



# UNDERSTANDING PLAYERS' BEHAVIORS VIA ELM CITY STORIES:

AN ANALYSIS ON THE USEFULNESS OF THE GAME  
AS AN *EVIDENCE-BASED ASSESSMENT TOOL*

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## WHO AND WHAT WE CARE ABOUT?

### PEOPLE

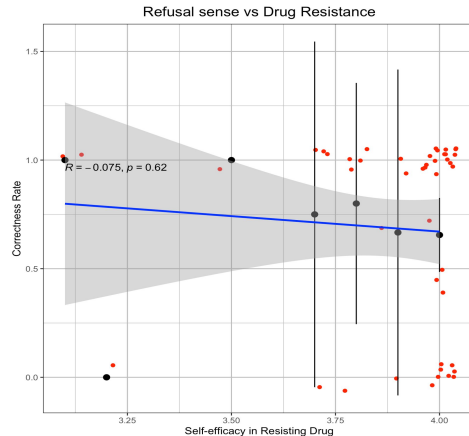
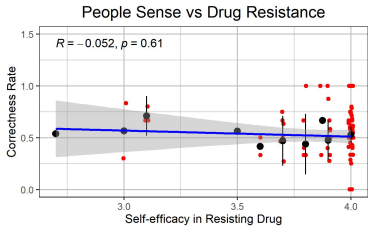
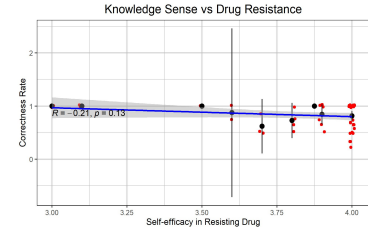
Players who completed “S5 self-efficacy for drug use resistance” survey (64/166)

### EVENTS

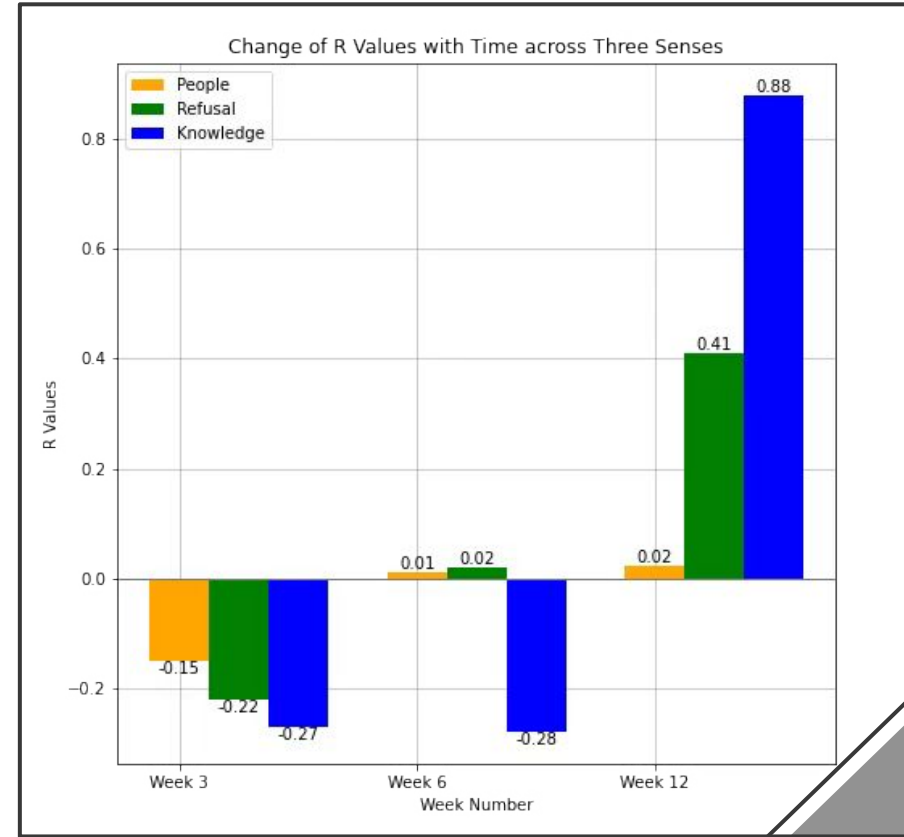
Knowledge (1 event)  
Refusal Sense (1 event)  
People Sense (1 event)

