# Minigame, Mega Choice
The relation between minigame failure and drug avoidance

An Experience By The Batmen

Research Question

- **<u>First idea</u>:** Understand if and why the subjects began to "streamline" responses
- **<u>Second idea</u>:** Understand if certain events within the game could be used to predict real life behaviors (S5 Scores)
  - Subjects had to obtain three stars on all minigames in order to complete the game, so could be a good predictor of real behaviors/S5 scores.
- **<u>Research Question</u>:** Does the number of times that an individual had to retry a minigame have any effect on actual behaviors, as measured by the the S5 scores?

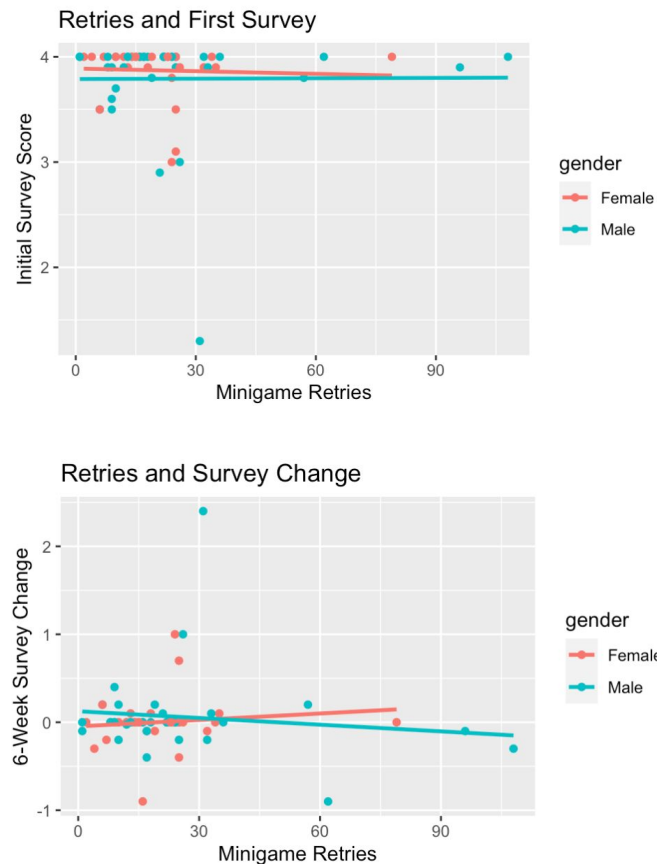
Player 6427031 Pace of Game Progress
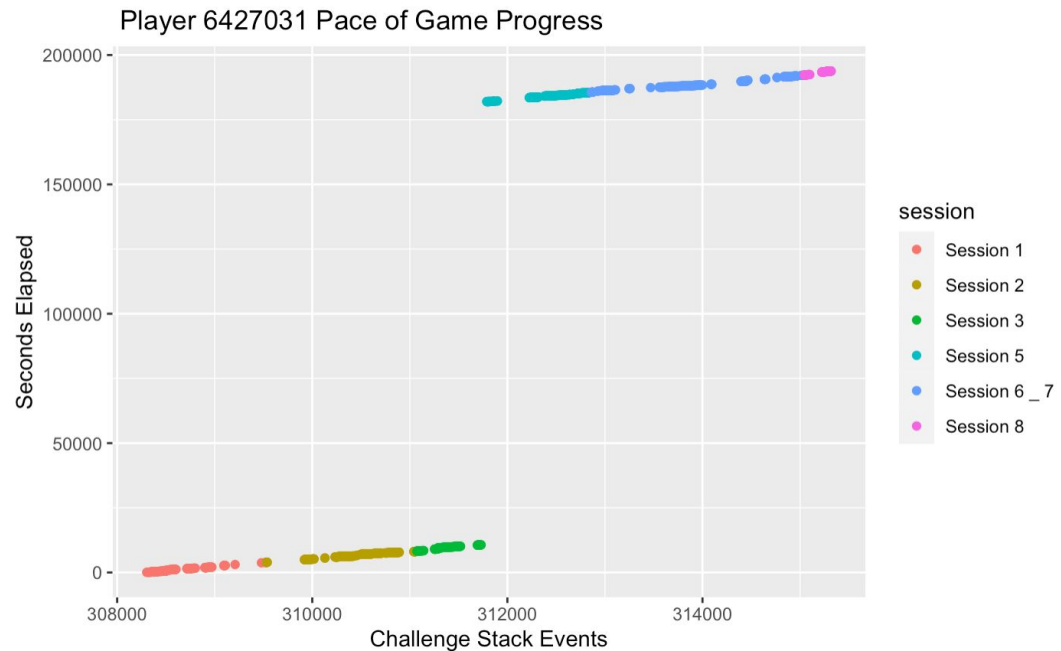
Filtered Data

