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Trust Across Scales: Investigating the Relationship among Trust and Confidence in Social Institutions, Childhood ACES, and Political Identity

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APRIL 5, 2024

MIDWEST SOCIOLOGICAL SOCIETY, DES MOINES, IA

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SCSU Survey Center

Founded in 1980 by Dr. Stephen Frank

Located at St. Cloud State University in St. Cloud, Minnesota

Survey research lab, partnership between undergraduate students and faculty

Specializing in telephone data collection: 19 calling stations using WinCATI, student callers from classes, 5-8 student directors, 4 faculty directors

Conducts regularly scheduled studies throughout the year, 2-4 studies per year

Strives to assure that all students and faculty contribute to the research process

Methods

- SCSU Survey Research Center conducted a telephone survey from October 16 through 30, 2023, varying the days and times of calling to maximize the response rate.
- Data was collected via telephone interview survey.
- A representative sample of Minnesota adults ages 18 and older, created using a random computer-generated sample of personal phone lines, were interviewed by landline and cell phone.
- ✤ A total of 189 respondents completed the survey.
- The survey employs a Computer Assisted Telephone Interviewing (CATI) program called WinCati and the analysis was done using SPSS
- Interviewers asked questions about social and political issues and some questions about personal and health issues.
- The sample required no weighting, as it was a close representation of the population, in terms of gender and age.

Sample information

N = 189

MOE = 7%

49% Women, 51% Men

90% White respondents

45% Democrats, 35% Republicans

Adverse Childhood Experiences x Earliest Memory

Adverse Childhood Experience and Earliest Memory

47% of Minnesotans report experiencing at least one Adverse Childhood Experience (ACE) during their childhood. (Minnesota Department of Health, 2024).

Children who are victims of sexual abuse have greater accuracy when remembering the abuse depending on the severity of the abuse, severity of PTSD symptoms, and their relationship to the perpetrator (Goodman et al., 2019).

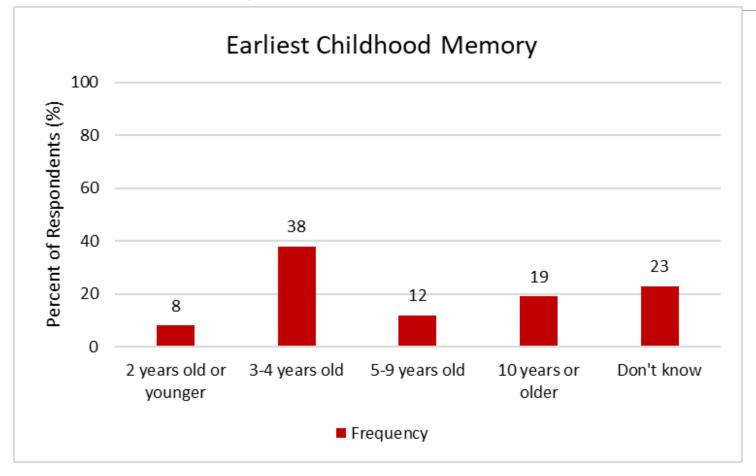
 <u>Hypothesis</u>: Those who have experienced at least one ACE are more likely to have an earlier first memory than those who have not.