### WHY

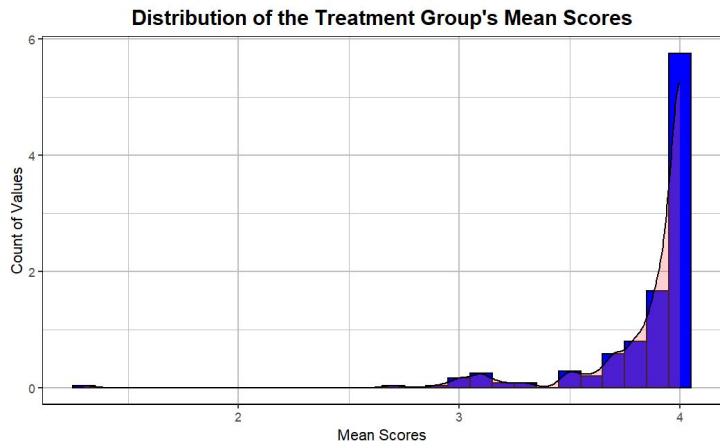
S5 survey – how likely to resist risky behaviors  
Selected events – how much is the player educated on the aspect  
Correlation – is the game performance likely to predict real-life behaviors



## CORRELATION REVERSED ACROSS TIME



## HEAVILY LEFT-SKEWED S5 VS EXTERNAL DATA

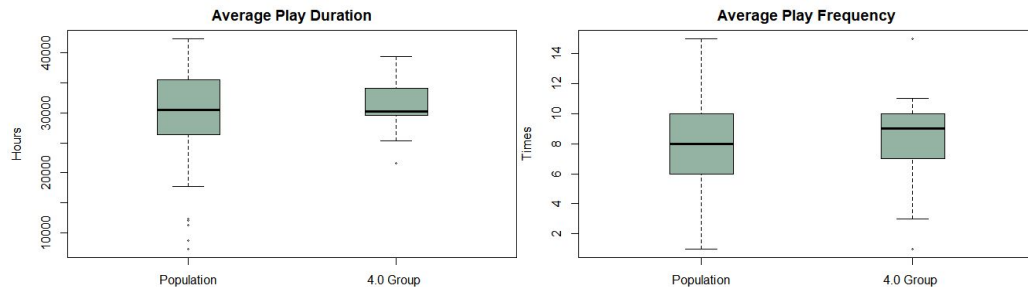


Percentage of 8th Graders' Approval in Drug Use vs S5\_mean

S5\_mean: average percentage of drug irrisistence efficacy of kids (% of kids that are unable to resist drugs)

S5_mean 96.25%	marijuana once 28.75%	marijuana occasionally 21.75%
	one or two drink everyday 20.10%	drinks once or twice each weekend 15.05%
alcoholic drink one or two drink 46.70%	marijunana regularly 17.00%	packs of cigarettes 12.25%

## EXPLANATIONS & IMPLICATIONS

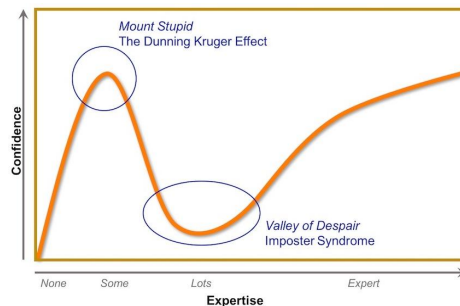


Observation: equivalent time spent in the game

- Biased Dataset**

The Monitoring the Future Study, the University of Michigan

- Dunning-Kruger Effect** &



- Imposter Syndrome**