- Created new data frame using the whole dataset and the S5 scores that contained subjects with:
  - S5 scores for weeks 0, 3, 6
  - Avatar gender
  - Avatar age
- Added two more variables
  - The number of minigame retries that player had (event_id = 1000)
  - Difference between week 0 and week 6 S5 score

S5 Score vs Total Number of Retries

Distribution of Retries by Gender of Avatar
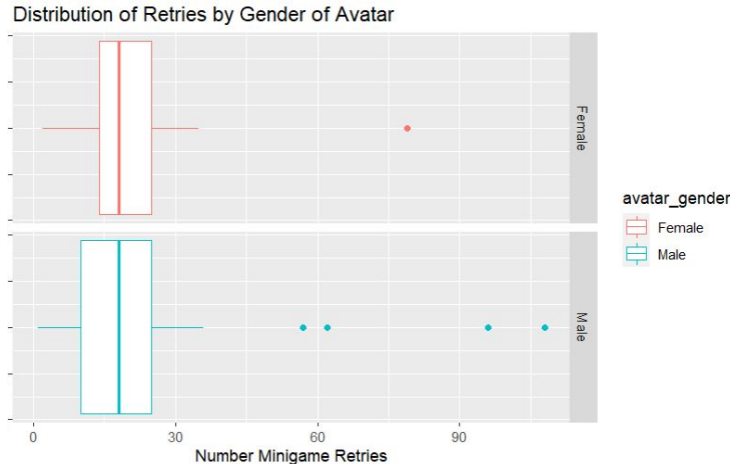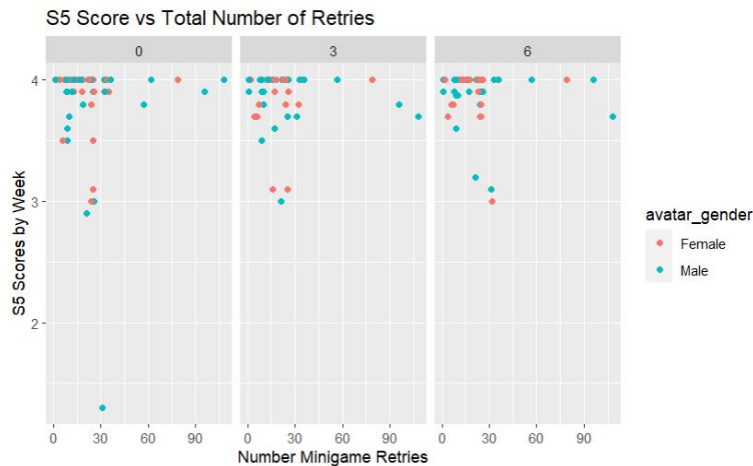
Results and Conclusions

- Very weak relationship with both initial survey score and change in survey score
- Models to right, with or without age have r squared of about 0.01
- Similar to the results of the published study
- Could have picked bad proxy variable for game performance

Retries and First Survey

Retries and Survey Change

Thanks!!!