

ELM CITY STORIES ANALYSIS

A statistical analysis to investigate
an educational video game and its players.

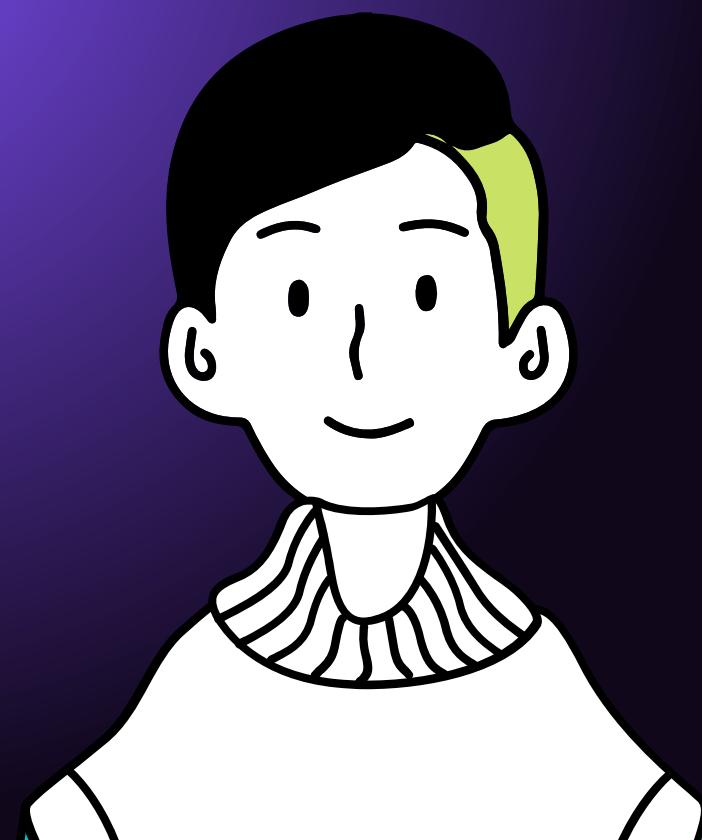
Team The Scout Regiment:

Nanyi Wang

Jessica Wang

Meiyi Wu

Yuanjun Xia

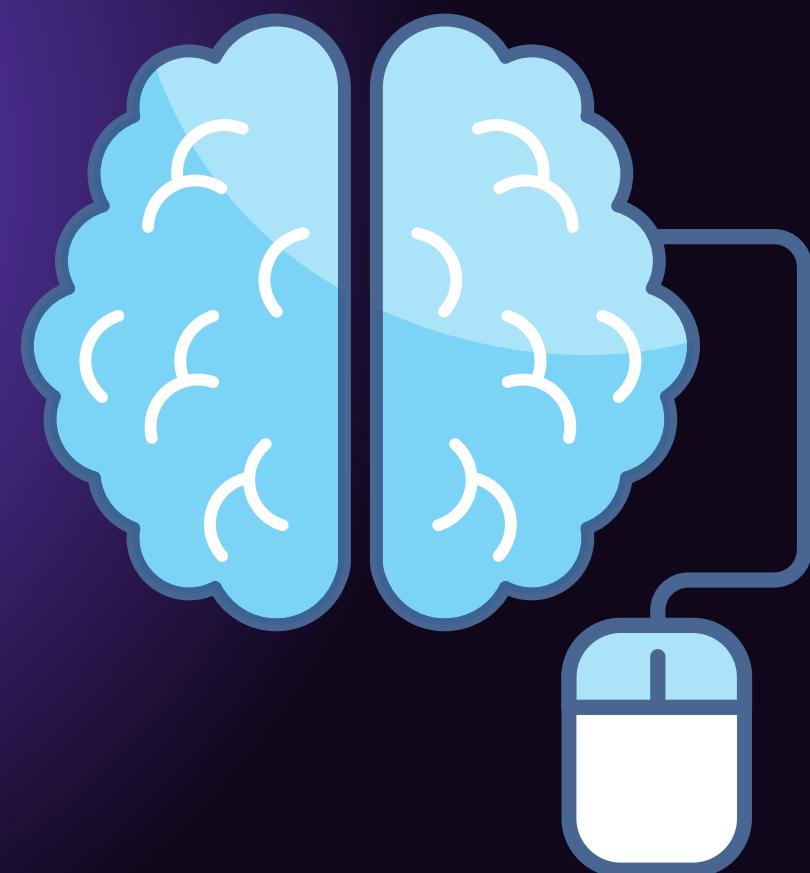


Let's Get Started!



