Performance Paradox

load the data and packages

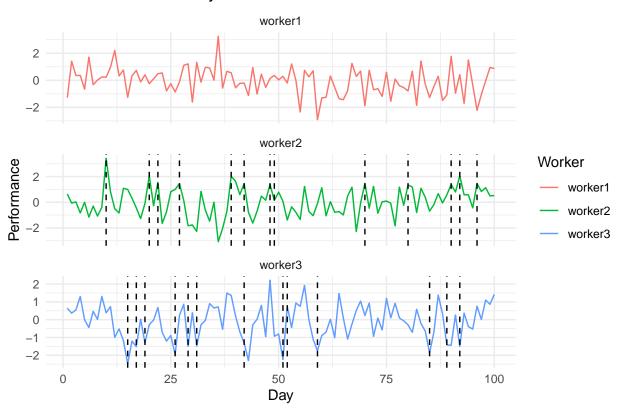
```
library(tidyverse)
## Warning: package 'lubridate' was built under R version 4.3.1
## -- Attaching core tidyverse packages ----- tidyverse 2.0.0 --
## v dplyr
          1.1.2
                      v readr
                                  2.1.4
## v forcats 1.0.0
                                  1.5.0
                    v stringr
## v ggplot2 3.4.2
                    v tibble
                                  3.2.1
## v lubridate 1.9.3
                                  1.3.0
                      v tidyr
## v purrr
              1.0.1
## -- Conflicts ----- tidyverse_conflicts() --
## x dplyr::filter() masks stats::filter()
## x dplyr::lag() masks stats::lag()
## i Use the conflicted package (<a href="http://conflicted.r-lib.org/">http://conflicted.r-lib.org/</a>) to force all conflicts to become error
df <- read.csv("/Users/kaz/Desktop/MMA - WINTER Code/Talent Analytics/Session3/performance_data.csv")
head(df)
           worker1 w1_intervention
                                      worker2 w2_intervention
                                                                 worker3
    day
## 1 1 -1.2849391
                            None 0.638546576
                                                       None 0.642798502
## 2
     2 1.4106987
                           None -0.066419765
                                                      None 0.366053529
None 0.024467507
                                                      None 0.553280729
                           None -0.835858608
## 4 4 0.3604826
                                                      None 1.305998180
## 5 5 -0.6501855
                            None -0.004233503
                                                       None -0.005802895
## 6 6 1.7144270
                            None -1.158510709
                                                        None -0.441555347
## w3_intervention
## 1
              None
## 2
              None
## 3
              None
              None
## 5
              None
## 6
              None
```

average performance of each worker

```
## worker1 worker2 worker3
## 1 -0.0621415 0.03260368 -0.1198092
```

visualize the data

Performance over Days with Interventions



Notes

- One interventino happnes when performances are low and the other happens when performances are high
- rewards vs punishment

SO which is better?

- on average, worker2 has a higher performance than worker3
- $\bullet\,$ worker 2 is motivated or "rewarded" when they perform well
- worker3 is motivated or "punished" when they perform poorly

In the worker2 graph, we can see that their performance drops after the intervention. In the worker3 graph, we can see that their performance increases after the intervention.

In conclusion, I am not sure which intervention is better. It depends on types of work and behaviour of workers