

Analysis Report

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Executive Summary

Objective

The hereby report summarizes the results of the extended data mining analysis performed for the project Creative Survey 2008. The initial data provided regards a survey on graphic designers in Greece and their characteristics, which served as the input for a bunch of advanced methodologies and algorithms run to reveal underlying structure and patterns that reside as latent across the data. The paragraphs to follow include, among others, a careful selection of the most significant out of these results, in terms of relevance, consistency and accuracy. The results are presented in a comprehensible and easily digestible format, ready to support decision making processes.

Goals

The analysis performed served a single goal: To extensively study the given data set in order to search for and find out the most important of the rules and patterns hidden within the data. The study, eventually, contributes the shaping of these patterns into usable knowledge, while putting focus on the given variables of specific interest.

Means

The tools and approaches used for extracting the underlying patterns out of the available data set lie in the conjunction of Artificial Intelligence / Machine Learning and Statistics, an area commonly called Data Mining. The datamine.it team leverages on extended research experience on the topic to utilize state-of-the-art tools and techniques and provide you with the most insightful of the results, while yet in an absolutely familiar way.

Outcomes

Among the vast number of results occurred and the most significant out of them to be appeared throughout the report, a sneak peek of the insights gained is provided here:

- Sex doesn't seem to affect the general characteristics or the preferences of the Greek graphic designers.
- There are important associations among the information sources (websites, blogs, magazines etc) that the graphic designers use.
- The salary, so as the bonus, are related to the kind and the magnitude of the company where the respondents are occupied and the post titles they hold.
- It occurs also that most of the respondents find their work creative and get widely informed about their profession.

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The context

Data, in general

Data stands as the least biased input to decision making, the purest source of insights and knowledge. Today, data is generated, stored and used at an unprecedented rate and volume. Typical tools available to interpret data generated by commonly used tools and techniques such as statistical reports and surveys cannot respond efficiently to the hurdles today's volume of data and required in-depth analysis pose. Datamine.it presents a solution to this problem.

Data Mining, in general

Where classical approaches prove to be ineffective of the scale, speed and simplicity needed, artificial intelligence comes to join statistics and provide the much needed solution. That solution is Data Mining. You can visualize data mining as a process of searching for treasure buried in the sand or digging up rock to mine for gold - thus 'mining' -, but the tools we use do it in a truly systematic and efficient way. In our case, the rock stands for data and the gold are the insights and knowledge hidden within the data set.

That said, a miner with a mattock in his hand is a very rough way to conceptualize the complexity and state-of-the-art of the processes executed. A diverse and extended set of exploration and filtering algorithms, next to a variety of learning and meta-learning techniques, were utilized, optimized and evaluated, while the problem is a computationally intensive one and demands a highly customized approach.

Data Mine.it, in specific

The paragraphs to follow aim at providing insight on the patterns that emerge from the extended -in both width and depth- data mining analysis of the given data set. A bunch of sophisticated machine learning algorithms were run and fine-tuned by one or more datamine.it engineers to end up on extracting outcomes and patterns that make perfect sense for your dataset and really provide you with insights you never imagined before, or never thought them as being well proven; we like to call it "a tale of discovery, from your data to the report on hand". What's more, rest assured we've worked really hard to separate the wheat from the chaff, all the peculiar terminology included. And if you were used to concern a pie chart or a histogram as the most insightful thing you could expect from a data analysis, get ready to be astonished on the pages to follow.

The content

Analysis of the data set

The initial dataset consisted of 29 attributes (you may visualize it as the number of 'questions performed', see Appendix I) and 1050 instances (the number of 'samples collected'). For the sake of our analysis and clarity of the results, we dismantled these 29 questions into 69 attributes, the analytical description of which is provided in Appendix II, while Table 1 that follows gives a very sneak peek of them.

Description	Quantity
attributes	69
nominal	69
numeric	0
target	62
instances	1050
missing	0
uniques	0

Table 1: Data set at a glance

Let's take a deeper view. Table 2 provides the titles of all attributes, which consist the data set. These are referred here to provide you with a broader view of the data in focus that are potentially utilized in the results of the following pages. Again, you may find a more detailed description of the submitted attributes in Appendix II.

#	Name	#	Name	#	Name
1	q1_sex	24	q8_magazines	47	q18_books
2	q2_age	25	q9_Cartoon	48	q18_meetings
3	q3_education_level	26	q9_Web_Design	49	q19_anodos_gr
4	q4_english	27	q9_Motion_Graphics	50	q19_Gda_gr
5	q4_france	28	q9_Programming	51	q19_deviant_art
6	q4_italics	29	q9_Post_Production	52	q19_Grafistas_gr
7	q4_spanish	30	q9_Character_Animation	53	q19_Marketingweek_gr
8	q4_german	31	q9_graphics	54	q19_design_design_blog
9	q5_educ_work	32	q9_Artwork_studio	55	q19_Hegrade_gr
10	q6_years_work	33	q10_company_owner	56	q19_VCDC_gr
11	q7_company_owner	34	q10_Art_Director	57	q20_design
12	q7_salaried	35	q10_Creative_Director	58	q20_Adobe_Magazine

#	Name	#	Name	#	Name
13	q7_self_employed	36	q10_Junior_Designer	59	q20_CMYK
14	q7_unemployed	37	q10_Senior_Designer	60	q20_None
15	q7_student	38	q11_change_job	61	q21_work_hours
16	q7_associate_in_creative_office	39	q13_kind_of_company	62	q22_payroll
17	q8_graphics	40	q14_staff	63	q23_salary
18	q8_printing	41	q15_job_creativity	64	q24_insurance
19	q8_programming	42	q16_pcboard	65	q25_overtime
20	q8_web_Design	43	q17_pctools	66	q26_salary_up
21	q8_artwork_studio	44	q18_Blogs	67	q27_salary_up_money
22	q8_paging	45	q18_Creativity_websites	68	q28_salary_bonus_when
23	q8_newspapers	46	q18_magazines	69	q29_salary_bonus_money

Table 2: Titles of attributes in use

As the target for the analysis served 62 attributes from those listed in Table 2. In other words, the analysis performed attempt to extract relationships and insights of all other attributes in regard to each one of the 62 attributes at a time. The distributions of all the attributes are given in the Appendix II.

Due to the sample's complexity and size, various advanced filtering techniques were repeatedly utilized to firstly rank these attributes according to their correlation and informational value in regards to the analysis target, and then put focus on the ones that matter the most.

All attributes are ranked according to their informational value of describing the target attribute. In other words, trying to understand the patterns describing the target attribute's values, one should pay close attention to the attributes ranked high in the following tables, while the attributes of low informational value probably offer no insights on the target's behavior. An example of such a ranking is provided with the attribute "sex" serving as the target. Table 4 presents the 10 most valuable out of these, as occurred by such a process, while Table 5 contributes the ones of least informational value.

#	Name
1	q22_payroll
2	q24_insurance
3	q8_web_Design
4	q8_programming
5	q21_work_hours
6	q7_company_owner
7	q13_kind_of_company
8	q11_change_job
9	q3_education_level
10	q4_france

Table 4: Attributes of most informational value

#	Name
1	q4_english
2	q23_salary
3	q4_german
4	q10_company_owner
5	q10_Junior_Designer
6	q20_Adobe_Magazine
7	q19_VCDC_gr
8	q19_deviant_art
9	q9_artwork_studio
10	q9_graphics

Table 5: Attributes of low informational value

Given the rough description of the submitted data set and the analysis framework deployed before, the next paragraph stands as the core of this report, moving to the actual results of the knowledge discovery process.

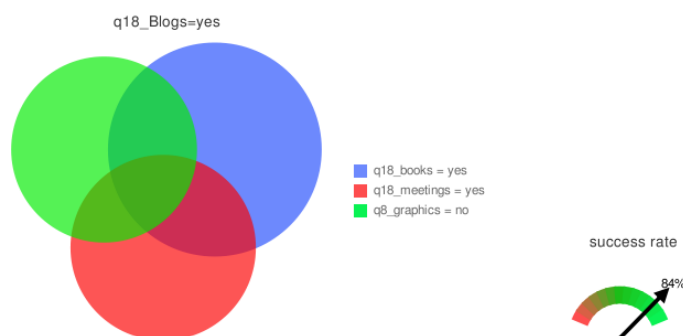
The analysis

Introduction

As referred above, the analysis performed utilized an extended variety of advanced data mining techniques and machine learning algorithms, next to the outcomes of the data set's analysis, to finally extract the best and brightest of its latent patterns. Significant effort was also put into transforming these patterns and analysis results into some direct, tangible and easily comprehensible outcomes.

