World of 3 Cultures (W3C) Summary of Unique Components Measured and Main Findings from Online Surveys (Studies 1-4)

		STUDY 1	STUDY 2	STUDY 3	STUDY 4
Year		Spring 2022	Fall 2022 & Spring 2023	Fall 2023 & Spring 2024	Spring 2024
Research Method & Sample Recruitment		Public university in California (CA)	Public universities in CA	Private universities in CA and Florida	U.S. Nationwide Panel recruited via *Prolific*
Characteristics of the Analytical Sample		US-born: 79% <25 years: 48% Latine: 52% White: 32% Female: 67%	US-born: 78% <25 years: 79% Latine: 75% White: 10% Female: 73%	US-born: 100% <25 years: 97% White: 56% Latine: 12% Female: 79%	US-born: 100% <25 years: 12% White: 58% Latine: 17% Female: 50%
New Variables Measured		63 *Culture of Joy Value* items; Number of Friends; Mental Health; Sociality Ease	General Health; Loneliness	16 Honor items; 7 Achievement items; Self-construal; Help-Seeking Propensity (HSP)	Familism; Communalism; Novelty Openness; Hugging; Academic Performance; Religiosity; 4 new Culture of Joy Value Items, 24 new Culture of Honor Value Items, & 10 new Culture of Achievement Value Items; Hypothetical Choice Tool with 3 Cultural Behavioral Scenarios (3CBS)
Analytic Method	Exploratory Factor Analysis (EFA) & Exploratory Structural Equation Modeling (ESEM) with WLSMV and oblique GEOMIN rotation		EFA & ESEM with WLSMV and oblique GEOMIN rotation	EFA & ESEM with TARGET rotation estimating the Joy, Achievement, and Honor factors together	EFA & ESEM with TARGET rotation estimating the Joy, Achievement, and Honor factors together
Items Retained for COJVI		27 items	24 items	24 items	28 items
Main Results	***Positive*** *Latent Correlations*	*MMF* & *Tflex* with: Friend Count, Soc.Ease, & MHealth; *G* with: MHealth	*MMF* with: Friend Count, Soc.Ease, MHealth, & GenHealth; *FD Risk Celebrate* & *SF* with: Friend Count; *SF* & *Tflex* with: Soc.Ease	*MMF* with: Friend Count, Soc.Ease, MHealth, & GenHealth; *TFlex* with: Friends, Soc.Ease, GenHealth; *FD* & *SF* with: Friends	All *Joy* factors (except *FD*) with: Friend Count, Familism, & Hugging; *MMF, TFlex, G, & SF* with: Soc.Ease, Mental Health, & GenHealth; All *Joy* factors with: Novelty Openness & Communalism; All *Joy* factors (except SF) with: Joy Behaviors Score All *Honor* (5 factors) with: Religiosity; *HonorRep* & *Face* with: Novelty All *Honor* (except Face) with: Honor Behaviors Score All *Honor* (except Iron Fist) with: Familism; All *Achievement* (3 factors) with: Income, & Ach Beh Score
	Negative *Latent Correlations*	*EF* with: Number of Friends	*MMF, TFlex, & SF* with Loneliness; *EF* with Soc.Ease	*MMF, TFlex & SF,* with Loneliness; *EF* with Sociality Ease; *Ach Outperform* with: Loneliness	All *Joy* factors (except *FD* and *EF)* with Loneliness; *Achievement Outperform* with: Face/Restraint *Achievement Initiative* with: Loneliness *Achievement Strict Punctuality* with: Novelty Openness & Loneliness *Honor Deference* & *Honor Relig* with: Novelty Openness