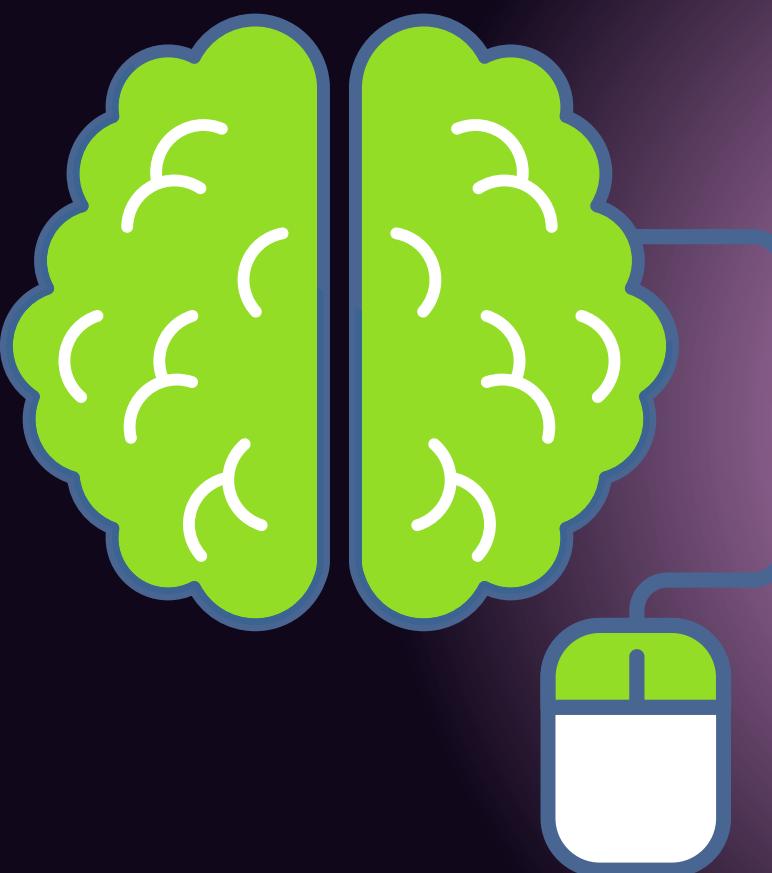
Standardized Assessment Mean Score

Standardized assessment mean score is collected before playing the game in week 0



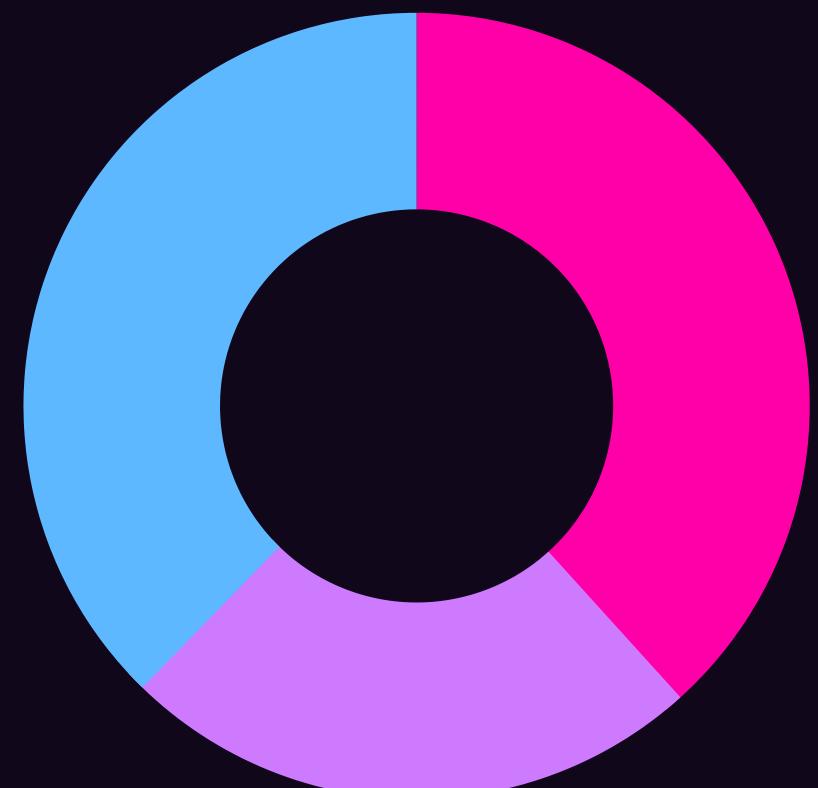
MINUS

Standardized assessment mean score is collected after playing the game in week 6



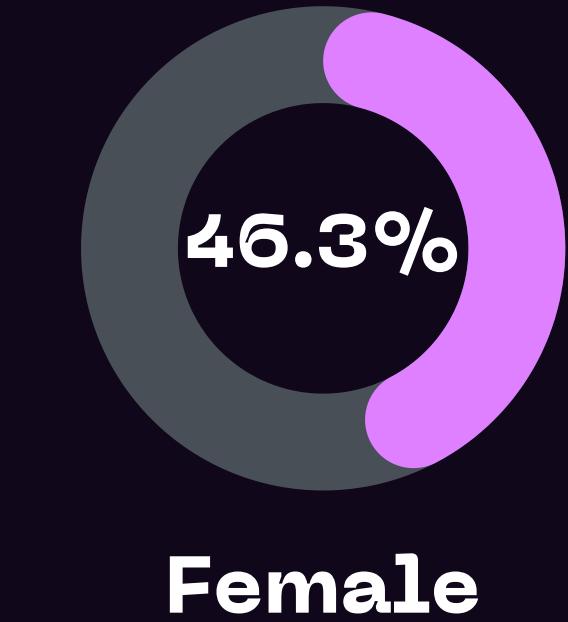
Avatar Information

Hispanic
37.7%

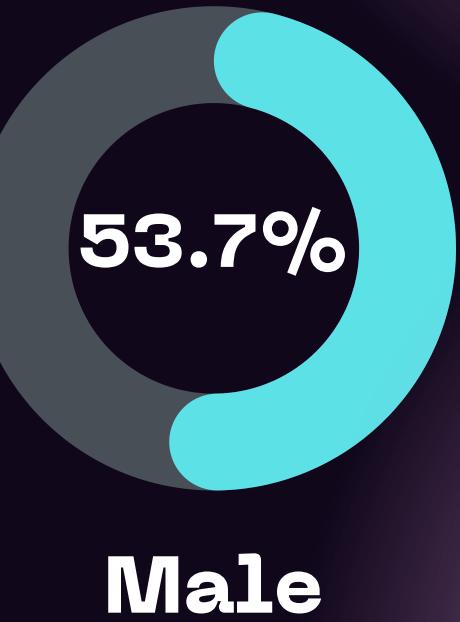


Caucasian
24%

African American
38.3%



Female
46.3%



Age: 11
20%

Age: 14
25.1%

Age: 13
26.9%

Age: 12
28%

Linear Mixed Models - Gender

Response Variable:

Reduction in mean score

Fixed Effects:

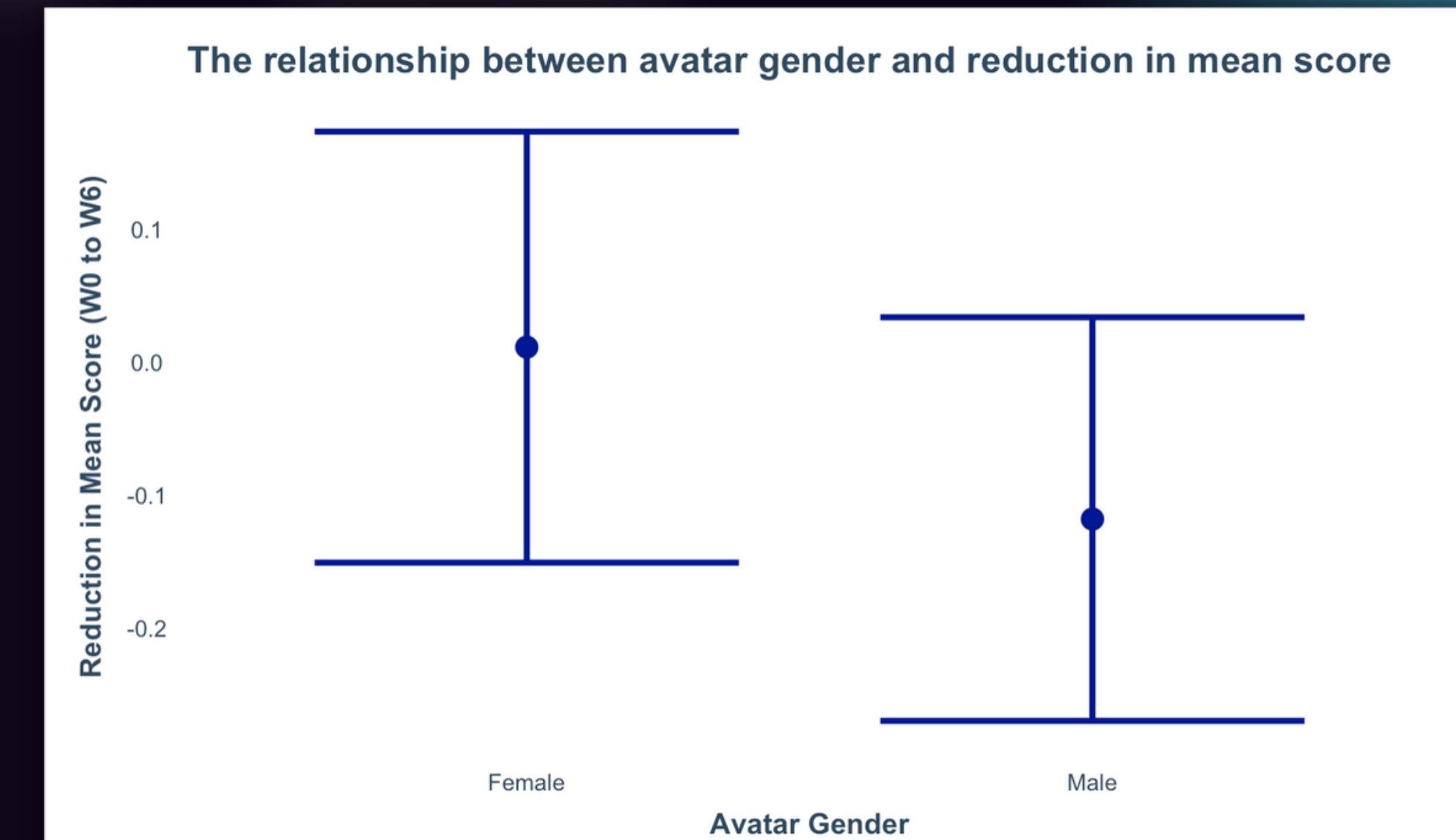
Selected avatar gender:

Male/ Female

Random Effects:

Random Intercept: Each school

The relationship between avatar gender and reduction in mean score



Results:

There is a decrease of 0.129 in average mean score reduction by male avatars compared to female avatars.

Linear Mixed Models - Ethnicity

Response Variable:

Reduction in mean score

Fixed Effects:

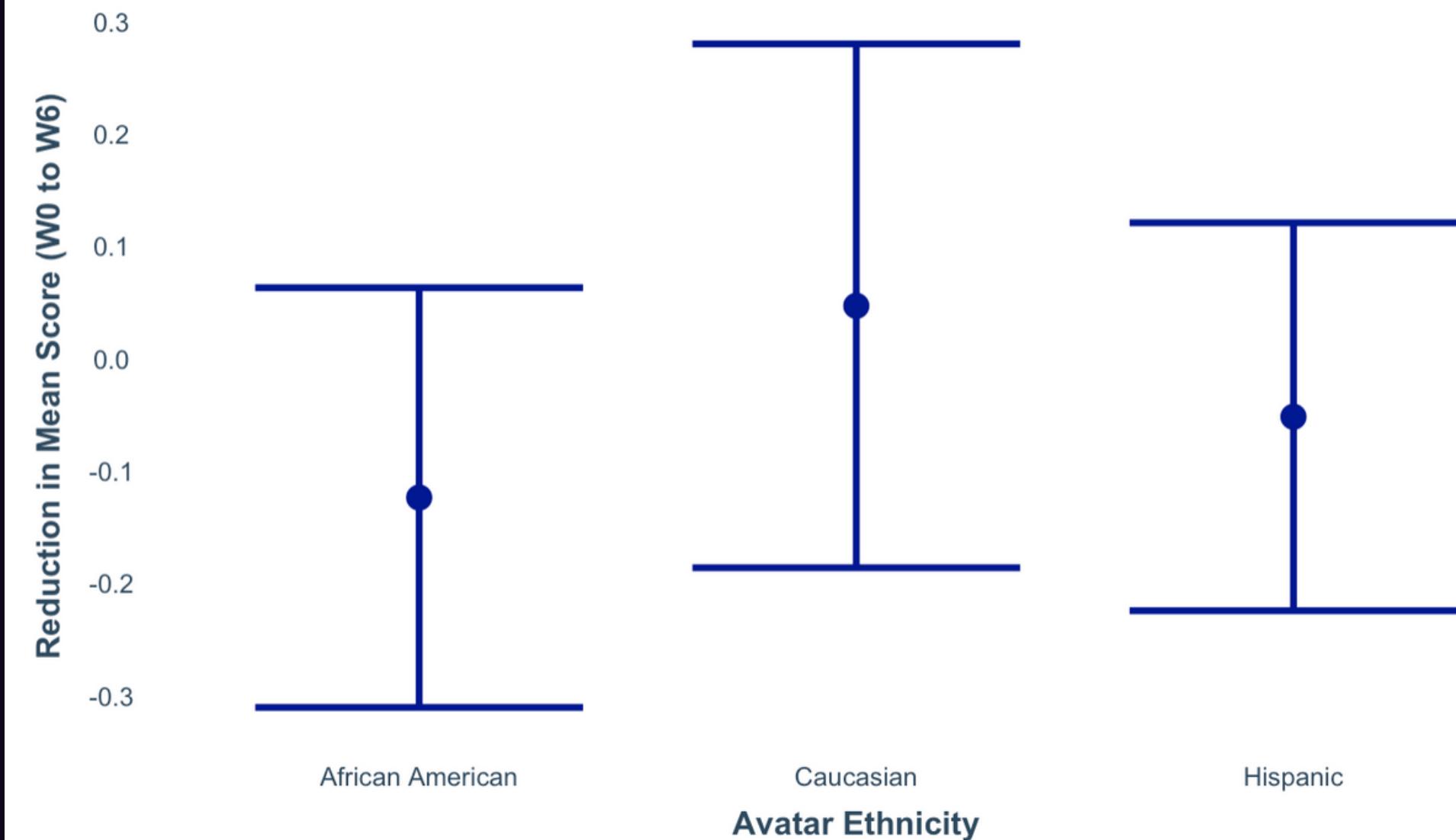
Selected avatar ethnicity:

African American, Hispanic, Caucasian

Random Effects:

Random Intercept: Each school

The relationship between avatar ethnicity and reduction in mean score



Results:

An increase of 0.17 in avg reduction by Caucasian compared to African American avatars.

An increase of 0.07 in avg reduction by Hispanic compared to African American avatars.

Linear Mixed Models - Age

Response Variable:

Reduction in mean score

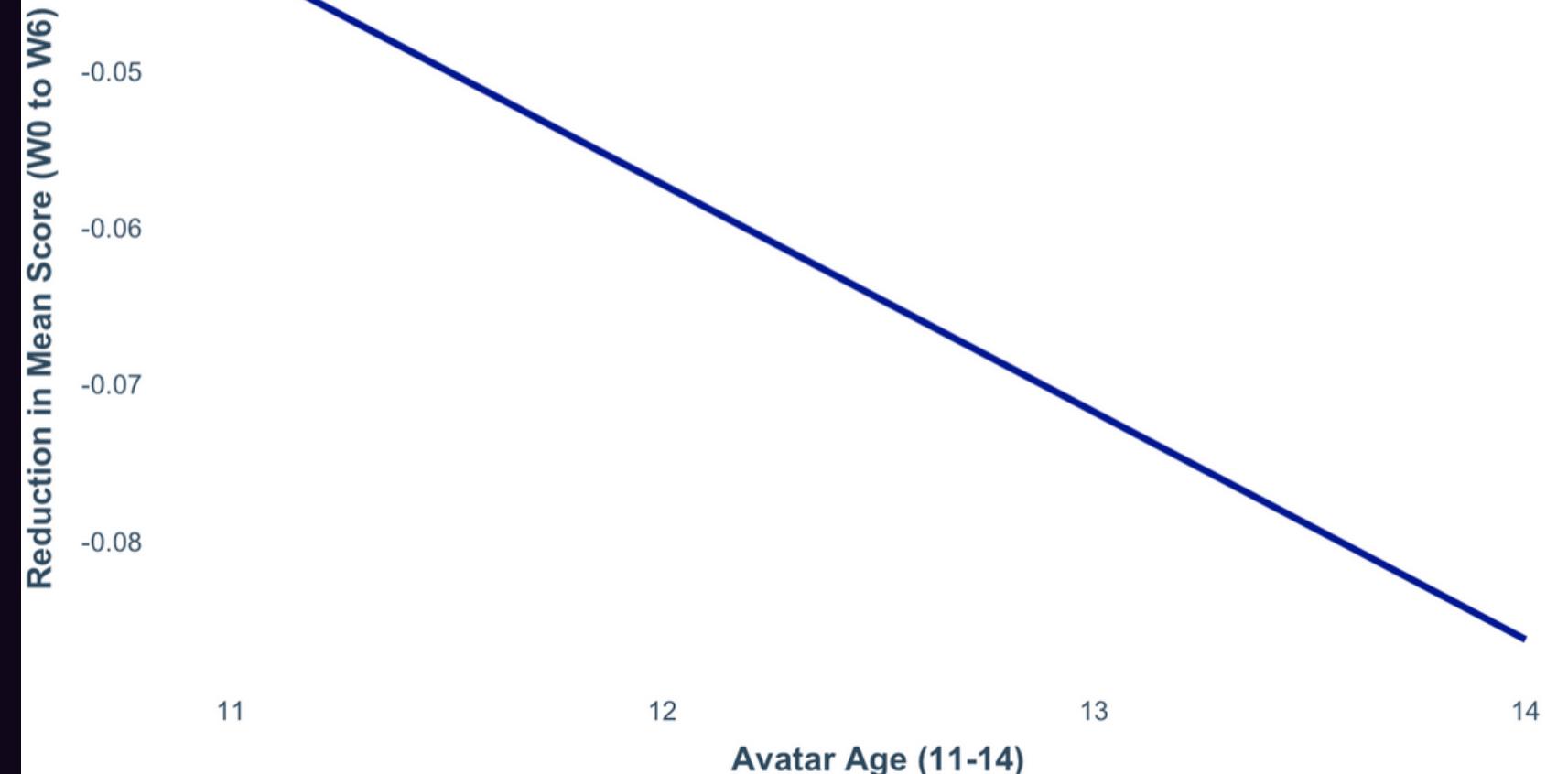
Fixed Effects:

Selected avatar age: 11, 12, 13, 14

Random Effects:

Random Intercept: Each school

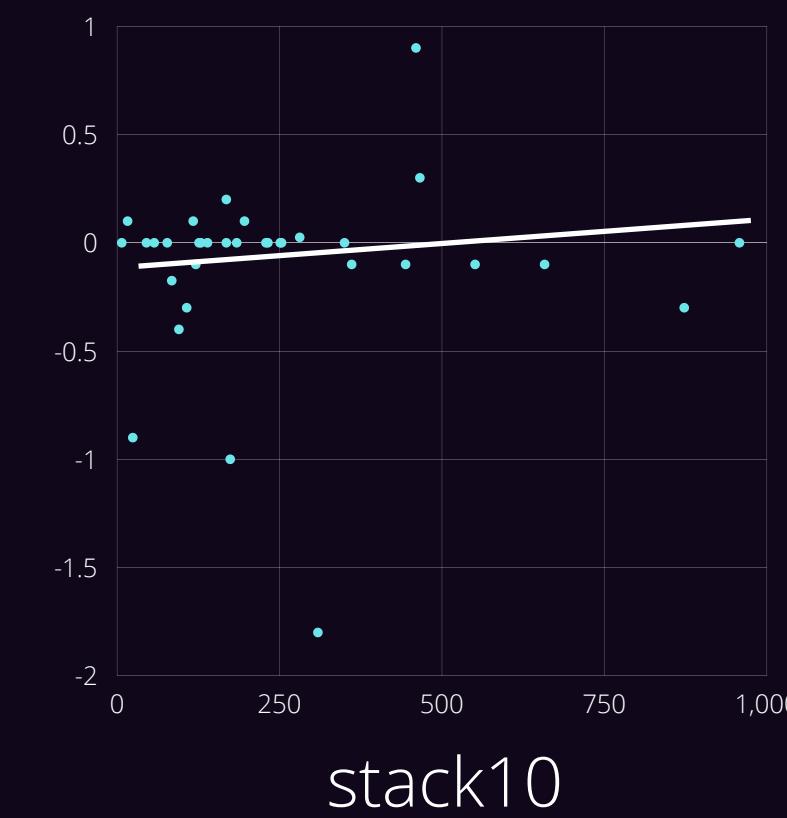
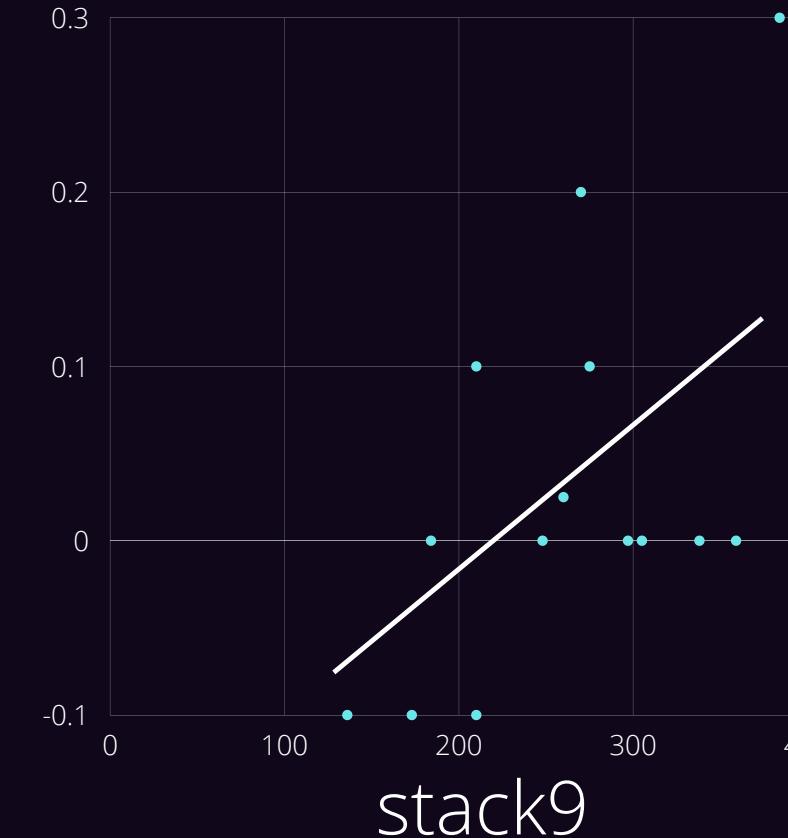