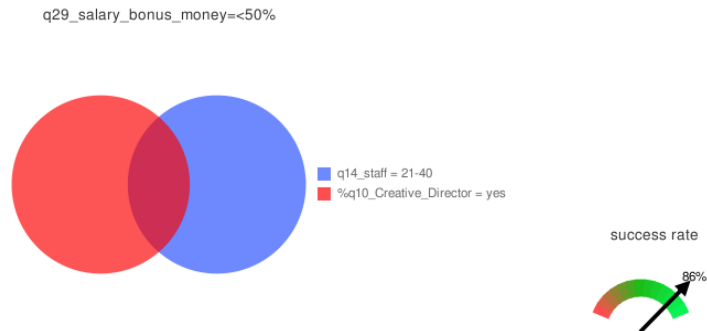
Best rules discovered

The pages to follow describe in words and figures the most significant out of the rules discovered, in other words the most distinguishable of the patterns emerged out of the extensive mining processes performed. Each pattern is also described by the number of cases that validates it across the data set, as well as its success rate. Apart from the rules presented here, Appendix III provides an extended list of (less or more) significant rules discovered, essentially contributing to the formation and understanding of the latent knowledge in the given data set.



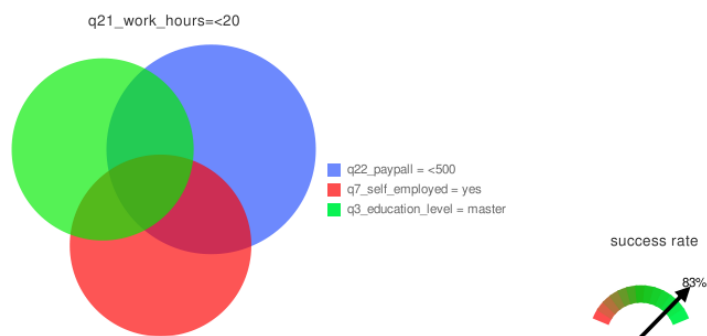
*Rule 1: If q18_books = yes and q18_meetings = yes and q8_graphics = no then q18_Blogs=yes
(157 occurred instances supported this rule, while 30 did not) (84% success)*

Rule 1 indicates that if the respondent gets informed about his/her profession by reading books and participating in conferences or meetings, but he/she is not primarily occupied in the graphic section, then he/she is expected to use also blogs for his/her information.



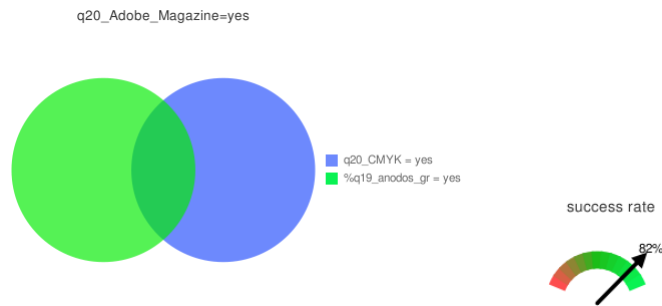
Rule 2: If q14_staff = 21-40 and q10_Creative_Director = yes then q29_salary_bonus_money=<50% (6.0/1.0) (86% success)

This rule suggests that 86% of designers who are employed as creative directors in companies with 21-40 employees get bonus less or equal to the half of their salary.



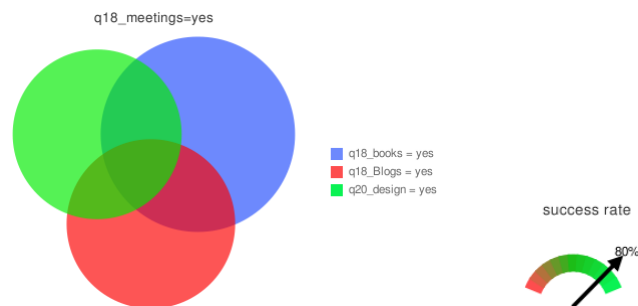
Rule 3: If q22_paypall = <500 and q7_self_employed = yes and q3_education_level = master then q21_work_hours=<20 (5.0/1.0) (83% success)

83% of the self-employed designers holding a master degree and having a monthly income less than 500€ usually work on graphic design less than 20 hours.



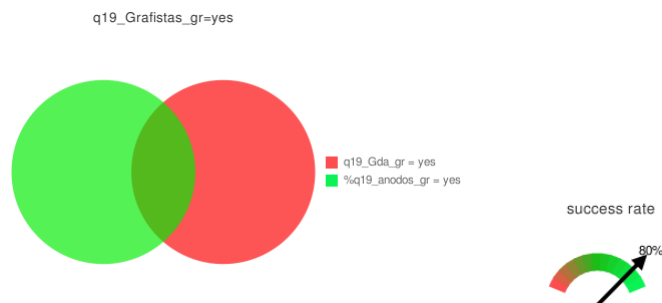
Rule 4: If q20_CMYK = yes and q19_anodos_gr = yes then q20_Adobe_Magazine=yes (93.0/21.0) (82% success)

The designers who prefer the art-design magazine CMYK and the website Anodos.gr for their information, they are also expected to read the Adobe Magazine.



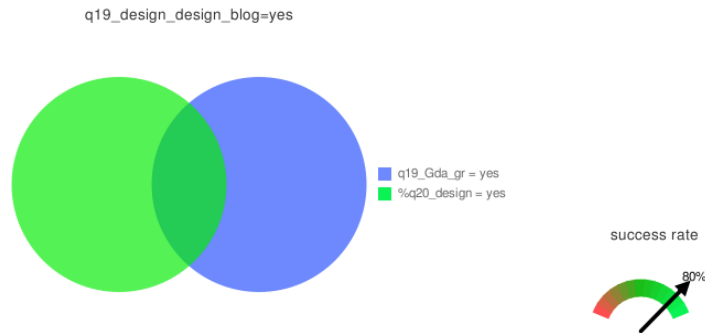
Rule 5: If q18_books = yes and q18_Blogs = yes and q20_design = yes then q18_meetings=yes (210.0/52.0) (80% success)

Rule 5 indicates that 80% of the respondents, who get informed via books and blogs relative to their profession and read the +design magazine, participate in conferences or meetings about graphics design.



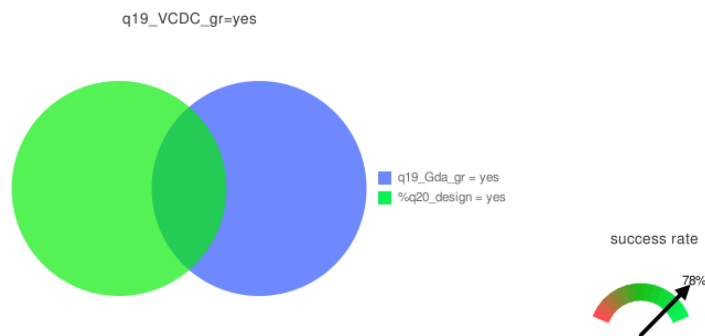
Rule 6: If q19_anodos_gr = yes and q19_Gda_gr = yes then q19_Grafistas_gr=yes (103.0/26.0) (80% success)

If the respondent visits the websites Anodos.gr and Gda.gr, then he/she is expected to visit Grafistas.gr too at a rate of 80%.



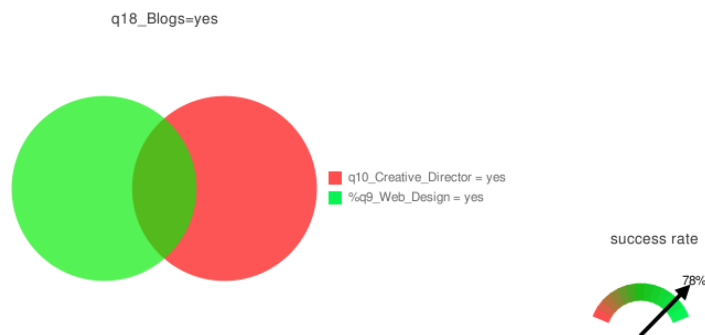
Rule 7: If q20_design = yes and q19_Gda_gr = yes then q19_design_design_blog=yes (237.0/58.0) (80% success)

80% of the people who prefer the +design magazine and the website Gda.gr tend to visit the Design.com or the Design Blog too.



Rule 8: If q20_design = yes and q19_Gda_gr = yes then q19_VCDC_gr=yes (111.0/31.0) (78% success)

A slightly smaller part of them is expected to choose VCDC.gr for their information.



Rule 9: If q10_Creative_Director = yes and q9_Web_Design = yes then q18_Blogs=yes (32.0/9.0) (78% success)

78% of the Creative Directors who prefer to be occupied in the Web Designing sector get informed via blogs.

