**: indicates whether there were any members in the respondent's household at the time he/she answered the survey as reported by the respondent.

- **hhmembernumber**: indicates the number of household members in the respondent's household at the time of the survey as reported by the respondent. It may be that 'anyhhmember' is 'Yes', but 'hhmembernumber' is missing if the respondent did not provide the number of household members at the time of the survey.

- **hhmemberin_#**: indicates whether a household member is currently in the household as reported by the respondent. Household members are never removed from the stored household roster and their information is always included in survey data sets. The order of the roster is the same order in which household members were specified by the respondent in the 'MyHousehold' survey. The order is identified by the suffix _# (e.g., _1 indicates the first household member, _2 the second household member, etc.).

  As an example, if the first household member is in the household at the time of the survey, 'hhmemberin_1' is set to '1 HH Member 1 is in the HH'; if he/she has moved out, 'hhmemberin_1' is set to '0 HH member 1 is no longer in the HH'. Since information of other household members (stored in the variables listed below) is always included in survey data sets, information about 'hhmemberin_1' is available whether this person is still in the household or has moved out.

- **hhmembergen_#**: indicates the gender of another household member as reported by the respondent.

- **hhmemberage_#**: indicates the age of another household member. The age is derived from the month and year of birth of the household member as reported by the respondent.

- **hhmemberrel_#**: indicates the relationship of the respondent to the other household member as reported by the respondent.

○ **hhmemberuasid_#**: is the 'uasid' of the other household member if this person is also a UAS panel member. It is set to missing (.) if this person is not a UAS panel member at the time of the survey. Since this identifier is directly reported by the respondent (chosen from a preloaded list), it may differ from the actual (correct) 'uasid' of the UAS member it refers to because of reporting error. Also, this variable should not be used to identify UAS members in a given household at the time of the survey. This is because the variables 'hhmemberuasid_#' are taken from the most recent 'My Household' and changes in household composition involving UAS members may have occurred between the time of the respondent answered 'My Household' and the time the respondent answers the survey. To follow UAS members of a given household, it is advised to use the identifiers 'uashhid' and 'survhhid'.

○ **lastmyhh_date**: the date on which the demographics variables were collected through the 'My Household' survey.

5 MISSING DATA CONVENTIONS

Data files provide so-called clean data, that is, answers given to questions that are not applicable anymore at survey completion (for example because a respondent went back in the survey and skipped over a previously answered question) are treated as if the questions were never asked. In the data files all questions that were asked, but not answered by the respondent are marked with (.e). All questions never seen by the respondent (or any dirty data) are marked with (.a). The latter may mean that a respondent did not view the question because s/he skipped over it; or alternatively that s/he never reached that question due to a break off. If a respondent did not complete a survey, the variables representing survey end date and time are marked with (.c). Household member variables are marked with (.m) if the respondent has less household members (e.g. if the number of household members is 2, any variables for household member 3 and up are marked with (.m).

UAS provides data in STATA and CSV format. Stata data sets come with include variable labels that are not available in the CSV files. Value labels are provided for single-response answer option. In STATA these labels will include the labels 'Not asked' and 'Not answered' for (.a) and (.e), and will show in tabulations such as 'tab q1, missing'. For multiple-response questions a binary variable is created for each answer option indicating whether the option was selected or not. A summary variable is also provided in string format reflecting which options were selected and in which order. For example, if a question asked about favorite animals with options cat, dog, and horse, then if a respondent selected horse and then cat, the binary variables for horse and cat will be set to yes, while the overall variable would have a string value of '3-1'. If no answer was given, all binary variables and the summary variable will be marked with '.e'.

Questions that are asked multiple times are often implemented as so-called array questions. Supposing the name of such question was Q1 and it was asked in 6 different instances, your data set would contain the variables Q1_1_ to Q1_6_. To illustrate, if a survey asked the names of all children, then child_1_ would contain the name of the first child the respondent named and so on.

More information about the UAS data in general can be found on the UAS Data Pages web site.

