

Categorizing Player Behaviors

Standard Deviants

Avishek Ghosh

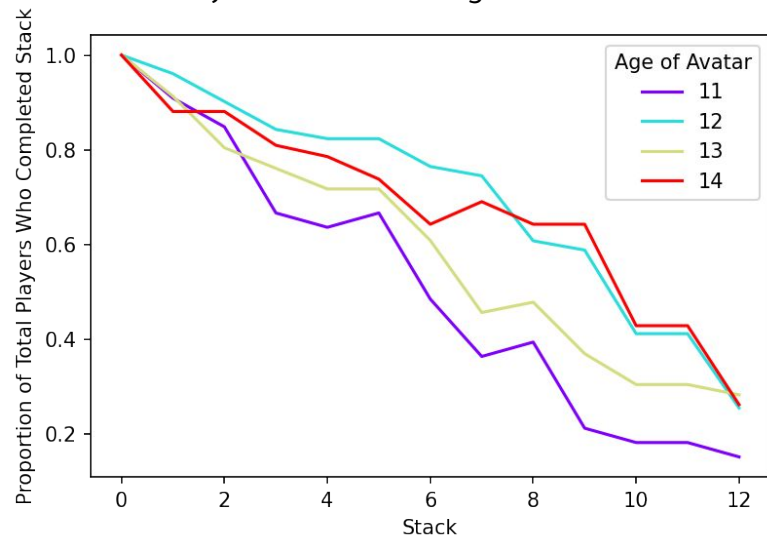
Megan Ma

Shiyu Murashima

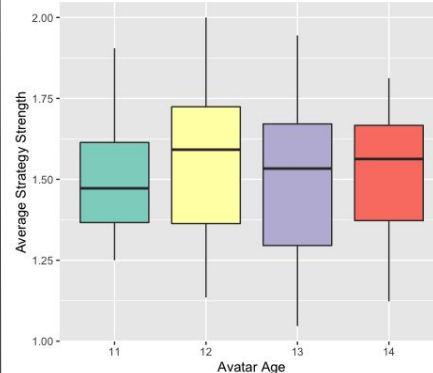
Brandon Louie

Jarod Ngo

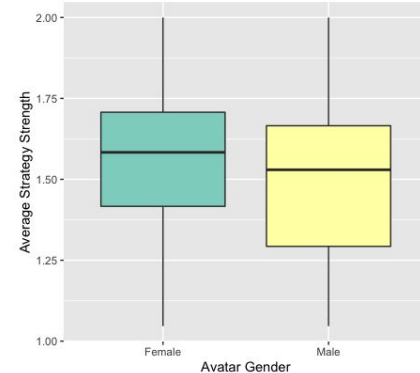
Player Retention through the Stacks



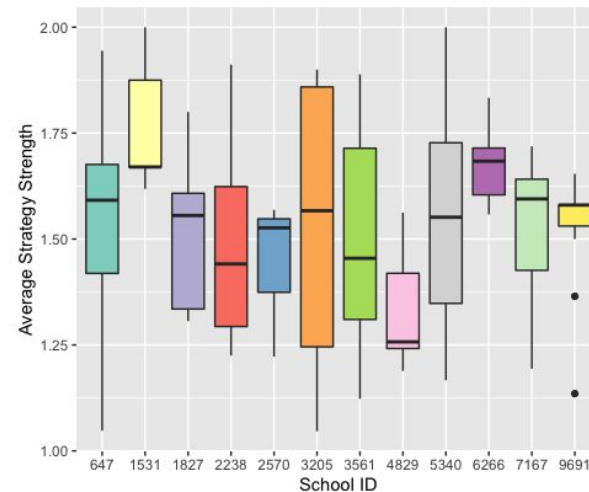
Average Strategy Strengths by Avatar Age



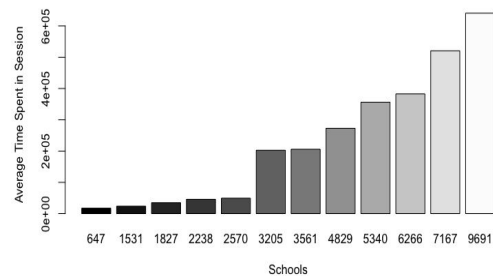
Average Strategy Strengths by Avatar Gender