Variables

Earliest Childhood Memory

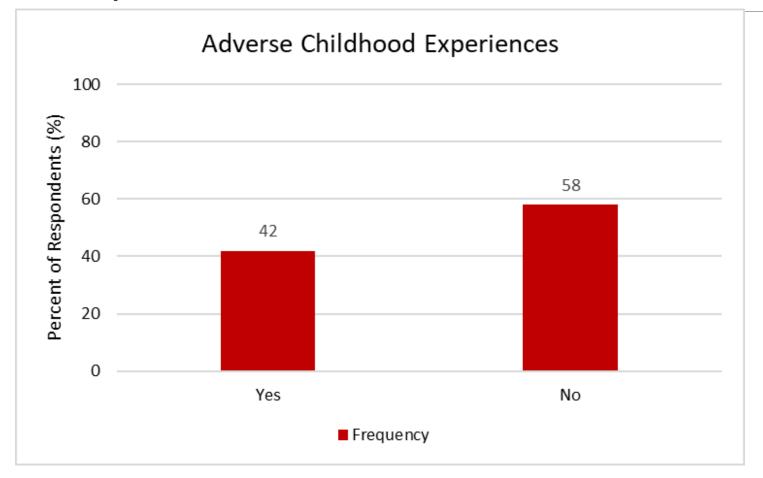
Adverse Childhood Experiences

Overall Responses for Earliest Childhood Memory



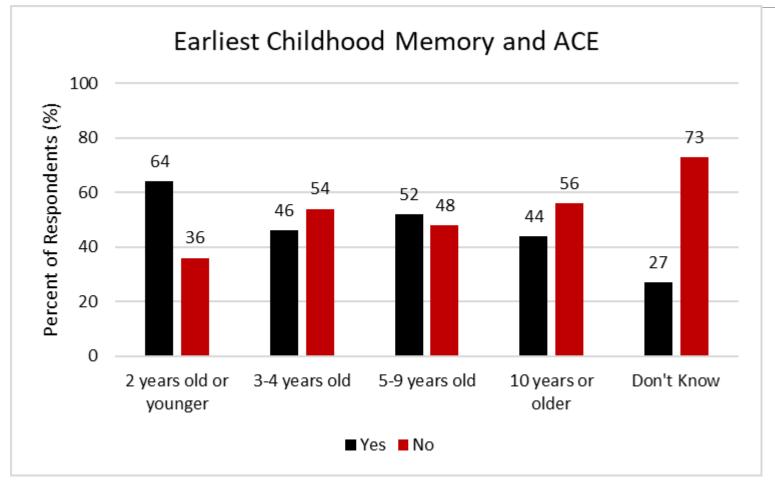
<u>Total Respondents:</u> 189 <u>Valid:</u> 178 <u>Missing:</u> 11

Overall Responses for Adverse Childhood Experiences



<u>Total Respondents:</u> 189 <u>Valid:</u> 184 <u>Missing:</u> 5

Do Adverse Childhood Experiences relate to an individual's earliest memory?



<u>Total Respondents:</u> 189 <u>Valid:</u> 173 <u>Missing:</u> 16 <u>Chi-Square:</u> 7.409 <u>P-Value:</u> .12

Conclusion

Though the relationship was not statistically significant, the results are suggestive of avenues for future research.

Limitations within our study could have prevented us fromfinding our expected results.

- Lack of in-depth questions.
- Low N

Adverse Childhood Experience x Video game use

Video Games and Adverse Childhood Experiences

Excessive time spent playing video games is associated with a multitude of negative physical and psychological outcomes including poor sleep quality, depression and anxiety, and diminished prosocial behaviors (Doi et al., 2021).

Excessive time playing video games can be used as a means of coping with negative emotional states (Grajewski & Dragan, 2020).

<u>Hypothesis</u>: Individuals reporting one or more ACEs are more likely play video games for prolonged periods than those who do not report ACEs. Prolonged periods of video game use may serve as a coping mechanism for those with ACEs.