6 ROUTING SYNTAX

The survey with routing presented in the next section includes all of the questions that make up this survey, the question answers when choices were provided, and the question routing. The routing includes descriptions of when questions are grouped, conditional logic that determines when questions are presented to the respondent, randomization of questions and answers, and fills of answers from one question to another.

If you are unfamiliar with conditional logic statements, they are typically formatted so that *if* the respondent fulfills some condition (e.g. they have a cellphone or a checking account), *then* they are presented with some other question or the value of some variable is changed. If the respondent does not fulfill the condition (e.g. they are not a cellphone adopter or they do not have a checking account), something *else* happens such as skipping the next question or changing the variable to some other value. Some of the logic involved in the randomization of questions or answers being presented to the respondent is quite complex, and in these instances there is documentation to clarify the process being represented by the routing.

Because logic syntax standards vary, here is a brief introduction to our syntax standards. The syntax used in the conditional statements is as follows: '=' is equal to, '<' is less than, '>' is greater than, and '!=' is used for does not equal. When a variable is set to some number N, the statement looks like 'variable := N'.

The formatting of the questions and routing are designed to make it easier to interpret what is occurring at any given point in the survey. Question ID is the bold text at the top of a question block, followed by the question text and the answer selections. When a question or variable has associated data, the name links to the appropriate data page, so you can easily get directly to the data. Text color is used to indicate the routing: red is conditional logic, gold is question grouping, green is looping, and orange is used to document randomization and other complex conditional logic processes. The routing is written for a computer to parse rather than a human to read, so when the routing diverges significantly from what is displayed to the respondent, a screenshot of what the respondent saw is included.

The name of the randomization variables are defined in proximity to where they are put into play, and like the question ID the names of the randomization variables can be used to link directly to the associated data page.

7 SURVEY WITH ROUTING

intro1 (intro in section Base)
Thank you for agreeing to participate in the Brain Games study. As a first step, please fill out this survey. Once you complete the survey, you will receive instructions about how to download and install the *Recollect the Study* app and how to play brain games through this app.

The survey asks questions about your health and lifestyle that will help us study how people of different characteristics respond to brain games. As with all UAS surveys, we will carefully protect the privacy of the information you provide.

Start of section **Background**

ba001 (rate physical health in section Background)
Compared to other people your own age, how would you rate your **physical health**?
1 Much worse than average
2 Worse than average
3 Average
4 Better than average
5 Much better than average

ba002 (rate physical fitness in section Background)
Compared to other people your own age, how would you rate your **physical fitness**?
1 Much worse than average
2 Worse than average
3 Average
4 Better than average
5 Much better than average

ba003 (rate psychological health in section Background)
Compared to other people your own age, how would you rate your **psychological health**?
1 Much worse than average
2 Worse than average
3 Average
4 Better than average
5 Much better than average

ba004 (rate memory and cognitive abilities in section Background)
Compared to other people your own age, how would you rate your **memory and cognitive abilities**?
1 Much worse than average
2 Worse than average

17

3 Average
4 Better than average
5 Much better than average

ba005 (rate physical health in section Background)
How much time do you spend exercising per week? Please think of activities like walking, hiking, climbing stairs, running, group sports, aerobics, yoga, tai chi, gardening, etc.
1 Up to 30 minutes
2 30-60 minutes
3 1-2 hours
4 2-3 hours
5 3-4 hours
6 More than 4 hours

End of section **Background**

Start of section **Usage**

GROUP OF QUESTIONS PRESENTED ON THE SAME SCREEN

us001_intro (Section Usage)
In the past month, have you used any of the following?