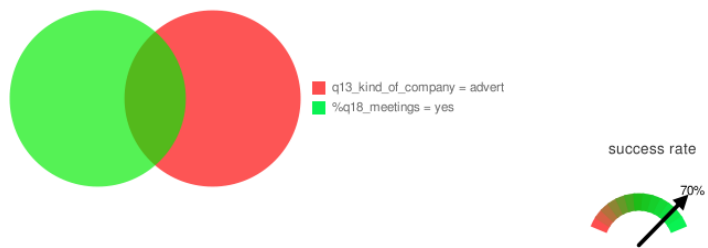
q15_job_creativity=very_much



Rule 10: If q21_work_hours = >60 and q23_salary = yes then q15_job_creativity=very_much (26.0/10.0) (72% success)

72% of the graphic designers who work more than 60 hours per week and declare themselves satisfied from their salary, are expected to consider their job as very creative.

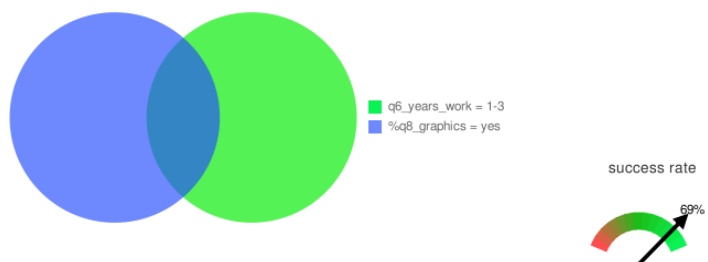
q19_Marketingweek_gr=yes



Rule 11: If q13_kind_of_company = advert and q18_meetings = yes then q19_Marketingweek_gr=yes (116.0/48.0) (70% success)

70% of the designers who work in advertising companies and participate in conferences or meetings tend to visit the website Marketingweek.gr for their information.

q10_Junior_Designer=yes



Rule 12: If q6_years_work = 1-3 and q8_graphics = yes then q10_Junior_Designer=yes (127.0/58.0) (69% success)

69% of the designers who are occupied for 1-3 years in the graphics section hold the junior designer title.

General outcomes

The extended analysis performed and the numbers of results presented in the previous pages, as long as in the Appendix III, clearly shaped out a number of outcomes, the most significant of which are also deployed hereby:

- Respondents who get informed about their profession by reading books and participating in conferences or meetings are expected to also use blogs for their information.
- 86% of the graphic designers who work as creative directors in companies with 21-40 employees get bonus less or equal to the half of their salary.
- 83% of the self-employed designers holding a master degree and having a monthly income less than 500 euro usually work about 20 hours per week.
- People who prefer the +design magazine and the website Gda.gr tend to visit the Design.com or the Design Blog or VCDC.gr for their information.
- 78% of the Creative Directors who prefer to be occupied in the Web Designing sector get informed via blogs.
- The graphic designers who work more than 60 hours per week and declare themselves satisfied from their salary, are expected to consider their job as very creative.
- 69% of the designers who are occupied for 1-3 years in the graphics section hold the junior designer title.

While the results found are presented at full extent in the Appendixes below (including the list of the full title and description of the questions posed and answers submitted, the attributes analytical description and plots, most valuable -information wise- attributes and a really big list of rules extracted), it is by now clear that the on hand analysis has contributed deep insights, yet simple descriptions, on the patterns and knowledge that were lying unveiled through the submitted data set. This tale of discovery, from your data to the report on hand, seemed to reach its end, at least on the part of maximizing the value of your data input. We do believe you'll come to validate this, while we continuously remain at your request for shaping the next episode of your data tales.

Appendix I: Questionnaire

Performed questions

The list of the performed questions and the corresponding possible answers are listed in the following table.

#	Question	Answers
1	q1: Sex	Male, female
2	q2: Age	21-24,25-30,30-35,35-40,40-45,45-50,50-55,55-60,<21,>60
3	q3: Education	Middle school/Technical school, Private institute, Public institute, Bachelor degree, Master degree, PhD, None of the above
4	q4: How many and which foreign languages do you speak?	q401: English q402: French q403: Italic q404: Spanish q405: Germanic
5	q5: Are your studies related with your work?	no, yes
6	q6: How many years do you work in the creative area?	1-3, 4-7, 8-10, 11-15, 16-20, more than 20
7	q7: What is your professional status?	q701: Company owner q702: Salaried q703: Self-employed q704: Unemployed q705: Student q706: Associate in creative office
8	q8: Which is your primary occupation section?	q801: Graphics q802: Printing q803: Programming q804: Web Design q805: Artwork Studio q806: Paging q807: Newspapers q808: Magazines
9	q9: In which section would you like to work?	q901: Cartoon q902: Web Design q903: Motion Graphics

#	Question	Answers
		q904: Programming q905: Post Production q906: Character Animation q907: Graphics q908: Artwork Studio
10	q10: Which is yours post title?	q1001: Company Owner q1002: Art Director q1003: Creative Director q1004: Junior Designer q1005: Senior Designer
11	q11: How many times have you changed employer?	0 (always self-employed), 1,2,3,4,5, more than 5 times
12	q12: In which county do you work?	no answers
13	q13: In what kind of company do you work?	Publishing Firm/Media, Advertising Company, Self-employed, In-house Creative Department, Supplying Services, Other, Design Studio/Agency, Production Company, Printing Office, Illustration, Self-employed, Public Sector, Student, None
14	q14: How many employees are occupied in your company?	2-5, 6-10, 11-20, 21-40, >41
15	q15: How much creative do you think is your job?	not at all, rarely, often, much, very much
16	q16: Which is your basic work platform?	Windows, Macintosh
17	q17: Do you use mouse or stylus?	Mouse, Stylus, Combine both
18	q18: Where do you get information about your profession?	q1801: Blogs q1802: Creativity Websites q1803: Magazines q1804: Books q1805: Conferences/Meetings
19	q19: From which websites/blogs are you informed about your profession?	q1901: Anodos.gr q1902: Gda.gr q1903: Deviant Art q1904: Grafistas.gr q1905: Marketingweek.gr q1906: Design/Design blog q1907: Hegrade.gr q1908: VCDC.gr
20	q20: From which pressed magazines are you informed about your profession?	q2001: +design q2002: Adobe Magazine q2003: CMYK q2004: None
21	q21: How many hours do you work per week?	<20, 20-30, 30-40, 40-50, 50-60, >60
22	q22: What is your monthly income (€)?	<500, 601-700, 701-800, 801-900, 901-1000, 1001-1200,

#	Question	Answers
		1201-1400, 1601-1800, 1801-2000, 2001-2500, 2501-3000, >3000
23	q23: Do you think your salary is satisfying?	no, yes
24	q24: Which is your insurance organization?	none, teve, ika, foreign, tatta, taysit, tsmede, private, oga, tae, public, tapote
25	q25: Do you get paid for your overtime work?	no, yes
26	q26: When was the last time that your salary raised?	my salary was reduced, never got a raise, 0-3 months ago, 3-6 months ago, 6-12 months ago, 1-2 years ago, more than 3 years ago
27	q27: How much did your salary raise?	no raise, <20%, 51-100%, >100%
28	q28: When was the last time that you got a bonus?	never got bonus, 0-3 months ago, 3-6 months ago, 6-12 months ago, 1-2 years ago, more than 3 years ago
29	q29: How much bonus did you get the last time?	<50%, 51-100%, >100%

Table A1: Performed questions and the corresponding answers.