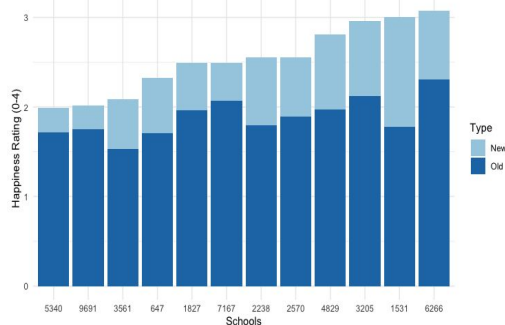
Average Strategy Strengths by School

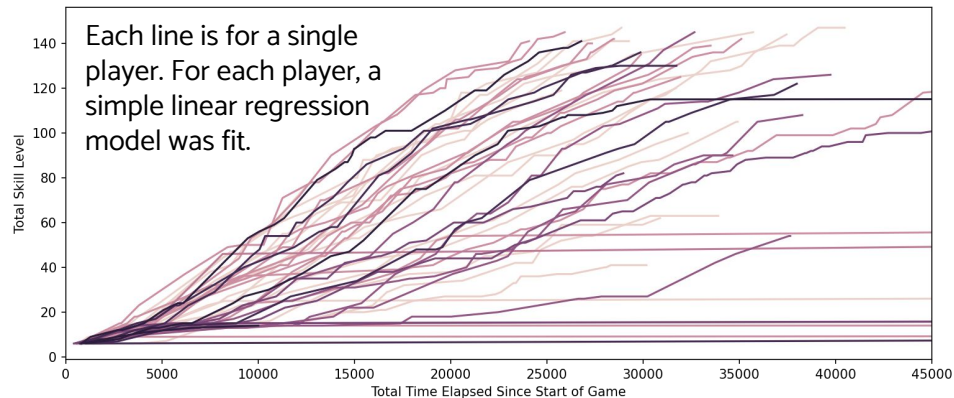


Average Time Spent Playing Game by School

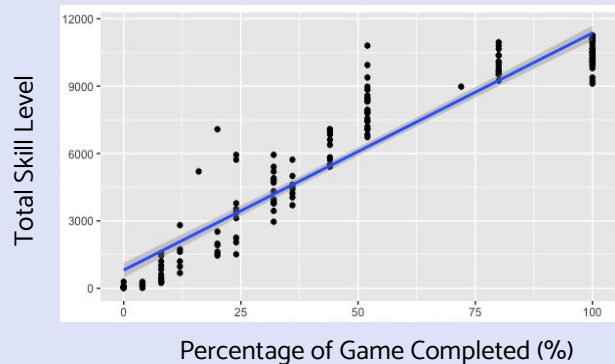


Change in Happiness Rating by School



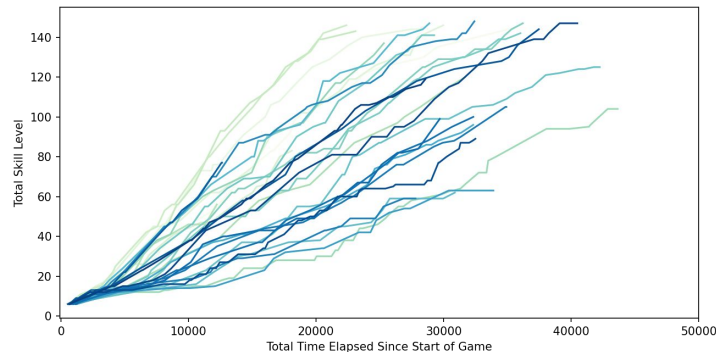
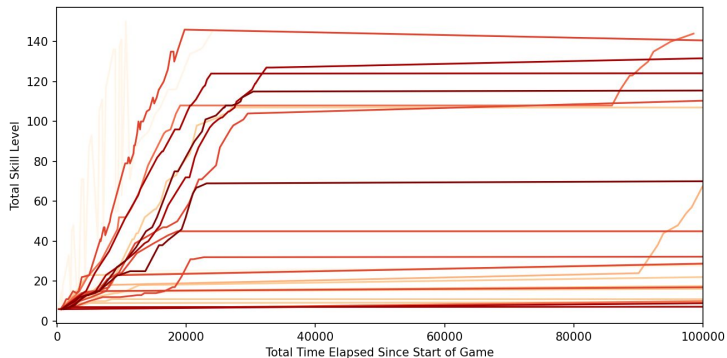


BoxCox Transformation of Percentage Completed vs. Total Skill



Lambda = 2
Intercept = 808.9
Slope = 105.6
Adj. R^2 = 0.901

Regression Models with $R^2 < 0.8$ (25 players)



Regression Models with $R^2 > 0.95$ (107 players)

| row_id | player_id | date | session | event_time_dbl |
|--------|-----------|------------|-----------|----------------|
| 135206 | 6427017 | 2013-07-10 | Session 2 | 8595 |
| 135207 | 6427017 | 2013-07-15 | Session 4 | 178291 |

Sudden time jump!

Need to be cautious of the way time is logged.