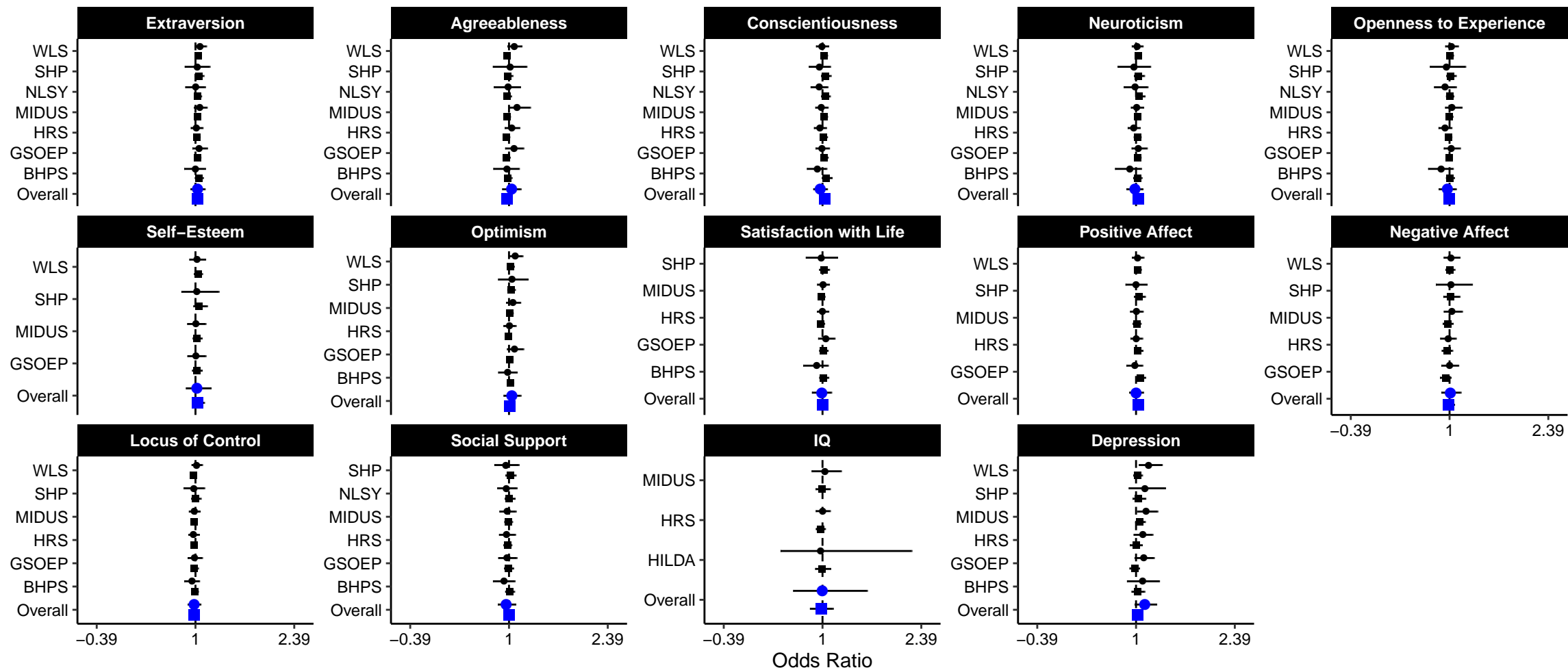


Mortality: Personality x parEdu



type ● fixed ● random names —■ p_value:parEdu1 —● p_value:parEdu2