Appendix II: Data set attributes

Description of the data set attributes

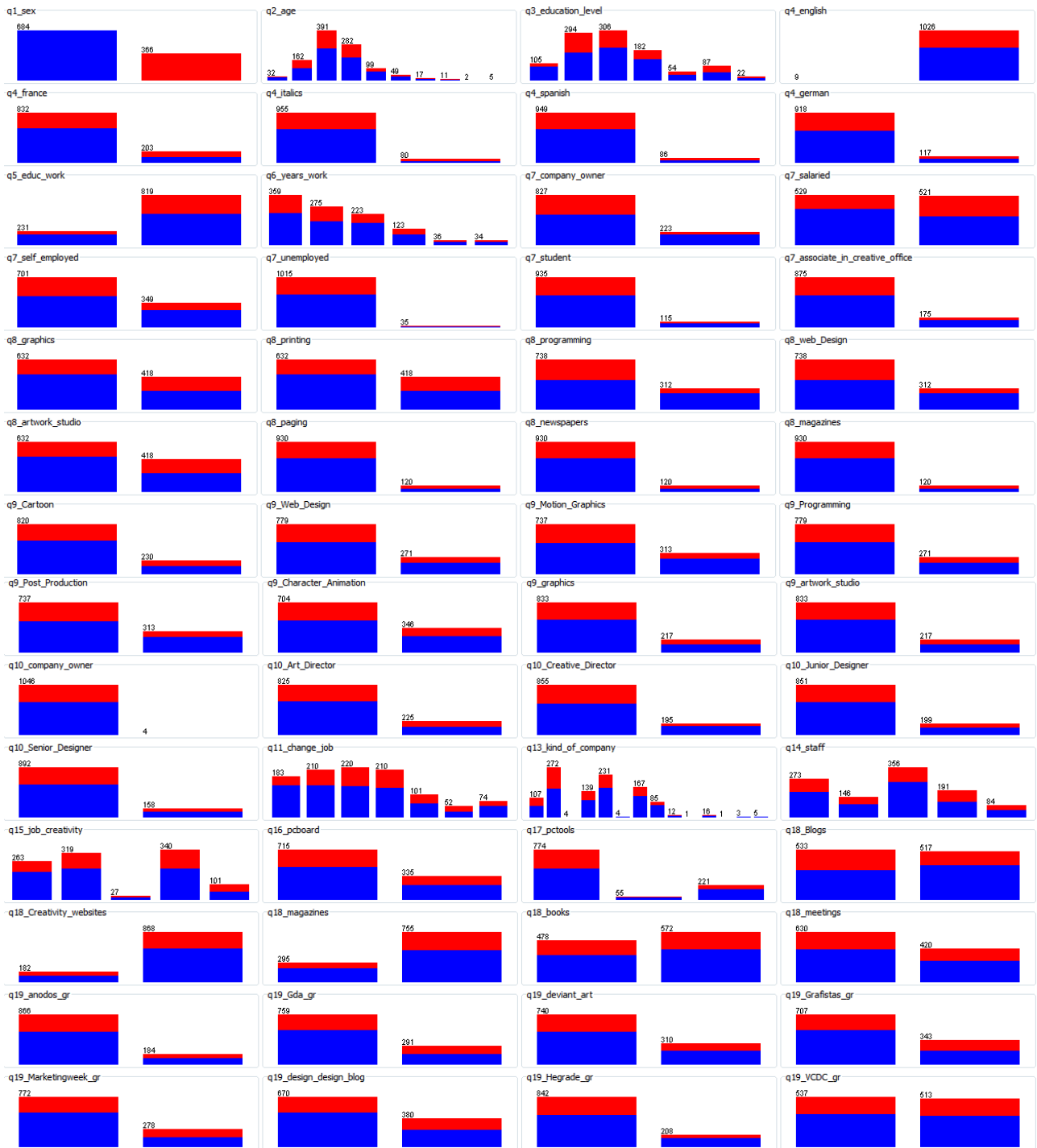
The list of attributes of the given data set is provided here.

#	Name	Type	Values	Missing	Distinct	Unique
1	q1_sex	nominal	{male, female}	0	2	0
2	q2_age	nominal	{1,2,3,4,5,6,7,8,9,10}~{21-24,25-30,30-35,35-40,40-45,45-50,50-55,55-60,<21,>60}	0	10	0
3	q3_education_level	nominal	{1,2,3,4,5,6,7}~{middle school/ technical school, private institute, bachelor degree, master degree, none of the above, public institute, PhD, none of the above}	0	7	0
4	q4_english	nominal	{0,1}~{no, yes}	15	2	0
5	q4_france	nominal	{0,1}~{no, yes}	15	2	0
6	q4_italics	nominal	{0,1}~{no, yes}	15	2	0
7	q4_spanish	nominal	{0,1}~{no, yes}	15	2	0
8	q4_german	nominal	{0,1}~{no, yes}	15	2	0
9	q5_educ_work	nominal	{0,1}~{no, yes}	0	2	0
10	q6_years_work	nominal	{1,2,3,4,5,6}~{1-3, 4-7, 8-10, 11-15, 16-20, more than 20}	0	6	0
11	q7_company_owner	nominal	{0,1}~{no, yes}	0	2	0
12	q7_salaried	nominal	{0,1}~{no, yes}	0	2	0
13	q7_self_employed	nominal	{0,1}~{no, yes}	0	2	0
14	q7_unemployed	nominal	{0,1}~{no, yes}	0	2	0
15	q7_student	nominal	{0,1}~{no, yes}	0	2	0
16	q7_associate_in_creative_offi	nominal	{0,1}~{no, yes}	0	2	0
17	q8_graphics	nominal	{0,1}~{no, yes}	0	2	0
18	q8_printing	nominal	{0,1}~{no, yes}	0	2	0
19	q8_programming	nominal	{0,1}~{no, yes}	0	2	0
20	q8_web_Design	nominal	{0,1}~{no, yes}	0	2	0
21	q8_artwork_studio	nominal	{0,1}~{no, yes}	0	2	0
22	q8_paging	nominal	{0,1}~{no, yes}	0	2	0
23	q8_newspapers	nominal	{0,1}~{no, yes}	0	2	0
24	q8_magazines	nominal	{0,1}~{no, yes}	0	2	0
25	q9_Cartoon	nominal	{0,1}~{no, yes}	0	2	0
26	q9_Web_Design	nominal	{0,1}~{no, yes}	0	2	0
27	q9_Motion_Graphics	nominal	{0,1}~{no, yes}	0	2	0
28	q9_Programming	nominal	{0,1}~{no, yes}	0	2	0
29	q9_Post_Production	nominal	{0,1}~{no, yes}	0	2	0

#	Name	Type	Values	Missing	Distinct	Unique
30	q9_Character_Animation	nominal	{0,1}~{no, yes}	0	2	0
31	q9_graphics	nominal	{0,1}~{no, yes}	0	2	0
32	q9_Artwork_studio	nominal	{0,1}~{no, yes}	0	2	0
33	q10_company_owner	nominal	{0,1}~{no, yes}	0	2	0
34	q10_Art_Director	nominal	{0,1}~{no, yes}	0	2	0
35	q10_Creative_Director	nominal	{0,1}~{no, yes}	0	2	0
36	q10_Junior_Designer	nominal	{0,1}~{no, yes}	0	2	0
37	q10_Senior_Designer	nominal	{0,1}~{no, yes}	0	2	0
38	q11_change_job	nominal	{0,1,2,3,4,5,6}~{0 (always self-employed), 1, 2, 3, 4, 5, more than 5}	0	7	0
39	q13_kind_of_company	nominal	{1,2,3,4,5,6,7,8,9,10,11,12,13,14}~{Publishing Firm/Media, Advertising Company, Self-employed, In-house Creative Department, Supplying Services, Other, Design Studio/Agency, Production Company, Printing Office, Illustration, Self-employed, Public Sector, Student, None}	3	14	2
40	q14_staff	nominal	{1,2,3,4,5}~{2-5, 6-10, 11-20, >41, 21-40}	0	5	0
41	q15_job_creativity	nominal	{1,2,3,4,5}~{very much, much, not at all, rarely, often}	0	5	0
42	q16_pcboard	nominal	{Windows, Macintosh}	0	2	0
43	q17_pctools	nominal	{mouse, stylus, combination}	0	3	0
44	q18_Blogs	nominal	{0,1}~{no, yes}	0	2	0
45	q18_Creativity_websites	nominal	{0,1}~{no, yes}	0	2	0
46	q18_magazines	nominal	{0,1}~{no, yes}	0	2	0
47	q18_books	nominal	{0,1}~{no, yes}	0	2	0
48	q18_meetings	nominal	{0,1}~{no, yes}	0	2	0
49	q19_anodos_gr	nominal	{0,1}~{no, yes}	0	2	0
50	q19_Gda_gr	nominal	{0,1}~{no, yes}	0	2	0
51	q19_deviant_art	nominal	{0,1}~{no, yes}	0	2	0
52	q19_Grafistas_gr	nominal	{0,1}~{no, yes}	0	2	0
53	q19_Marketingweek_gr	nominal	{0,1}~{no, yes}	0	2	0
54	q19_design_design_blog	nominal	{0,1}~{no, yes}	0	2	0
55	q19_Hegrade_gr	nominal	{0,1}~{no, yes}	0	2	0
56	q19_VCDC_gr	nominal	{0,1}~{no, yes}	0	2	0
57	q20_design	nominal	{0,1}~{no, yes}	0	2	0
58	q20_Adobe_Magazine	nominal	{0,1}~{no, yes}	0	2	0
59	q20_CMYK	nominal	{0,1}~{no, yes}	0	2	0
60	q20_None	nominal	{0,1}~{no, yes}	0	2	0
61	q21_work_hours	nominal	{1,2,3,4,5,6}~{>60,40-50,50-60, 20-30,30-40,<20}	0	6	0

#	Name	Type	Values	Missing	Distinct	Unique
62	q22_paypall	nominal	{1,2,3,4,5,6,7,8,9,10,11,12,13,14} ~{1201-1400,901-1000,2501-3000,601-700,1801-2000,<500,1601-1800,1401-1600,>3000,701-800,1001-1200,801-900,2001-2500 }	0	14	0
63	q23_salary	nominal	{0,1}~{no, yes}	0	2	0
64	q24_insurance	nominal	{teve, ika, foreign, tatta, none, taysit, tsmede, private, oga, tae, public, tapote}	19	12	1
65	q25_overtime	nominal	{0,1}~{no, yes}	0	2	0
66	q26_salary_up	nominal	{1,2,3,4,5,6,7}~{my salary was reduced, 6-12 months ago, never got a raise, more than 3 years ago, 0-3 months ago, 3-6 months ago, 1-2 years ago}	0	7	0
67	q27_salary_up_money	nominal	{1,2,3,4} ~{<20%, no raise, >100%, 51-100%}	449	4	0
68	q28_salary_bonus_when	nominal	{1,2,3,4,5,6}~{never got bonus, 0-3 months ago, more than 3 years ago, 6-12 months ago, 1-2 years ago, 3-6 months ago}	0	6	0
69	q29_salary_bonus_money	nominal	{1,2,3}~{100%, 51-100%, <50%}	752	3	0

Table A2: Analytical description of data set attributes.