Variables

Presence of one or more ACE's

Video game use

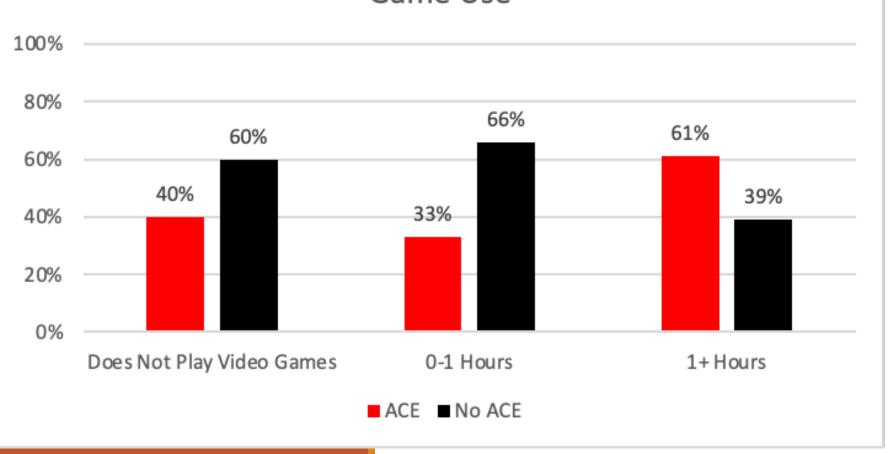
- Does not play
- o 0-1 hours
- More than 1 hour

Subjective Mental Well Being

- o Excellent/very good
- o Good
- o Fair/Poor

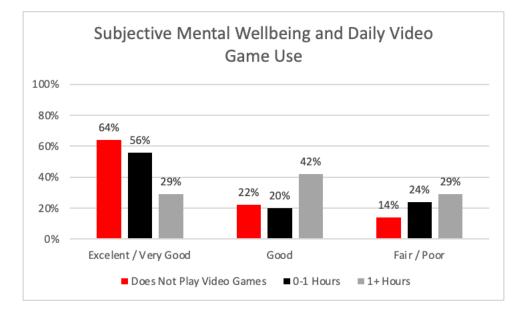
Can Having an Ac Da

Adverse Childhood Experiences and Daily Video Game Use



Chi Square = 6.509 P = 0.039 N = 189

Can Subjective Mental Wellbeing Increase Daily Video Game Usage?



Chi square = 13.480

P = .009

N = 189

Conclusion

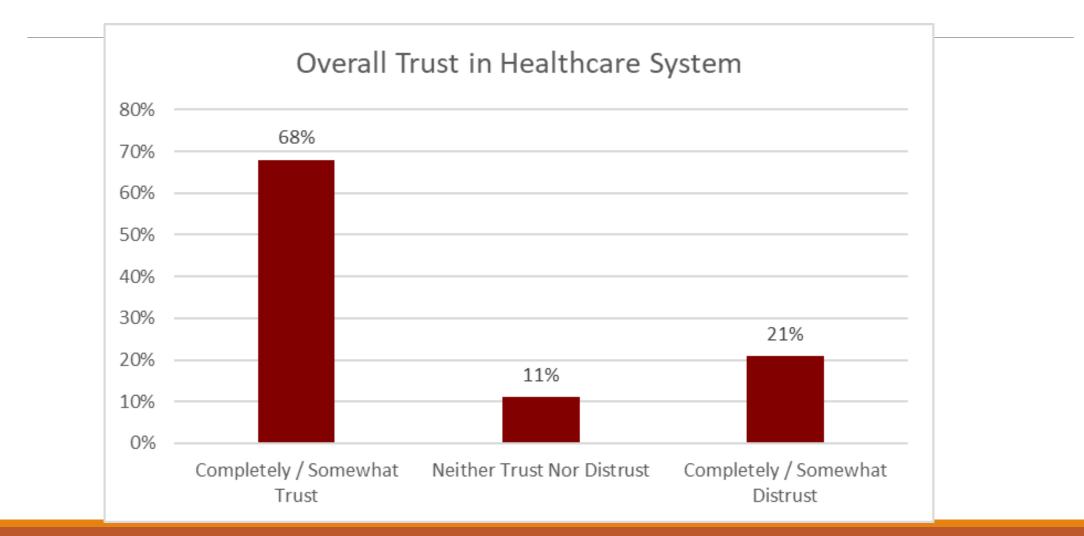
Individuals who have experienced adverse childhood experiences tend to spend more of their time playing video games, suggesting a possible coping mechanism.