SUBGROUP OF QUESTIONS

us001a (past month used tobacco in section Usage)
Tobacco (cigarettes, vape, chewing or smokeless, Hookah)
1 Yes
2 No

us001b (past month used Nicotine gum in section Usage)
Nicotine gum
1 Yes
2 No

us001c (past month used Marijuana in section Usage)
Marijuana
1 Yes
2 No

us001d (past month used any other recreational drugs in section Usage)
Other recreational drugs (please exclude alcohol)
1 Yes
2 No

| END OF SUBGROUP

END OF GROUP

IF us001a = 1 OR us001b = 1 OR us001c = 1 OR us001d = 1 THEN
 GROUP OF QUESTIONS PRESENTED ON THE SAME SCREEN

us002_intro (Section Usage)
How often have you smoked or used any of the following in the past month?

SUBGROUP OF QUESTIONS

IF us001a = 1 THEN

us002a (how often past month used tobacco in section Usage)
Tobacco (cigarettes, vape, chewing or smokeless, Hookah)
1 Daily
2 Weekly
3 Monthly
4 Less than monthly

END OF IF

IF us001b = 1 THEN

us002b (how often past month used Nicotine gum in section Usage)
Nicotine gum
1 Daily
2 Weekly
3 Monthly
4 Less than monthly

END OF IF

IF us001c = 1 THEN

us002c (how often past month used Marijuana in section Usage)
Marijuana
1 Daily
2 Weekly
3 Monthly
4 Less than monthly

END OF IF

IF us001d = 1 THEN

us002d (how often past month used other recreational drugs in section Usage)
Other recreational drugs (please exclude alcohol)
1 Daily
2 Weekly
3 Monthly
4 Less than monthly

END OF IF

END OF SUBGROUP

END OF GROUP
END OF IF

End of section **Usage**

Start of section **Conditions**

hc001 (color blind in section Conditions)
Are you color blind?
1 Yes
2 No
3 I don't know

GROUP OF QUESTIONS PRESENTED ON THE SAME SCREEN

hc002_intro (visual impairment not fixable by glasses or contact lenses in section Conditions)
Do you have any other visual impairment that causes problems not fixable by glasses or contact lenses?

SUBGROUP OF QUESTIONS

hc002a (have Cataracts in section Conditions)
Cataracts
1 Yes
2 No

hc002b (have Glaucoma in section Conditions)
Glaucoma
1 Yes
2 No

hc002c (have macular degeneration in section Conditions)
Macular degeneration
1 Yes
2 No

hc002d (have Diabetic retinopathy in section Conditions)
Diabetic retinopathy
1 Yes
2 No

hc002e (have Other (please specify) in section Conditions)
Other, please specify: Please specify any other visual impairment(s) in the text box.Please select 'Yes' if you specified any other visual impairment(s) in the text box.
1 Yes
2 No

hc002e_other (specify have Other (please specify) in section Conditions)
STRING

hc003 (total or significant loss of hearing in section Conditions)
Do you have total or significant loss of hearing?
1 Yes
2 No

hc004_intro (current medical conditions in section Conditions)
Please check which of the following conditions **you currently have or you have had in the past**. If you currently have or have had any other conditions not listed here, please select "Other significant medical diagnoses."

hc004a (now Chronic migraine headaches in section Conditions)
Chronic migraine headaches
1 Yes
2 No

hc004b (now Diabetes in section Conditions)
Diabetes
1 Yes

2 No

hc004c (now Encephalitis or meningitis in section Conditions)
Encephalitis or meningitis
1 Yes
2 No

hc004d (now Epilepsy in section Conditions)
Epilepsy
1 Yes
2 No

hc004e (now Multiple sclerosis in section Conditions)
Multiple sclerosis
1 Yes
2 No

hc004f (now Heart attack or bypass surgery in section Conditions)
Heart attack or bypass surgery
1 Yes
2 No

hc004g (now Parkinson's disease in section Conditions)
Parkinson's disease
1 Yes
2 No

hc004h (now Rheumatoid arthritis or other autoimmune disorders in section Conditions)
Rheumatoid arthritis or other autoimmune disorders
1 Yes
2 No

hc004i (now Osteoarthritis in section Conditions)
Osteoarthritis
1 Yes
2 No

hc004j (now Stroke in section Conditions)
Stroke
1 Yes
2 No

hc004k (now Other significant medical diagnoses in section Conditions)
Other significant medical diagnoses