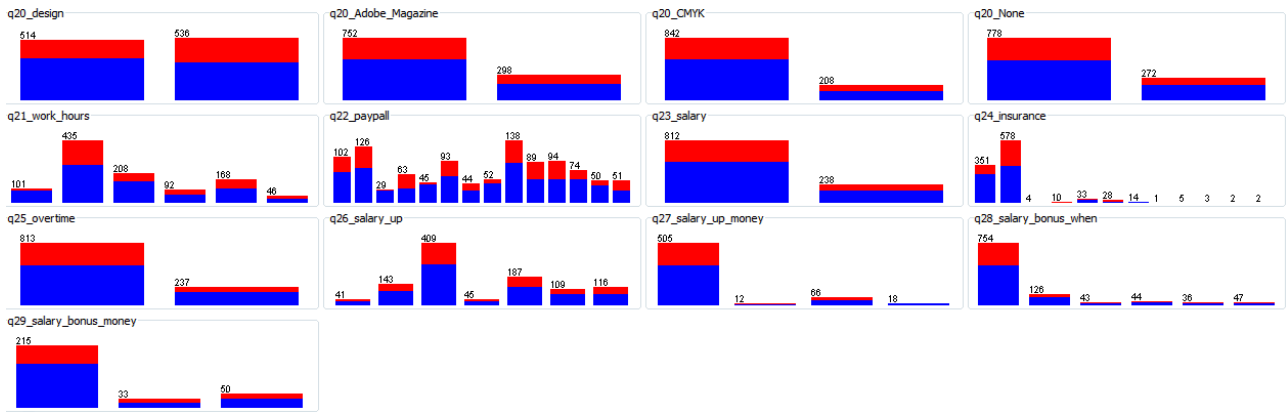


Figure A1: Visualization of the data set distribution, according to the variable 'sex'.

Appendix III: Rules discovered

List of significant rules discovered

Apart from the most significant rules that were referred to in the analysis section and out of the huge bulk of rules that were found during the study of the given data set, a number of other rules are definitely worth of mentioning. These are presented in the Table A3 that follows.

#	Rule
1	If q19_Marketingweek_gr = 1 and q7_company_owner = 0 and q2_age = 2 then q1_sex=female (18.0/4.0)
2	If q19_Gda_gr = 1 and q4_france = 1 then q1_sex=female (35.0/17.0)
3	If q18_Blogs = 0 and q14_staff = 4 and q21_work_hours = 2 then q1_sex=female (28.0/9.0)
4	If q19_Grafistas_gr = 1 and q21_work_hours = 5 and q18_Blogs = 0 then q1_sex=female (18.0/5.0)
5	If q6_years_work = 6 and q4_france = 1 and q20_None = 1 then q2_age=10 (6.0/2.0)
6	If q6_years_work = 6 and q26_salary_up = 3 then q2_age=8 (6.0/2.0)
7	If q6_years_work = 6 and q7_associate_in_creative_office = 1 then q2_age=8 (3.0/1.0)
8	If q7_student = 1 and q15_job_creativity = 1 and q25_overtime = 1 then q2_age=1 (5.0/1.0)
9	If q7_student = 1 and q3_education_level = 2 and q9_Character_Animation = 1 then q2_age=1 (3.0/0.0)
10	If q13_kind_of_company = 14 and q9_Character_Animation = 0 then q2_age=1 (2.0/0.0)
11	If q6_years_work = 5 and q10_Creative_Director = 1 and q19_Marketingweek_gr = 0 then q2_age=6 (6.0/1.0)
12	If q6_years_work = 6 and q20_None = 0 then q2_age=6 (12.0/3.0)
13	If q6_years_work = 5 and q20_None = 1 then q2_age=6 (6.0/2.0)
14	If q5_educ_work = 0 and q22_paypall = 1 and q13_kind_of_company = 4 then q2_age=6 (4.0/1.0)
15	If q6_years_work = 5 and q11_change_job = 6 then q2_age=6 (2.0/0.0)
16	If q6_years_work = 5 then q2_age=5 (22.0/9.0)
17	If q6_years_work = 4 and q7_associate_in_creative_office = 1 and q14_staff = 4 then q2_age=5 (4.0/0.0)
18	If q6_years_work = 1 and q7_student = 1 then q2_age=2 (76.0/24.0)
19	If q6_years_work = 1 and q22_paypall = 11 and q8_programming = 1 then q2_age=2 (8.0/1.0)
20	If q6_years_work = 3 then q2_age=4 (220.0/102.0)
21	If q6_years_work = 4 and q19_Gda_gr = 1 then q2_age=4 (34.0/9.0)
22	If q6_years_work = 4 and q27_salary_up_money = 1 then q2_age=4 (40.0/15.0)
23	If q24_insurance = tsmede and q10_Creative_Director = 1 then q3_education_level=7 (4.0/1.0)
24	If q4_spanish = 1 and q2_age = 6 then q3_education_level=7 (5.0/1.0)
25	If q27_salary_up_money = 2 and q4_german = 1 then q3_education_level=7 (2.0/0.0)
26	If q6_years_work = 2 and q2_age = 5 and q11_change_job = 2 then q3_education_level=7 (2.0/0.0)
27	If q5_educ_work = 0 and q4_german = 1 and q27_salary_up_money = 3 then q3_education_level=5 (4.0/0.0)
28	If q22_paypall = 6 and q13_kind_of_company = 2 and q19_deviant_art = 0 then q3_education_level=6 (7.0/1.0)
29	If q5_educ_work = 0 and q25_overtime = 1 and q18_Blogs = 0 then q3_education_level=1 (31.0/13.0)
30	If q5_educ_work = 0 and q20_Adobe_Magazine = 1 and q9_Web_Design = 1 then q3_education_level=1 (16.0/7.0)
31	If q5_educ_work = 0 and q28_salary_bonus_when = 3 then q3_education_level=1 (6.0/2.0)
32	If q5_educ_work = 0 and q15_job_creativity = 4 and q7_student = 1 then q3_education_level=1 (4.0/0.0)

