In-Game Behaviour Analysis Report

Game Played: Quizizz

Participants: 40 Students (20 Gamified Learning, 20 Textual/Notes Learning)

Metrics for Gamified Learning Group (n=20):

Average Time per Level (in minutes): 90.7

Total Time Spent (group sum in minutes): 1814

Average Retry Attempts per Quiz: 2.06

Scroll (Module) Completion Rate: 92.15%

Correct Answer Rate (approximated by score out of 30): 73.33%

Average Overall Score: 22/30