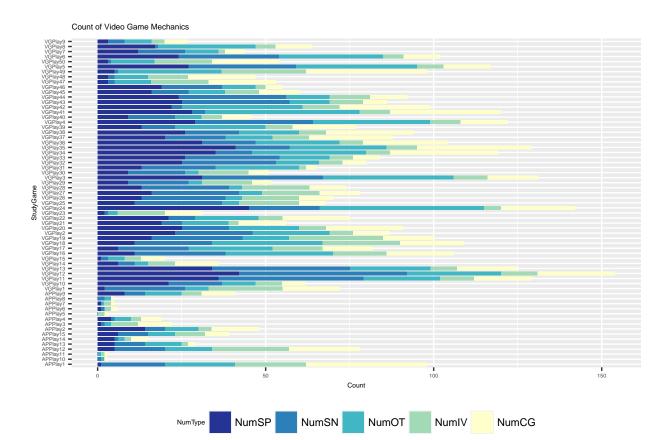
## Assessing Video Game Mechanics

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## Visualizations

```
# read in the data
game_df <- read_excel("TopSelling_MSSP_July28_GameData.xlsx")</pre>
participant_df <- read_excel("TopSelling_MSSP_July28_ParticipantData.xlsx")</pre>
# create a subset of the game_df with just Num variables
game_df_num_subset <- game_df %>%
 dplyr::select(StudyGame, GameName, NumFam, NumOT, NumIV, NumSN, NumSP, NumCG)
# pivot data to prep for visualizations
game_df_num_subset_longer <- game_df_num_subset %>%
 pivot_longer(cols = c(NumOT, NumIV, NumSN, NumSP, NumCG),
               names to = "NumType",
               values to = "Count"
# stacked bar chart for the 5 game mechanics
ggplot(data = game_df_num_subset_longer,
       aes(x = StudyGame, y = Count, fill = NumType)) +
  geom_bar(position="stack", stat="identity", width = 0.75) +
  coord_flip() +
  scale_fill_brewer(palette = "YlGnBu", guide=guide_legend(reverse=T)) +
  theme(text = element_text(size=5),
        legend.position = "bottom", legend.box = "horizontal",
        legend.text = element_text(size = 8)) +
  xlab("StudyGame") +
  labs(title = "Count of Video Game Mechanics")
```



Count of Video Game Mechanics

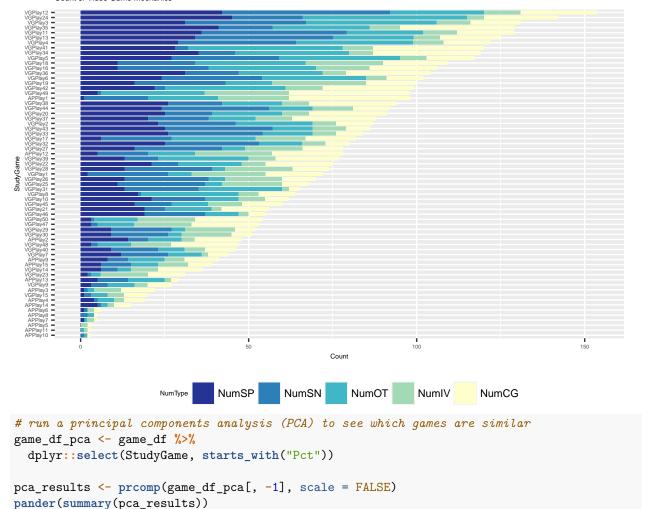


Table 1: Principal Components Analysis

	PC1	PC2	PC3	PC4	PC5
PctOT	0.3215	0.6316	-0.5615	0.3705	0.2125
$\mathbf{PctIV}$	-0.2029	-0.4321	0.04801	0.6428	0.5972
$\mathbf{PctSN}$	0.7014	-0.5471	-0.2174	0.1958	-0.3508
$\mathbf{PctSP}$	0.5761	0.2365	0.7079	-0.02107	0.3326
$\mathbf{PctCG}$	-0.1777	0.2432	0.3661	0.6409	-0.6037

	PC1	PC2	PC3	PC4	PC5
Standard deviation Proportion of Variance	$0.3001 \\ 0.5077$	0.2213 $0.2762$	0.1359 0.1041	0.1194 0.08031	0.075 $0.03171$
Cumulative Proportion	0.5077	0.7839	0.888	0.9683	1

```
col.var = "deepskyblue",
title = "Figure 1: Biplot", geom="point")
```