#	Rule
33	If q19_Grafistas_gr = 0 and q4_spanish = 1 and q16_pcboard = Macintosh then q3_education_level=4 (15.0/4.0)
34	If q19_Grafistas_gr = 1 and q18_Blogs = 0 and q2_age = 4 then q3_education_level=2 (44.0/14.0)
35	If q7_self_employed = 1 and q7_salaried = 1 and q18_books = 0 then q3_education_level=2 (38.0/14.0)
36	If q19_Gda_gr = 1 and q18_meetings = 0 and q11_change_job = 2 then q3_education_level=2 (23.0/6.0)
37	If q6_years_work = 3 and q1_sex = female and q14_staff = 4 then q3_education_level=2 (9.0/1.0)
38	If q20_None = 0 and q19_deviant_art = 1 and q17_pctools = stylus then q3_education_level=2 (19.0/4.0)
39	If q3_education_level = 4 and q19_VCDC_gr = 1 and q20_CMYK = 1 then q4_france=1 (21.0/8.0)
40	If q4_france = 1 and q26_salary_up = 1 and q9_graphics = 1 then q4_spanish=1 (5.0/0.0)
41	If q4_france = 1 and q4_german = 1 and q19_deviant_art = 1 then q4_spanish=1 (8.0/2.0)
42	If q3_education_level = 1 then q5_educ_work=0 (105.0/41.0)
43	If q20_design = 0 and q3_education_level = 5 and q18_books = 0 then q5_educ_work=0 (21.0/6.0)
44	If q20_None = 1 and q15_job_creativity = 2 and q2_age = 4 then q5_educ_work=0 (15.0/5.0)
45	If q2_age = 6 and q3_education_level = 2 then q6_years_work=6 (15.0/7.0)
46	If q2_age = 8 then q6_years_work=6 (11.0/4.0)
47	If q2_age = 10 then q6_years_work=6 (5.0/0.0)
48	If q2_age = 7 and q18_books = 1 and q7_self_employed = 0 then q6_years_work=6 (5.0/1.0)
49	If q2_age = 6 and q9_Web_Design = 1 and q20_CMYK = 1 then q6_years_work=6 (3.0/0.0)
50	If q2_age = 5 and q19_Grafistas_gr = 1 and q11_change_job = 5 then q6_years_work=5 (7.0/2.0)
51	If q2_age = 6 and q13_kind_of_company = 7 then q6_years_work=5 (5.0/1.0)
52	If q2_age = 5 and q18_books = 0 and q20_CMYK = 1 then q6_years_work=5 (3.0/0.0)
53	If q2_age = 7 and q3_education_level = 6 then q6_years_work=5 (2.0/0.0)
54	If q10_Creative_Director = 1 and q2_age = 5 and q8_graphics = 1 then q6_years_work=4 (17.0/5.0)
55	If q2_age = 4 and q10_Creative_Director = 1 and q7_salaried = 1 then q6_years_work=4 (25.0/12.0)
56	If q2_age = 5 and q19_Marketingweek_gr = 1 then q6_years_work=4 (21.0/9.0)
57	If q24_insurance = teve and q2_age = 5 and q20_design = 1 then q6_years_work=4 (11.0/4.0)
58	If q2_age = 4 and q3_education_level = 2 then q6_years_work=3 (81.0/35.0)
59	If q2_age = 4 and q10_Creative_Director = 1 then q6_years_work=3 (23.0/7.0)
60	If q10_Art_Director = 1 and q21_work_hours = 1 and q7_company_owner = 1 then q6_years_work=3 (12.0/1.0)
61	If q10_Senior_Designer = 1 and q20_Adobe_Magazine = 1 then q6_years_work=2 (43.0/17.0)
62	If q11_change_job = 3 and q22_paypall = 2 then q6_years_work=2 (22.0/6.0)
63	If q10_Junior_Designer = 0 and q8_graphics = 1 and q2_age = 3 then q6_years_work=2 (99.0/42.0)
64	If q11_change_job = 0 and q22_paypall = 8 then q7_company_owner=1 (12.0/4.0)
65	If q24_insurance = ika and q19_VCDC_gr = 1 and q26_salary_up = 5 then q7_salaried=1 (35.0/5.0)
66	If q24_insurance = ika and q3_education_level = 2 and q19_design_design_blog = 0 then q7_salaried=1 (33.0/11.0)
67	If q14_staff = 4 and q6_years_work = 2 then q7_salaried=1 (13.0/2.0)
68	If q24_insurance = ika and q22_paypall = 9 and q18_meetings = 0 then q7_salaried=1 (12.0/3.0)
69	If q15_job_creativity = 4 and q14_staff = 5 and q3_education_level = 3 then q7_salaried=1 (7.0/1.0)
70	If q14_staff = 4 and q19_Hegrade_gr = 1 and q16_pcboard = Windows then q7_salaried=1 (10.0/1.0)
71	If q7_company_owner = 0 and q13_kind_of_company = 1 and q7_associate_in_creative_office = 0 then q7_salaried=1 (18.0/6.0)
72	If q2_age = 3 and q3_education_level = 6 and q7_company_owner = 0 then q7_salaried=1 (11.0/2.0)
73	If q19_VCDC_gr = 1 and q6_years_work = 2 and q17_pctools = combination then q7_self_employed=1 (22.0/6.0)
74	If q7_associate_in_creative_office = 1 and q19_Gda_gr = 1 and q14_staff = 3 then q7_self_employed=1 (14.0/4.0)
75	If q10_Senior_Designer = 1 and q6_years_work = 3 and q8_graphics = 0 then q7_self_employed=1 (16.0/3.0)

#	Rule
76	If q3_education_level = 5 and q21_work_hours = 6 then q7_unemployed=1 (5.0/2.0)
77	If q15_job_creativity = 3 and q17_pctools = combination then q7_unemployed=1 (8.0/3.0)
78	If q8_printing = 1 then q8_graphics=1 (418.0/0.0)
79	If q8_graphics = 1 then q8_printing=1 (418.0/0.0)
80	If q8_web_Design = 1 then q8_programming=1 (312.0/0.0)
81	If q8_programming = 1 then q8_web_Design=1 (312.0/0.0)
82	If q8_graphics = 1 then q8_artwork_studio=1 (418.0/0.0)
83	If q8_newspapers = 1 then q8_paging=1 (120.0/0.0)
84	If q8_paging = 1 then q8_newspapers=1 (120.0/0.0)
85	If q8_paging = 1 then q8_magazines=1 (120.0/0.0)
86	If q17_pctools = stylus and q19_Grafistas_gr = 1 then q9_Cartoon=1 (17.0/4.0)
87	If q19_deviant_art = 1 and q17_pctools = combination and q9_Web_Design = 1 then q9_Cartoon=1 (30.0/14.0)
88	If q20_design = 1 and q19_deviant_art = 1 and q15_job_creativity = 5 then q9_Cartoon=1 (20.0/7.0)
89	If q9_Programming = 1 then q9_Web_Design=1 (271.0/0.0)
90	If q9_Post_Production = 1 then q9_Motion_Graphics=1 (313.0/0.0)
91	If q9_Web_Design = 1 then q9_Programming=1 (271.0/0.0)
92	If q9_Motion_Graphics = 1 then q9_Post_Production=1 (313.0/0.0)
93	If q9_Motion_Graphics = 1 and q19_deviant_art = 1 and q20_CMYK = 1 then q9_Character_Animation=1 (31.0/6.0)
94	If q8_programming = 1 and q9_Motion_Graphics = 1 and q22_payball = 8 then q9_Character_Animation=1 (8.0/0.0)
95	If q8_programming = 1 and q20_None = 1 and q9_Motion_Graphics = 1 then q9_Character_Animation=1 (52.0/20.0)
96	If q9_Artwork_studio = 1 then q9_graphics=1 (217.0/0.0)
97	If q9_graphics = 1 then q9_Artwork_studio=1 (217.0/0.0)
98	If q6_years_work = 4 and q10_Art_Director = 0 and q18_magazines = 1 then q10_Creative_Director=1 (53.0/18.0)
99	If q6_years_work = 1 and q8_graphics = 1 then q10_Junior_Designer=1 (127.0/58.0)
100	If q6_years_work = 5 and q18_meetings = 0 and q24_insurance = ika then q11_change_job=5 (10.0/4.0)
101	If q18_Creativity_websites = 0 and q21_work_hours = 1 and q14_staff = 4 then q11_change_job=6 (6.0/1.0)
102	If q26_salary_up = 4 and q18_meetings = 1 and q19_deviant_art = 0 then q11_change_job=6 (9.0/3.0)
103	If q22_payball = 11 and q6_years_work = 3 and q9_Character_Animation = 1 then q11_change_job=6 (5.0/1.0)
104	If q26_salary_up = 1 and q19_Hegrade_gr = 1 and q7_company_owner = 0 then q11_change_job=6 (5.0/1.0)
105	If q7_salaried = 0 and q22_payball = 6 then q11_change_job=0 (70.0/29.0)
106	If q6_years_work = 1 and q7_salaried = 1 and q8_programming = 1 then q11_change_job=1 (47.0/19.0)
107	If q6_years_work = 1 and q13_kind_of_company = 1 then q11_change_job=1 (24.0/9.0)
108	If q8_paging = 1 and q24_insurance = taysit then q13_kind_of_company=1 (21.0/2.0)
109	If q8_paging = 1 and q19_deviant_art = 1 and q19_Grafistas_gr = 0 then q13_kind_of_company=1 (12.0/2.0)
110	If q14_staff = 4 and q26_salary_up = 7 and q8_graphics = 1 then q13_kind_of_company=1 (7.0/1.0)
111	If q24_insurance = tatta then q13_kind_of_company=1 (7.0/1.0)
112	If q6_years_work = 6 and q9_Character_Animation = 1 and q9_Motion_Graphics = 1 then q13_kind_of_company=1 (3.0/0.0)
113	If q24_insurance = teve and q6_years_work = 4 and q9_Motion_Graphics = 1 then q13_kind_of_company=7 (21.0/8.0)
114	If q24_insurance = teve and q6_years_work = 3 and q4_spanish = 1 then q13_kind_of_company=7 (11.0/3.0)
115	If q8_programming = 1 and q19_VCDC_gr = 0 and q19_design_design_blog = 1 then q13_kind_of_company=5 (25.0/7.0)
116	If q7_salaried = 1 and q13_kind_of_company = 8 and q8_graphics = 1 then q14_staff=5 (18.0/8.0)

