Weekly Project SCRUM Report

Date: 4/4 - 4/11

Project Name: Drift Diffusion Models of children's interactions in a Repeated Prisoner's Dilemma Game

Team Members: Team 2
Dakota Clark-Singh
Ryan Cooper
Audrey Tucker

Tasks Completed this week:
- Met with Steve and Gowtham, who helped us and the other team get a better direction of what to do given we are not seeing clear trends in our data
- Completed deliverable 3
- Used tableau to make data visualizations for reference and for deliverable 3
- Started the decision tree model and random forest model
- Researched more related to these models

Plans for next week:

- Client meeting on Friday 4/16
- Further develop the random forest model
- Research decision trees more
- Further explore why we aren't seeing clear trends in our data - look at similar experiments and their results
- Potentially meet with Jane and Sanjay for help with the project.

Obstacles and Questions:
- What is the best way to explain a lack of clear patterns in the data - so that our final report will still be useful to Peter?
- Would it be worth it to make a model that would work better with more data (given that Peter is collecting more data for this experiment to be used in the future), or should we focus on better understanding the lack of trends, and starting the decision tree/random forest model?
- What are the best ways that we can use the tableau software to help us understand the data, and to convey our findings to Peter?

Next meeting with client on Friday the 16th