1 Yes
2 No

hc006 (ever been diagnosed or treated for a mental health condition in section Conditions)
Have you ever been diagnosed or treated for a mental health condition?
1 Yes
2 No

hc007 (any medications (prescription or nonprescription) on a regular basis in section Conditions)
Do you take any medications (prescription or nonprescription) on a regular basis (at least once a week)?
1 Yes
2 No

hc011 (ever lost consciousness for more than 10 minutes because of a head injury in section Conditions)
Have you ever lost consciousness for more than 10 minutes because of a head injury?
1 Yes
2 No

hc012 (have a history of seizures in section Conditions)
Do you have a history of seizures?
1 Yes
2 No

IF hc012 = 1 THEN
  hc013a (seizures still occur in section Conditions)
  Do seizures still occur?
  1 Yes
  2 No

  IF hc013a = 1 THEN
    hc013b (seizures how often occur in section Conditions)
    How frequently do they occur?
    1 Once a day
    2 Once a week
    3 Once a month
    4 Once every three months

23

| 5 Once a year or less

ELSE

  hc013c (seizures how often did use to occur in section Conditions)
  How frequently did they used to occur?
  1 Once a day
  2 Once a week
  3 Once a month
  4 Once every three months
  5 Once a year or less

END OF IF

END OF IF

End of section **Conditions**

Start of section **Sleep**

sl001 (how satisfied with sleep in section Sleep)
How satisfied are you with your sleep?
1 1 Very dissatisfied
2 2
3 3
4 4
5 5
6 6
7 7 Very satisfied

sl002 (type of person in section Sleep)
One hears about "morning" and "evening" types of people. Which **one** of these types do you consider yourself to be?
1 Definitely a "morning" type
2 Rather more a "morning" type than an "evening" type
3 Neither a "morning" nor an "evening" type
4 Rather more an "evening" type than a "morning" type
5 Definitely an "evening" type

sl003 (how many caffeinated drinks consume each day in section Sleep)
On average, how many caffeinated drinks do you consume each day? (e.g., coffee, tea, soda)
0 0
1 1
2 2
3 3
4 More than 3

sl004 (how many alcoholic beverages consume each week in section Sleep)
How many alcoholic beverages do you consume each week? (e.g. glass of wine, 8 oz beer, shot of liquor)
0 0
1 1 - 2
2 3 - 4
3 5 - 6
4 More than 6

End of section **Sleep**

Start of section **Hand**

hn001 (dominant hand in section Hand)
Which is your dominant hand?
1 Left
2 Right
3 No preference

IF hn001 != 3 THEN
  GROUP OF QUESTIONS PRESENTED ON THE SAME SCREEN

  hn002_intro (Section Hand)
  For each of the following, please indicate if you prefer to use your **non-dominant hand**:

  SUBGROUP OF QUESTIONS

    hn002a (non dominant hand writing in section Hand)
    Writing
    1 Yes
    2 No

    hn002b (non dominant hand throwing in section Hand)
    Throwing
    1 Yes
    2 No

    hn002c (non dominant hand using a computer mouse in section Hand)
    Using a computer mouse
    1 Yes
    2 No

    hn002d (non dominant hand brushing your teeth in section Hand)
    Brushing your teeth
    1 Yes

| | 2 No

End of section **Hand**

Start of section **Personality**

GROUP OF QUESTIONS PRESENTED ON THE SAME SCREEN

ps_intro (Section Personality)
The next sets of questions have no right or wrong answers. Your honest responses will help us learn more about how various types of people describe themselves.

