

Summary of winsorized responses for gain estimates of skill/knowledge based on the stacking of pre- and post-test data with GPCM in the pilot empirical study

September 30, 2018

Table 1: Summary of Winsorized responses for gain estimates of skill/knowledge based on the stacking of pre- and post-test data with GPCM in the pilot empirical study

@@	UserID	Type	...	PlayerRole	gain.theta
...	...	...	...	...	...
	10121	ont-gamified	...	Yee Achiever	0.7473
->	10122	non-gamified	...		2.7886->3.0129
	10126	ont-gamified	...	Yee Socializer	1.4265
...	...	...	...	...	...
	10134	ont-gamified	...	Yee Socializer	4.7735
->	10135	non-gamified	...		2.833->3.0129
	10136	non-gamified	...		5.9568
...	...	...	...	...	...
	10140	non-gamified	...		3.9901
->	10141	ont-gamified	...	Yee Socializer	8.5105->6.2766
->	10143	ont-gamified	...	Yee Socializer	-0.6454->-0.3672
	10144	non-gamified	...		0.8818
...	...	...	...	...	...
	10153	non-gamified	...		5.4382
->	10154	non-gamified	...		1.6334->3.0129