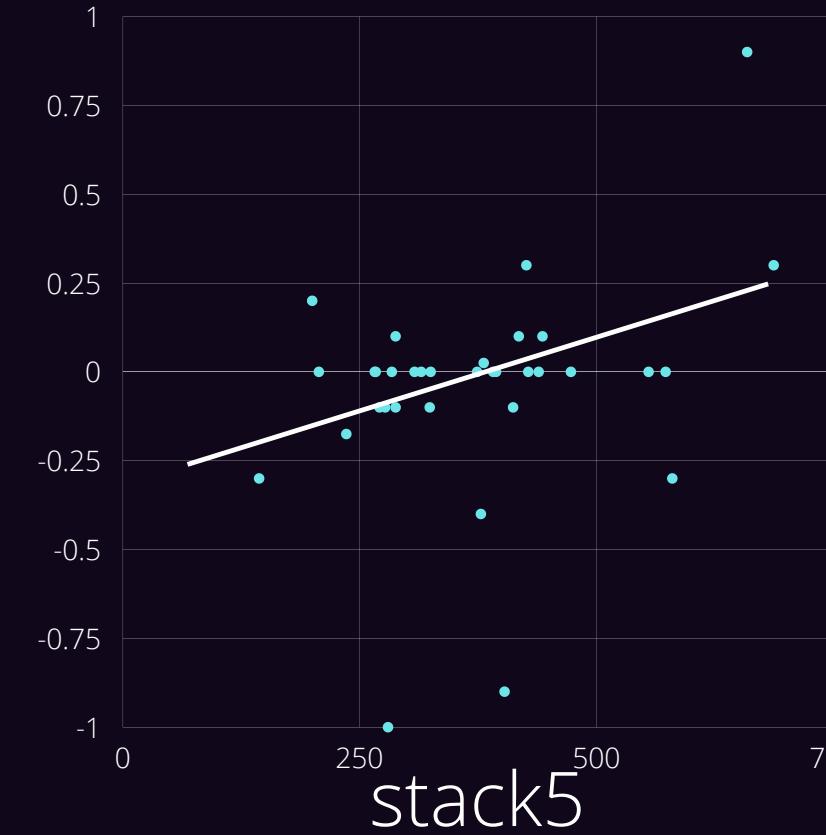
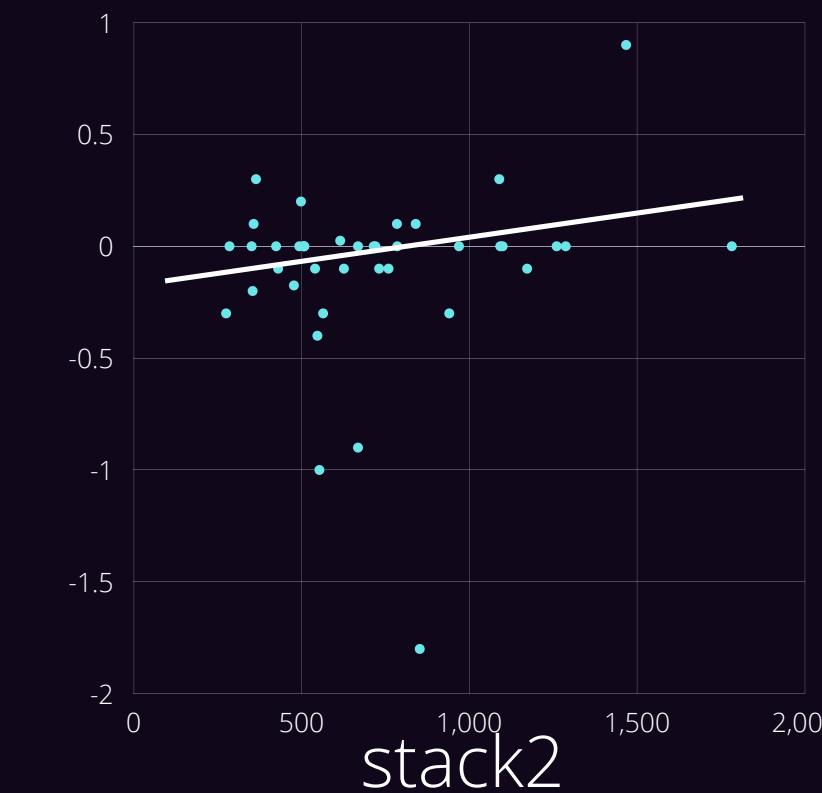
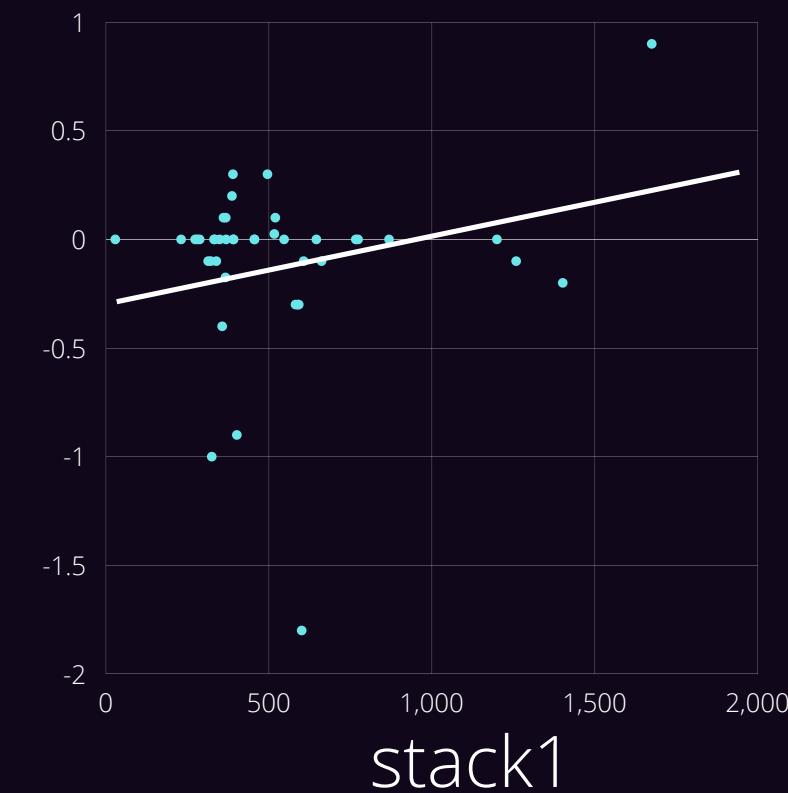
The relationship between avatar age and reduction in mean score