SUBGROUP OF QUESTIONS

ps001a (New ideas and projects sometimes distract me from previous ones. in section Personality)
New ideas and projects sometimes distract me from previous ones.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001b (Setbacks don't discourage me. in section Personality)
Setbacks don't discourage me.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001c (I have been obsessed with a certain idea or project for a short time but later lost interest. in section Personality)
I have been obsessed with a certain idea or project for a short time but later lost interest.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me

26

5 Not like me

ps001d (I am a hard worker. in section Personality)
I am a hard worker.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001e (I often set a goal but later choose to pursue a different one. in section Personality)
I often set a goal but later choose to pursue a different one.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001f (I have difficulty maintaining my focus on projects that take more than a few months to complete. in section Personality)
I have difficulty maintaining my focus on projects that take more than a few months to complete.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001g (I finish whatever I begin. in section Personality)
I finish whatever I begin.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

END OF SUBGROUP

END OF GROUP

GROUP OF QUESTIONS PRESENTED ON THE SAME SCREEN

ps_intro (Section Personality)
The next sets of questions have no right or wrong answers. Your honest responses will

help us learn more about how various types of people describe themselves.

ps001h (I am diligent. in section Personality)
I am diligent.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001i (I aim to be the best in the world at what I do. in section Personality)
I aim to be the best in the world at what I do.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001j (I am ambitious. in section Personality)
I am ambitious.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001k (Achieving something of lasting importance is the highest goal in life. in section Personality)
Achieving something of lasting importance is the highest goal in life.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001l (I think achievement is overrated. in section Personality)
I think achievement is overrated.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps001m (I am driven to succeed. in section Personality)
I am driven to succeed.
1 Very much like me
2 Mostly like me
3 Somewhat like me
4 Not much like me
5 Not like me

ps002_intro (Section Personality)
The following questions refer to minor incidents, which happen to all of us from time to time. Some of these may not occur, or may occur more frequently than others.

Please indicate how frequently, if ever, you have noticed each of the following types of incidents happening in your own behavior during the last twelve months.

ps002a (forgot whether you've turned off a light, or the stove, or locked the door in section Personality)
Forgot whether you turned off a light, or the stove, or locked the door.
1 Never
2 Rarely
3 Once in a while
4 Often
5 Very often

ps002b (forgot where you put something like a newspaper, set of keys, or book in section Personality)
Forgot where you put something like a newspaper, set of keys, or a book.
1 Never
2 Rarely
3 Once in a while
4 Often
5 Very often

ps002c (forgot to mention something you wanted to say in section Personality)
At the end of a conversation, realized you forgot to mention something you wanted to say.
1 Never

29

2 Rarely
3 Once in a while
4 Often
5 Very often

ps002d (forgot to give a message to somebody as you were requested to do in section Personality)
Forgot to give a message to somebody as you were requested to do.
1 Never
2 Rarely
3 Once in a while
4 Often
5 Very often

ps002e (found mind wandering when doing something that needs concentration in section Personality)
Found your mind wandering when you were doing something that needed your concentration.
1 Never
2 Rarely
3 Once in a while
4 Often
5 Very often

ps002f (completely forgot to take things, or leave things behind and have to go back and get them in section Personality)
Completely forgot to take things with you, or left things behind and had to go back and get them.
1 Never
2 Rarely
3 Once in a while
4 Often
5 Very often

ps002g (had feeling should be doing something, either now or later, but can't remember what in section Personality)
Had the feeling you should be doing something, either now or later, but you couldn't remember what it was.
1 Never
2 Rarely
3 Once in a while
4 Often
5 Very often

END OF SUBGROUP

ps003_intro (Section Personality)
Using the scale below, please indicate the extent to which you agree or disagree with each of the following statements.

ps003a (You have a certain amount of cognitive ability and you can't really do much to change it. in section Personality)
You have a certain amount of cognitive ability and you can't really do much to change it.
1 Strongly agree
2 Agree
3 Somewhat agree
4 Somewhat disagree
5 Disagree
6 Strongly disagree

ps003b (Your cognitive ability is something that you can't change very much. in section Personality)
Your cognitive ability is something that you can't change very much.
1 Strongly agree
2 Agree
3 Somewhat agree
4 Somewhat disagree
5 Disagree
6 Strongly disagree

ps003c (You can learn new things, but you can't really change your basic intelligence and cognitive ability. in section Personality)
You can learn new things, but you can't really change your basic intelligence and cognitive ability.
1 Strongly agree
2 Agree
3 Somewhat agree
4 Somewhat disagree
5 Disagree
6 Strongly disagree

End of section **Personality**

Start of section **Gaming**

gm001_intro (Section Gaming)
This question asks about how often you played electronic or online games over **the past 12 months - from September 2021 to now**.