Individuals who report positive subjective wellbeing generally play fewer video games, suggesting less of a need for coping mechanisms such as video games.

Trust in Healthcare

How much do you trust the healthcare system as a whole?

How much do you trust the healthcare system as a whole?



Independent variables and frequencies

Partisanship

Age

• 45 and Older - 38% / 44 and Younger - 62%

Education

- College Graduate 59% / Non-College Graduate 41%
 - Non-College Graduates consist of those citing less than 12 years, high school graduates, some college but did not graduate, and post high school technical training.
 - College Graduates consist of those citing having graduated with a bachelor's or associates, attended graduate school, or graduated from a graduate school

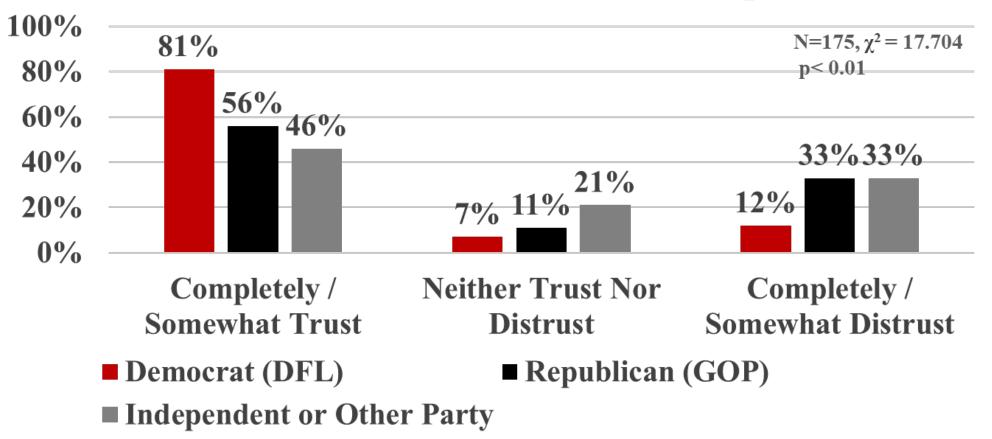
Hypothesis #1

Democratic respondents are more likely to completely/somewhat trust the healthcare system than Republican respondents.

- This is expected due to party political motivations during and post-Covid.
- Some studies show that Democrats exhibit high levels of trust in the medical system as much as 72-75% in comparison to Republican. (Egbert et al., 2017)

Healthcare trust by Partisanship

Trust in Healthcare x Partisanship

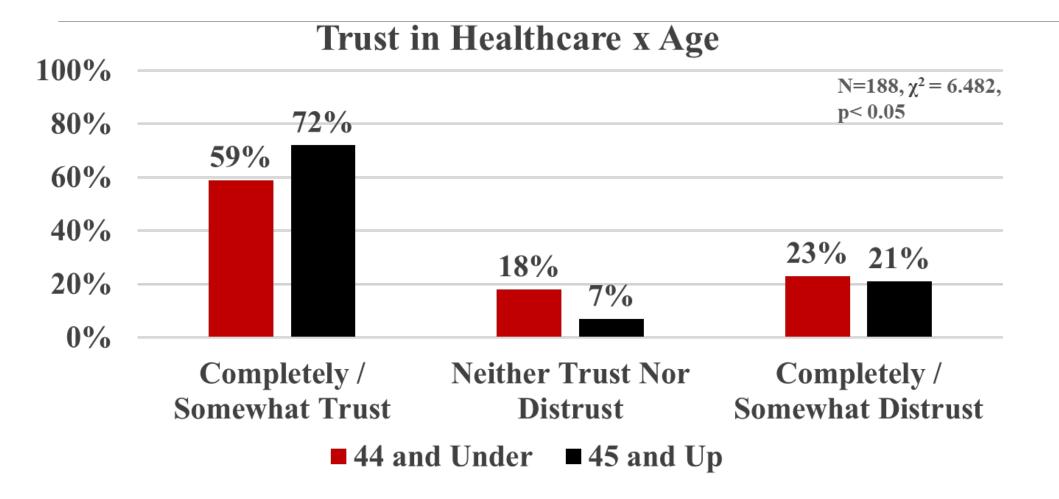


Hypothesis #2

Individuals age 44 and younger will express higher levels of trust in comparison to individuals age 45 and older.

