ATUS Exercise: Understanding Affect Data from the Well-Being Module

Learning goals

- Work with affect measures using activity-level data from the well-being module
- Understand that only a subset of activities contain affect data
- Generate activity-level estimates of well-being during sports and paid work
- Generate person-level estimates of well-being during paid work by gender for individuals ages 25-65

Summary

In this exercise, you will become familiar with the data from the well-being module. You will also compare estimates of well-being during sports (activity codes 130101 - 139999) and paid work and work-related activities (activity codes 050101 - 059999) and you will examine gender differences in affect during paid work activities for individuals ages 25-65.

Part 1: Exercises

1. Create an extract *rectangularized at the activity level* that includes 2010 data, an indicator of the activity being performed, activity-level well-being data, and AWBWT, the activity-level estimation weight. Also include person-level characeristics to make age and gender comparisons in affect during sports and paid work.

2. Examine the frequencies of the six subjective well-being items. In how many *activities* do respondents report being very happy? Very stressed?
   a. Very happy: _____
   b. Very stressed: _____

3. Why are so many records coded as NIU (Not in universe)?
   _____

4. Recode affect data coded as NIU to missing.

5. How many activity records have non-missing subjective well-being data on happiness?
   _____

6. When should you use AWBWT and WBWT for your analyses?
   _____

7. Generate weighted means for the six subjective well-being items using AWBWT. Interpret the mean for happiness.
   a. Stress: _____
   b. Happiness: _____
   c. Sadness: _____
   d. Fatigue: _____
   e. Meaning: _____
   f. Pain: _____
   g. Interpret: _____

8. Generate weighted activity-level estimates of happiness and stress during sports, exercise, and recreation and during work and work-related activities.
   a. Sports, exercise, recreation: Happiness:_____ Stress: _____
   b. Paid work: Happiness:_____ Stress: _____

9. Generate weighted person-level estimates using WBWT of average stress and happiness during paid work and work-related activities, separately by gender, for men and women

ages 25-65. *Hint*: You need to create average stress and happiness for each person during paid work and work-related activities.

    a.   Men, stress: _____

    b.   Men, happiness: _____

    c.   Women, stress: _____

    d.   Women, happiness: _____

Part 1: Answers

1. Create an extract *rectangularized at the activity level* that includes 2010 data, an indicator of the activity being performed, activity-level well-being data, and AWBWT, the activity-level estimation weight. Also include person-level characeristics to make age and gender comparisons in affect during sports and paid work.

2. Examine the frequencies of the six subjective well-being items. In how many *activities* do respondents report being very happy? Very stressed?
   a. Very happy: 11957
   b. Very stressed: 1397

3. Why are so many records coded as NIU (Not in universe)?
   Only three activities per person are included in the well-being module and the extract contains all activity records for all 2010 respondents.

4. Recode affect data coded as NIU to missing.

5. How many activity records have non-missing subjective well-being data on happiness?
   37935

6. When should you use AWBWT and WBWT for your analyses? AWBWT should be used for analyses where the activity is the unit of analysis; WBWT should be used for analyses where people are the unit of analysis.

7. Generate weighted means for the six subjective well-being items using AWBWT. Interpret the mean for happiness.
   a. Stress: 1.50
   b. Happiness: 4.26
   c. Sadness: .66
   d. Fatigue: 2.29
   e. Meaning: 4.26
   f. Pain: .94
   g. Interpret: The average happiness score of all types of activities across all of the well-being module respondents is 4.26 on a scale of 0 to 6.

8. Generate weighted activity-level estimates of happiness and stress during sports, exercise, and recreation and during work and work-related activities.
   a. Sports, exercise, recreation: Happiness: 4.27 Stress: .94

b. Paid work: Happiness: 3.88 Stress: 2.46

9. Generate weighted person-level estimates using WBWT of average stress and happiness during paid work and work-related activities, separately by gender, for men and women ages 25-65. *Hint*: You need to create average stress and happiness for each person during paid work and work-related activities.

    a. Men, stress: 2.19
    b. Men, happiness: 3.91
    c. Women, stress: 2.62
    d. Women, happiness: 3.85