For each type of game, indicate the number of hours you played per week over the last 12 months when you played the most.

gm001a (within year FIRST/THIRD PERSON SHOOTERS in section Gaming)
FIRST/THIRD PERSON SHOOTERS
(Fortnite: Save the World or Fortnight: Battle Royal, Call of Duty, Halo, Battlefield, Half-life, Overwatch, Counterstrike, etc.)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

gm001b (within year ACTION-RPG/ADVENTURE in section Gaming)
ACTION-RPG/ADVENTURE
(The Witcher, Mass Effect, Fallout 4, Skyrim, GTA, Assassin's Creed, Tomb Raider, The Last of Us, etc)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

gm001c (within year SPORTS/DRIVING in section Gaming)
SPORTS/DRIVING
(Fifa, NHL, Mario Kart, Need for Speed, Forza, etc)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

gm001d (within year REAL-TIME STRATEGY/MOBA in section Gaming)
REAL-TIME STRATEGY/MOBA

(Starcraft, Warcraft, DotA, Command & Conquer, League of Legends, Age of Empires, etc)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

gm001e (within year TURN-BASED/NON-ACTION ROLE-PLAYING/FANTASY in section Gaming)
TURN-BASED/NON-ACTION ROLE-PLAYING/FANTASY
(World of Warcraft, Final Fantasy, Fable, Pokemon, Dragon Age, etc)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

gm001f (within year TURN-BASED STRATEGY/LIFE SIMULATION/PUZZLE in section Gaming)
TURN-BASED STRATEGY/LIFE SIMULATION or PUZZLES
(Fortnight Creative, Minecraft, Civilization, Hearthstone, The Sims, Restaurant Empire, Puzzle Quest, Bejeweled, Solitaire, Candy Crush, Word/Number games, etc.)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

gm001g (within year MUSIC GAMES in section Gaming)
MUSIC GAMES
(Guitar Hero, Dance Dance Revolution, Rock Band, etc)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

gm001h (within year OTHER GAMES in section Gaming)
OTHER - games that don't fit into any of the categories
(phone games, browser games, etc)
1 Never
2 Less than 1 hour a week
3 1 hour to 3 hours per week
4 More than 3 hours per week

END OF SUBGROUP

IF gm001a > 1 OR gm001b > 1 OR gm001c > 1 OR gm001d > 1 OR gm001e > 1 OR gm001f > 1 OR gm001g > 1 OR gm001h > 1 THEN

gm002 (how long been playing electronic or online games in section Gaming)
For how long have you been playing these electronic or online games:
1 Less than 3 months
2 Between 3 and 6 months
3 Between 6 months and 1 year
4 Between 1 and 2 years
5 Between 2 and 4 years
6 5 years or more

END OF IF

End of section **Gaming**

Start of section **Closing**

CS_001 (HOW PLEASANT INTERVIEW in section Closing)
Could you tell us how interesting or uninteresting you found the questions in this survey?
1 Very interesting
2 Interesting
3 Neither interesting nor uninteresting
4 Uninteresting
5 Very uninteresting

CS_003 (comments in section Closing)
Do you have any other comments on the survey? Please type these in the box below. (If you have no comments, please click next to complete this survey.)
STRING

End of section **Closing**

/* Please note that although question CS_003 is listed in the routing, the answers are not included in the microdata in the event identifiable information is captured. Cleaned responses are available by request. */