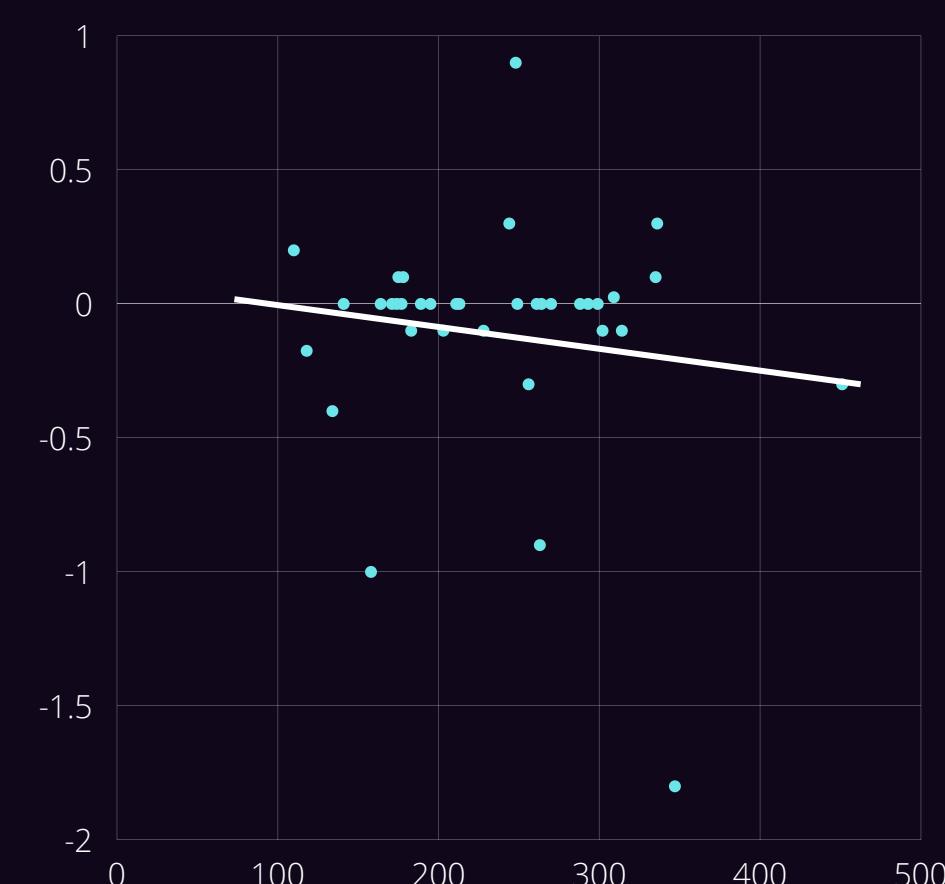
Results:

A **negative relationship between avatars' age and reduction in mean score.**

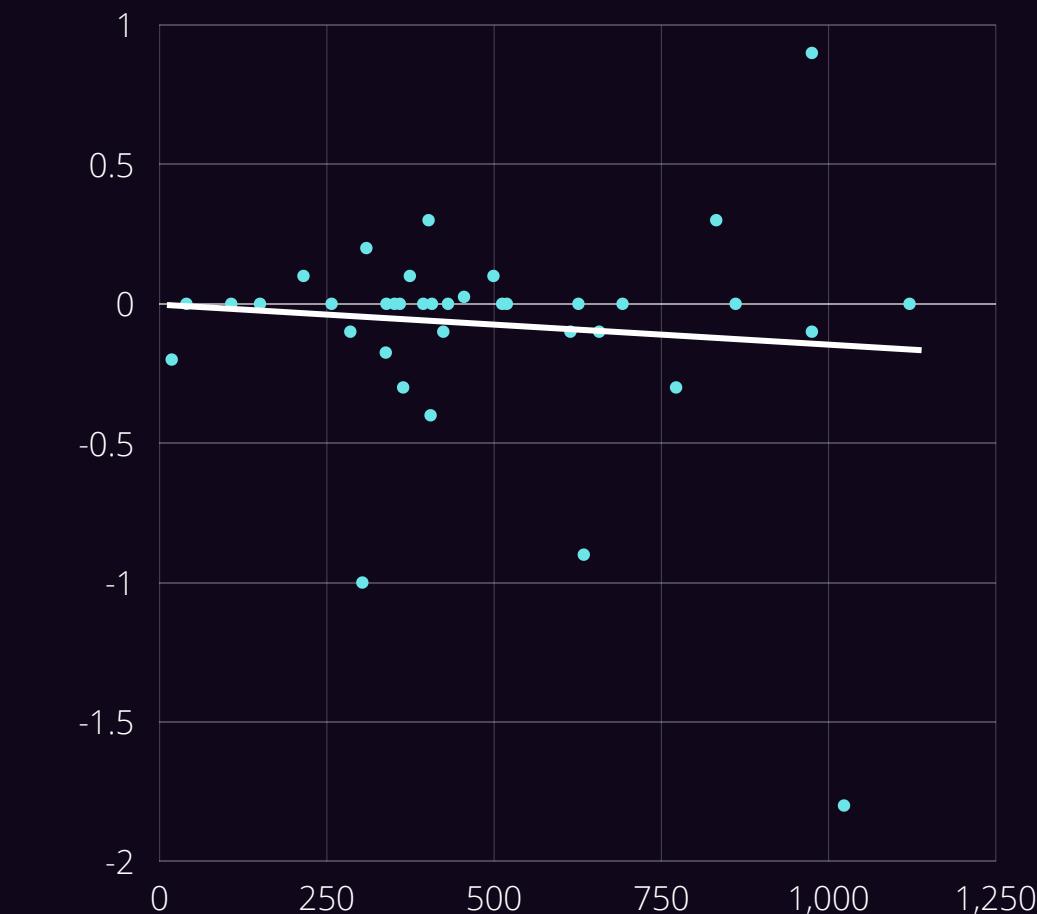
Time Spend on Stack v.s. Reduction in Mean Score