#	Rule
117	If q13_kind_of_company = 2 and q21_work_hours = 4 then q14_staff=2 (13.0/6.0)
118	If q7_salaried = 1 and q13_kind_of_company = 1 then q14_staff=4 (75.0/31.0)
119	If q7_salaried = 1 and q22_payroll = 8 then q14_staff=4 (9.0/2.0)
120	If q7_self_employed = 0 and q13_kind_of_company = 7 and q9_Motion_Graphics = 0 then q14_staff=1 (66.0/24.0)
121	If q7_company_owner = 1 and q20_Adobe_Magazine = 1 and q7_associate_in_creative_office = 1 then q14_staff=1 (8.0/0.0)
122	If q7_company_owner = 1 and q13_kind_of_company = 2 then q14_staff=1 (52.0/25.0)
123	If q7_company_owner = 1 and q9_Cartoon = 1 and q8_graphics = 0 then q14_staff=1 (12.0/3.0)
124	If q7_associate_in_creative_office = 1 and q26_salary_up = 7 and q5_educ_work = 1 then q14_staff=1 (13.0/3.0)
125	If q7_unemployed = 1 and q4_spanish = 1 then q15_job_creativity=3 (4.0/0.0)
126	If q7_company_owner = 1 and q8_graphics = 0 and q20_Adobe_Magazine = 1 then q15_job_creativity=1 (31.0/12.0)
127	If q21_work_hours = 1 and q23_salary = 1 then q15_job_creativity=1 (26.0/10.0)
128	If q17_pctools = stylus and q19_deviant_art = 1 then q15_job_creativity=1 (23.0/8.0)
129	If q25_overtime = 1 and q10_Junior_Designer = 0 and q18_magazines = 0 then q15_job_creativity=1 (39.0/16.0)
130	If q7_salaried = 0 and q7_self_employed = 1 and q9_graphics = 1 then q15_job_creativity=2 (46.0/18.0)
131	If q8_graphics = 1 and q13_kind_of_company = 7 and q19_design_design_blog = 0 then q16_pcboard=Macintosh (41.0/11.0)
132	If q8_graphics = 1 and q21_work_hours = 2 then q16_pcboard=Macintosh (176.0/79.0)
133	If q8_graphics = 1 and q19_Marketingweek_gr = 1 and q7_salaried = 1 then q16_pcboard=Macintosh (3 3.0/9.0)
134	If q9_Cartoon = 1 and q7_associate_in_creative_office = 1 and q15_job_creativity = 1 then q17_pctools=stylus (8.0/3.0)
135	If q3_education_level = 7 and q18_Creativity_websites = 0 and q4_france = 1 then q17_pctools=stylus (3.0/0.0)
136	If q7_self_employed = 1 and q19_deviant_art = 1 and q23_salary = 1 then q17_pctools=combination (24.0/9.0)
137	If q18_books = 1 and q18_meetings = 1 and q8_graphics = 0 then q18_Blogs=1 (157.0/30.0)
138	If q8_programming = 1 then q18_Blogs=1 (230.0/94.0)
139	If q19_Hegrade_gr = 1 then q18_Blogs=1 (141.0/57.0)
140	If q10_Creative_Director = 1 and q9_Web_Design = 1 then q18_Blogs=1 (32.0/9.0)
141	If q3_education_level = 1 and q1_sex = female and q7_company_owner = 0 then q18_Creativity_websites=0 (12.0/2.0)
142	If q18_Blogs = 0 and q6_years_work = 6 then q18_Creativity_websites=0 (10.0/3.0)
143	If q20_None = 1 and q18_books = 0 then q18_magazines=0 (181.0/44.0)
144	If q18_books = 0 and q8_programming = 1 and q26_salary_up = 3 then q18_magazines=0 (21.0/7.0)
145	If q18_magazines = 0 and q18_Creativity_websites = 0 then q18_books=0 (79.0/12.0)
146	If q18_magazines = 0 and q16_pcboard = Windows then q18_books=0 (170.0/40.0)
147	If q18_Blogs = 0 and q18_Creativity_websites = 0 and q2_age = 3 then q18_books=0 (21.0/3.0)
148	If q20_design = 0 and q8_paging = 1 then q18_books=0 (33.0/11.0)
149	If q18_books = 1 and q18_Blogs = 1 and q20_design = 1 then q18_meetings=1 (210.0/52.0)
150	If q18_books = 1 and q19_Gda_gr = 1 and q24_insurance = teve then q18_meetings=1 (30.0/6.0)
151	If q18_magazines = 1 and q7_student = 1 then q18_meetings=1 (62.0/24.0)
152	If q22_payroll = 8 and q17_pctools = mouse then q18_meetings=1 (19.0/6.0)
153	If q20_Adobe_Magazine = 1 and q19_Gda_gr = 1 then q19_anodos_gr=1 (119.0/55.0)
154	If q20_Adobe_Magazine = 1 and q18_meetings = 1 and q10_Creative_Director = 1 then q19_anodos_gr=1 (14.0/3.0)
155	If q20_CMYK = 1 and q19_Marketingweek_gr = 1 and q3_education_level = 6 then q19_anodos_gr=1 (7.0/0.0)
156	If q19_Gda_gr = 1 and q22_payroll = 12 then q19_anodos_gr=1 (14.0/5.0)
157	If q19_VCDC_gr = 1 and q19_Grafistas_gr = 1 then q19_Gda_gr=1 (164.0/64.0)

#	Rule
158	If q19_VCDC_gr = 1 and q9_Cartoon = 1 and q16_pcboard = Windows and q20_design = 1 then q19_deviant_art=1 (55.0/17.0)
159	If q19_VCDC_gr = 1 and q20_CMYK = 1 and q9_Character_Animation = 1 then q19_deviant_art=1 (46.0/14.0)
160	If q17_pctools = combination and q21_work_hours = 3 and q20_Adobe_Magazine = 1 then q19_deviant_art=1 (10.0/1.0)
161	If q19_anodos_gr = 1 and q19_Gda_gr = 1 then q19_Grafistas_gr=1 (103.0/26.0)
162	If q19_design_design_blog = 1 and q10_Junior_Designer = 1 and q9_Cartoon = 1 then q19_Grafistas_gr=1 (20.0/4.0)
163	If q19_design_design_blog = 1 and q3_education_level = 2 and q7_salaried = 1 then q19_Grafistas_gr=1 (48.0/14.0)
164	If q20_None = 0 and q19_Gda_gr = 1 and q19_Marketingweek_gr = 1 then q19_Grafistas_gr=1 (38.0/14.0)
165	If q13_kind_of_company = 2 and q18_meetings = 1 then q19_Marketingweek_gr=1 (116.0/48.0)
166	If q19_Grafistas_gr = 1 and q2_age = 4 and q3_education_level = 3 then q19_Marketingweek_gr=1 (17.0/4.0)
167	If q20_design = 1 and q19_Gda_gr = 1 then q19_design_design_blog=1 (237.0/58.0)
168	If q20_design = 1 and q19_Grafistas_gr = 1 then q19_design_design_blog=1 (85.0/30.0)
169	If q20_design = 1 and q16_pcboard = Macintosh and q11_change_job = 4 then q19_design_design_blog=1 (10.0/2.0)
170	If q19_Hegrade_gr = 1 and q3_education_level = 4 then q19_design_design_blog=1 (11.0/2.0)
171	If q19_VCDC_gr = 1 and q18_meetings = 1 and q13_kind_of_company = 7 then q19_Hegrade_gr=1 (43.0/15.0)
172	If q20_design = 1 and q19_VCDC_gr = 1 and q22_payball = 2 then q19_Hegrade_gr=1 (32.0/14.0)
173	If q19_VCDC_gr = 1 and q27_salary_up_money = 1 and q13_kind_of_company = 8 then q19_Hegrade_gr=1 (16.0/5.0)
174	If q20_design = 1 and q19_Hegrade_gr = 1 then q19_VCDC_gr=1 (172.0/23.0)
175	If q19_design_design_blog = 1 and q18_meetings = 1 and q18_Blogs = 1 then q19_VCDC_gr=1 (71.0/19.0)
176	If q20_design = 1 and q19_Gda_gr = 1 then q19_VCDC_gr=1 (111.0/31.0)
177	If q18_Creativity_websites = 1 and q19_Hegrade_gr = 1 then q19_VCDC_gr=1 (27.0/8.0)
178	If q18_Creativity_websites = 1 and q20_design = 1 and q2_age = 2 then q19_VCDC_gr=1 (19.0/4.0)
179	If q20_None = 1 and q20_Adobe_Magazine = 0 then q20_design=0 (269.0/0.0)
180	If q19_design_design_blog = 0 and q19_VCDC_gr = 0 and q18_books = 0 then q20_design=0 (112.0/33.0)
181	If q19_design_design_blog = 0 and q3_education_level = 6 and q20_CMYK = 0 then q20_design=0 (12.0/2.0)
182	If q8_graphics = 0 and q25_overtime = 1 and q11_change_job = 0 then q20_design=0 (9.0/2.0)
183	If q20_CMYK = 1 and q19_anodos_gr = 1 then q20_Adobe_Magazine=1 (93.0/21.0)
184	If q20_None = 0 and q19_anodos_gr = 1 and q19_Gda_gr = 0 then q20_Adobe_Magazine=1 (36.0/11.0)
185	If q20_None = 0 and q20_CMYK = 1 and q2_age = 2 and q18_Blogs = 1 then q20_Adobe_Magazine=1 (9.0/0.0)
186	If q20_None = 0 and q19_design_design_blog = 1 and q22_payball = 9 then q20_Adobe_Magazine=1 (30.0/13.0)
187	If q20_Adobe_Magazine = 1 and q18_meetings = 1 and q9_Web_Design = 1 then q20_CMYK=1 (44.0/12.0)
188	If q19_anodos_gr = 1 and q20_design = 1 and q19_deviant_art = 1 then q20_CMYK=1 (35.0/11.0)
189	If q20_design = 0 and q18_magazines = 0 and q20_Adobe_Magazine = 0 then q20_None=1 (212.0/37.0)
190	If q22_payball = 6 and q7_student = 1 and q9_Motion_Graphics = 1 then q21_work_hours=6 (11.0/3.0)
191	If q22_payball = 6 and q7_self_employed = 1 and q3_education_level = 4 then q21_work_hours=6 (5.0/1.0)
192	If q22_payball = 6 and q7_self_employed = 1 and q1_sex = female then q21_work_hours=6 (8.0/3.0)
193	If q22_payball = 14 and q23_salary = 1 then q21_work_hours=6 (5.0/2.0)
194	If q6_years_work = 1 and q22_payball = 6 and q18_Blogs = 1 then q21_work_hours=4 (19.0/8.0)
195	If q7_company_owner = 1 and q20_CMYK = 1 and q17_pctools = combination then q21_work_hours=1 (20.0/9.0)
196	If q2_age = 2 and q27_salary_up_money = 3 then q21_work_hours=5 (13.0/5.0)

