

Report

Boredom Score Definition:

The **boredom score** is computed by averaging z-scored:

- **Reaction Time:** Longer RTs indicate reduced attention.
- **Inter-Trial Interval (ITI):** Long gaps may indicate delay or hesitation.
- **Inverse Performance:** Lower accuracy suggests disengagement.

The final boredom score is smoothed to capture trends over time.

Why These Features?

- **Reaction Time** is a classic behavioral metric for engagement.
- **ITI** reflects hesitancy or inattention.
- **Performance Drop** directly ties to cognitive focus and attention.

Observed Patterns:

- Gradual increase in boredom score over long sessions.
- Sessions with more skips or poor performance show higher scores.
- Predicted score closely tracks real disengagement trends.