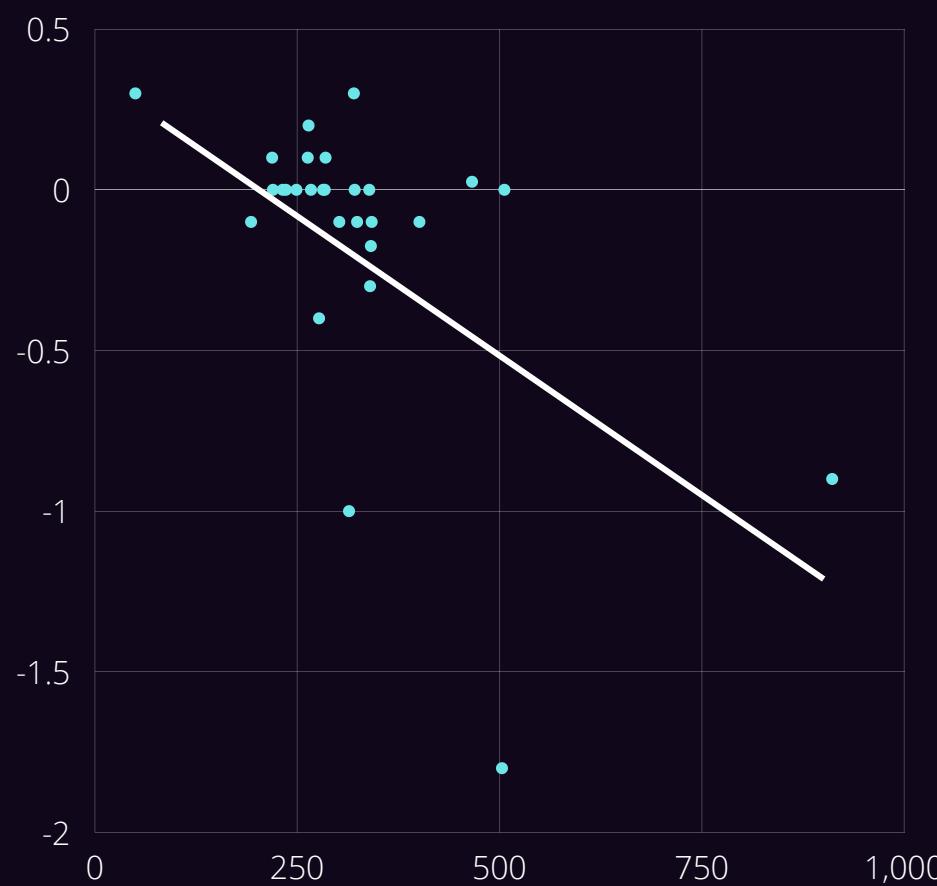
Time Spend on Stack v.s. Reduction in Mean Score



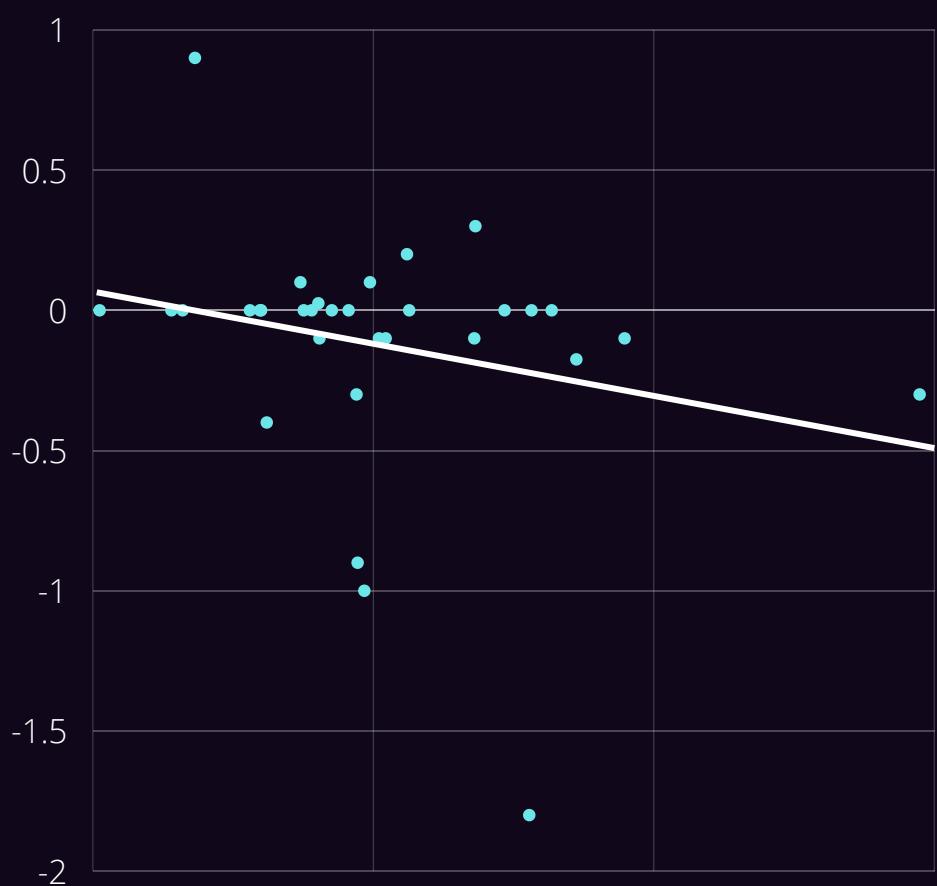
stack3



stack6



stack7



stack8

Findings

- Female avatars have a greater reduction in assessment mean score than male avatars do after playing the game.
- This game has the greatest effect in terms of reducing assessment mean score for players with selected avatar id being caucasian.
- A strong negative linear relationship in avatar age plot indicates that the reduction in mean score tend to decrease as age increases.
- Several stacks show positive linear relationship between time spent on the stacks and the reduction in mean score.

Limitations

- Self-report bias
- Avatar gender & age ≠ users' actual information
- Data potentially outdated
- Missing values

THANK
YOU!!