#	Rule
197	If q7_company_owner = 1 and q27_salary_up_money = 1 and q3_education_level = 4 then q21_work_hours=3 (9.0/1.0)
198	If q28_salary_bonus_when = 5 and q21_work_hours = 3 and q18_meetings = 1 then q22_paypall=3 (5.0/1.0)
199	If q23_salary = 1 and q15_job_creativity = 1 and q11_change_job = 6 then q22_paypall=13 (5.0/1.0)
200	If q7_company_owner = 1 and q15_job_creativity = 3 then q22_paypall=8 (4.0/1.0)
201	If q27_salary_up_money = 2 and q7_associate_in_creative_office = 0 then q22_paypall=8 (9.0/2.0)
202	If q6_years_work = 6 and q18_Blogs = 0 and q21_work_hours = 3 then q22_paypall=8 (5.0/1.0)
203	If q11_change_job = 4 and q28_salary_bonus_when = 3 and q9_Character_Animation = 1 then q22_paypall=8 (4.0/0.0)
204	If q10_Creative_Director = 1 and q28_salary_bonus_when = 6 and q26_salary_up = 6 then q22_paypall=8 (3.0/0.0)
205	If q6_years_work = 1 and q21_work_hours = 2 and q3_education_level = 6 then q22_paypall=4 (12.0/5.0)
206	If q2_age = 2 and q1_sex = female and q3_education_level = 5 then q22_paypall=4 (7.0/2.0)
207	If q13_kind_of_company = 8 and q7_company_owner = 0 and q9_graphics = 1 then q22_paypall=10 (6.0/1.0)
208	If q6_years_work = 1 and q21_work_hours = 6 then q22_paypall=6 (33.0/9.0)
209	If q26_salary_up = 3 and q21_work_hours = 4 and q7_student = 1 then q22_paypall=6 (17.0/6.0)
210	If q21_work_hours = 4 and q19_Grafistas_gr = 1 and q28_salary_bonus_when = 1 then q22_paypall=6 (10.0/3.0)
211	If q15_job_creativity = 4 and q28_salary_bonus_when = 3 and q7_salaried = 0 then q22_paypall=1 (7.0/1.0)
212	If q26_salary_up = 5 and q18_books = 0 and q18_Blogs = 1 then q23_salary=1 (29.0/12.0)
213	If q27_salary_up_money = 1 and q15_job_creativity = 1 and q25_overtime = 1 then q23_salary=1 (43.0/21.0)
214	If q26_salary_up = 5 and q4_spanish = 1 then q23_salary=1 (15.0/5.0)
215	If q3_education_level = 7 and q18_magazines = 0 and q4_france = 1 then q24_insurance=tsmede (4.0/1.0)
216	If q13_kind_of_company = 1 and q2_age = 3 and q9_Cartoon = 1 then q24_insurance=taysit (3.0/0.0)
217	If q13_kind_of_company = 1 and q2_age = 5 and q19_Marketingweek_gr = 1 then q24_insurance=taysit (6.0/2.0)
218	If q3_education_level = 7 and q28_salary_bonus_when = 2 then q24_insurance=taysit (2.0/0.0)
219	If q7_student = 1 and q11_change_job = 0 and q21_work_hours = 4 then q24_insurance=none (14.0/5.0)
220	If q22_paypall = 6 and q13_kind_of_company = 13 then q24_insurance=none (2.0/0.0)
221	If q7_salaried = 0 and q7_company_owner = 1 then q24_insurance=teve (185.0/33.0)
222	If q7_salaried = 0 and q13_kind_of_company = 7 then q24_insurance=teve (73.0/12.0)
223	If q7_salaried = 0 and q7_self_employed = 1 then q24_insurance=teve (137.0/56.0)
224	If q21_work_hours = 3 and q7_company_owner = 1 and q20_design = 0 then q24_insurance=teve (6.0/0.0)
225	If q19_Marketingweek_gr = 0 and q26_salary_up = 6 and q2_age = 3 then q25_overtime=1 (32.0/11.0)
226	If q23_salary = 1 and q19_anodos_gr = 1 and q28_salary_bonus_when = 2 then q25_overtime=1 (12.0/2.0)
227	If q3_education_level = 1 and q18_Blogs = 0 and q15_job_creativity = 1 then q25_overtime=1 (23.0/6.0)
228	If q7_company_owner = 1 and q6_years_work = 6 and q9_Character_Animation = 1 then q26_salary_up=1 (8.0/3.0)
229	If q11_change_job = 6 and q13_kind_of_company = 2 and q21_work_hours = 1 then q26_salary_up=1 (5.0/1.0)
230	If q27_salary_up_money = 1 and q23_salary = 1 and q19_design_design_blog = 1 then q26_salary_up=5 (43.0/16.0)
231	If q27_salary_up_money = 1 and q7_student = 1 then q26_salary_up=5 (22.0/7.0)
232	If q27_salary_up_money = 1 and q21_work_hours = 1 then q26_salary_up=5 (24.0/11.0)
233	If q27_salary_up_money = 3 and q6_years_work = 1 then q26_salary_up=5 (25.0/7.0)
234	If q22_paypall = 8 and q6_years_work = 2 then q27_salary_up_money=2 (5.0/2.0)
235	If q22_paypall = 8 and q26_salary_up = 5 and q6_years_work = 1 then q27_salary_up_money=2 (3.0/0.0)
236	If q17_pctools = combination and q2_age = 2 and q7_company_owner = 1 then q27_salary_up_money=2 (3.0/0.0)
237	If q22_paypall = 6 and q20_None = 0 then q27_salary_up_money=3 (8.0/1.0)
238	If q7_unemployed = 1 and q9_Web_Design = 1 then q27_salary_up_money=3 (5.0/0.0)

#	Rule
239	If q26_salary_up = 4 and q9_graphics = 1 then q28_salary_bonus_when=3 (6.0/2.0)
240	If q2_age = 5 and q4_spanish = 1 and q10_Creative_Director = 0 then q28_salary_bonus_when=3 (6.0/2.0)
241	If q11_change_job = 5 and q9_Web_Design = 1 and q19_VCDC_gr = 0 then q28_salary_bonus_when=3 (7.0/2.0)
242	If q27_salary_up_money = 2 then q29_salary_bonus_money=2 (6.0/1.0)
243	If q14_staff = 5 and q10_Creative_Director = 1 then q29_salary_bonus_money=3 (6.0/1.0)
244	If q2_age = 4 and q14_staff = 4 then q29_salary_bonus_money=3 (17.0/8.0)

Table A3: Extended list of significant rules discovered.

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