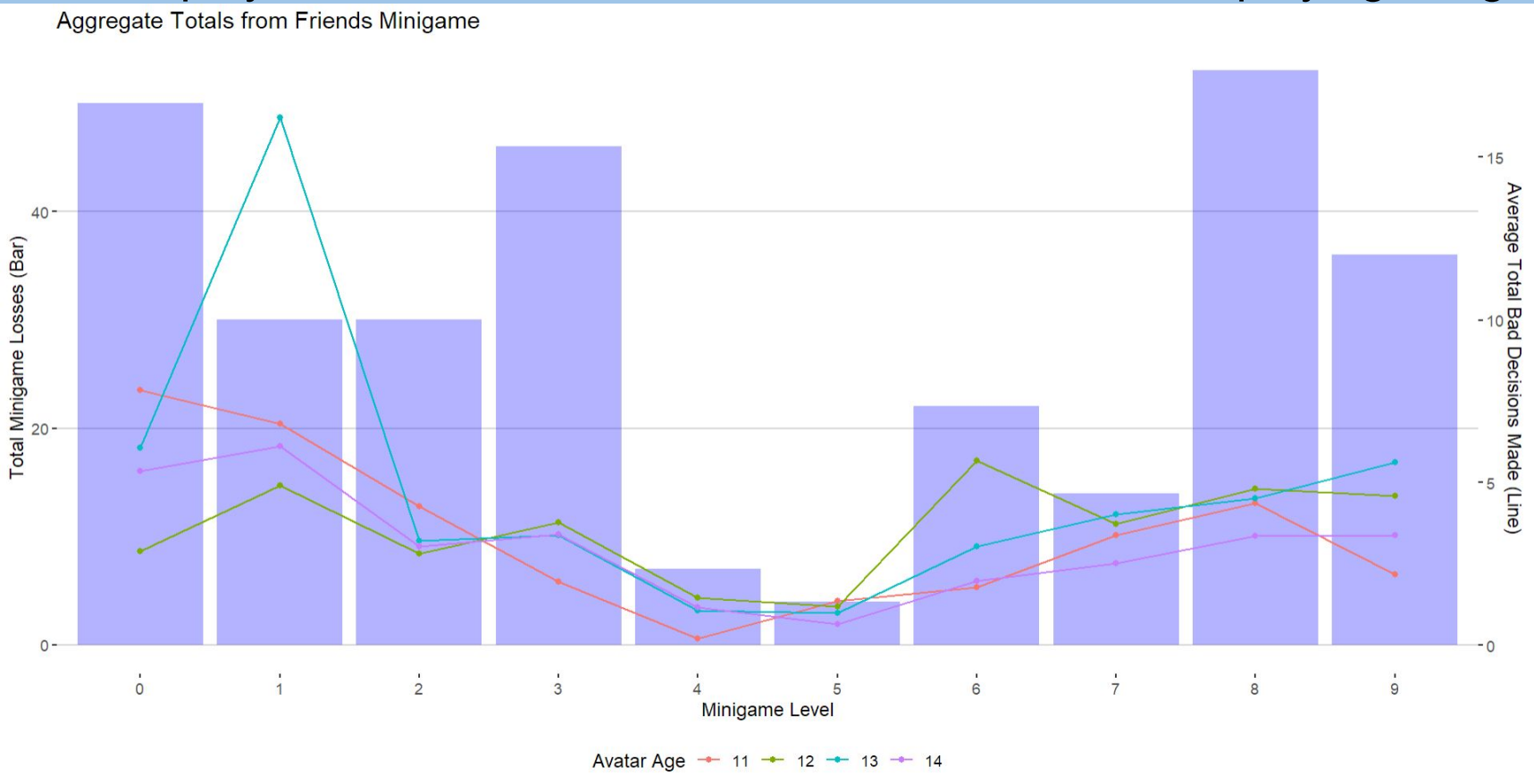
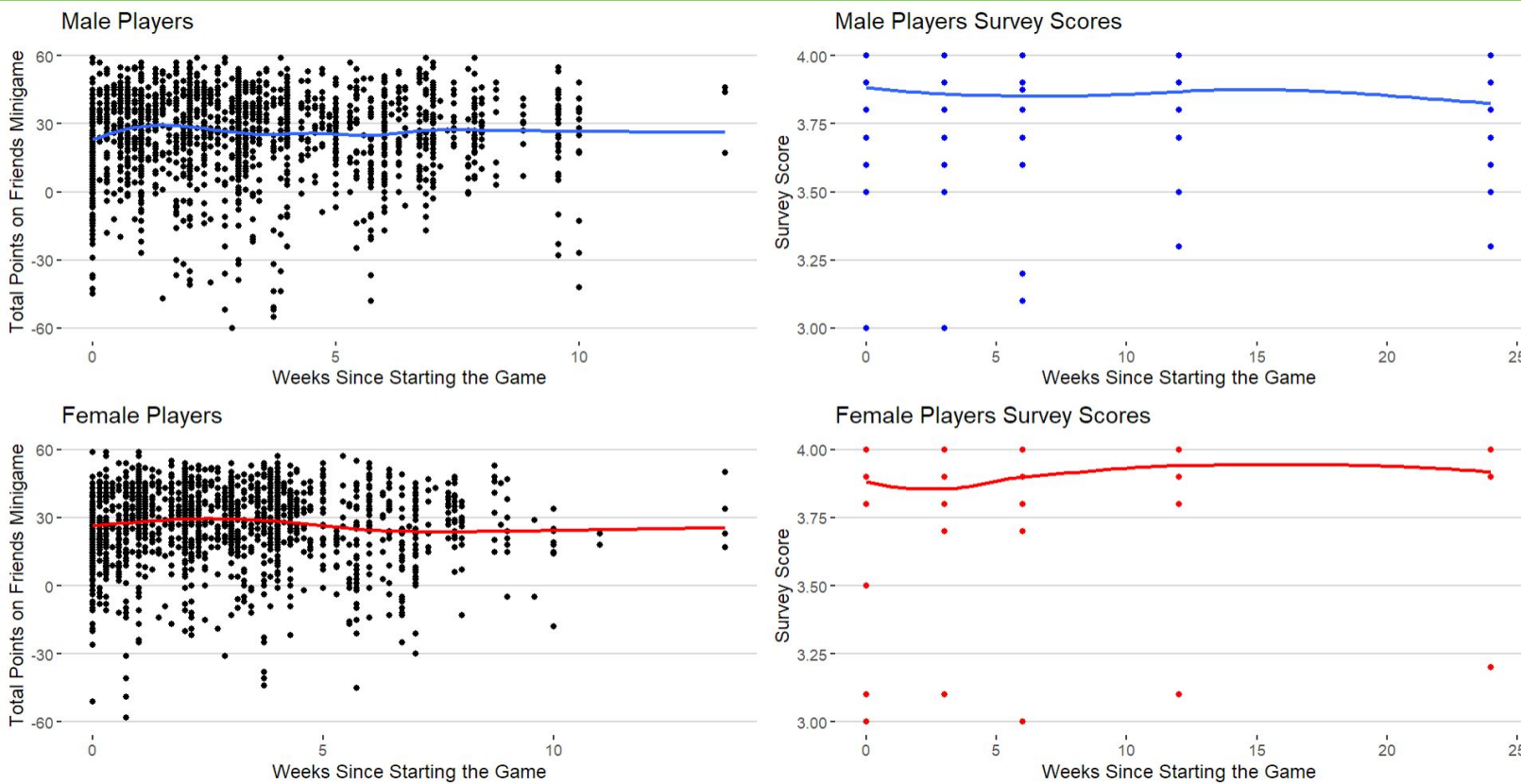


Does a player make better choices over the course of the playing the game?



Examining the friends minigame, the player makes numerous decisions that are categorized as “good” or “bad”. This plot shows an aggregate measure of bad decisions made. According to this plot, there does not appear to be a clear trend of making less bad decisions over the course of the game.

A higher mean of survey scores indicates that the student has lower efficacy in resisting drugs. Does the game influence better decision-making?



If the game is able to improve a students efficacy then we would expect the survey scores to go down and total points in the minigame under consideration to increase.