- If found it will mean **that** the levels of trust has changed since 2017 in which few age based differences emerged. (Egbert et al., 2017)
- The reasoning for this hypothesis is that since the emergence of covid several demographics have changed their outlooks and we seek to measure if any change has occurred within age.

Healthcare trust by Age



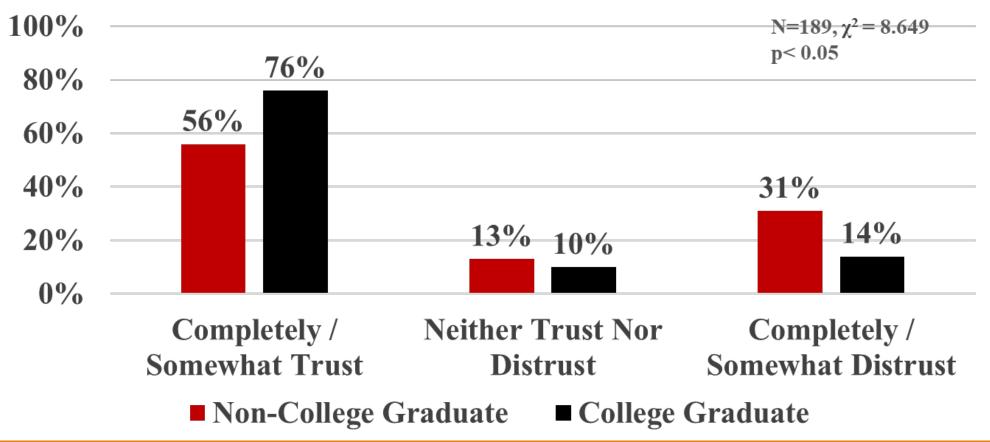
Hypothesis #3

College graduates will express a higher level of trust in comparison to noncollege graduates.

 Some studies Show that college graduates exhibit higher levels of trust in the medical system in comparison to non-college graduates while the reverse is said for distrust in the medical system where non-college graduates have higher levels distrust. (Egbert et al., 2017)

Healthcare trust by Education

Trust in Healthcare x Education



Conclusions

How much do you trust the healthcare system as a whole?

- Partisanship: Democrats are more likely to trust the healthcare system than respondents affiliated with other parties.
 - Hypothesis supported.
 - There is a difference observed based on the partisanship of the respondent in choosing completely/somewhat trust and distrust.
- Age: Respondents aged 45 and older are more likely to trust the health care system than respondents 44 and younger.
 - Hypothesis is not supported.
 - Age seems to have a great effect on the likelihood to trust the healthcare system for complete/somewhat trust and distrust.
- Education: College graduates are more likely to trust the healthcare system than non-college graduates.
 - Hypothesis is supported.
 - Education seems to have a great effect on levels of trust in regard to the healthcare system for complete/somewhat trust and distrust.

Implications

We found a higher level of trust in the health care system as compared to a national study (64%), and we found a similar level of trust in comparison to a 2017 Minnesota study (72%).

Several demographics are related to levels of trust in health care system including partisanship, age, and education.

Looking into the reasons for these variations of trust levels could move to improve levels of trust.

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Thank you

For more information, please visit the St. Cloud State University Survey Center website: <u>www.stcloudstate.edu/scsusurvey</u>

Or email: survey@stcloudstate.edu