

Weekly Project SCRUM Report 1
Date: 02/26/2021
Project Name: Drift Diffusion Models of children's interactions in a Repeated Prisoner's Dilemma Game
Team Members: Team 1 Brendan Leap Andrew Coughlan Maha Alrashed Jessica Chen Abhishek Samal
Tasks Completed This Week: <ul style="list-style-type: none"> • Pre-processed and cleaned data • Evaluated participant "state" based on reaction times and game choices • To see how the preference of the child is changing after the partner's deviation from initial pattern, we plotted the average cooperation and defection rate after the 3rd and 7th round, as the pre-programmed partner is deviating from its usual pattern of cooperating/defecting in the 3rd and 7th round. • To see how the aggressiveness of the child is linked to his preference change, we plotted the average cooperation and defection rate after 3rd and 7th round, for each of reactive, proactive and total aggression. For each of the 3 plots we considered the children if their aggression score was more than the mean reactive/proactive/total aggression score.
Plans for Next Week: <ul style="list-style-type: none"> • Look for interesting correlations between data. • Optimize the state determination function.
Obstacles and Questions: <ul style="list-style-type: none"> • How should we handle missing data? • When would we count a data-point as an outlier?
Met with the client recently? When is the next meeting with the client?: <ul style="list-style-type: none"> • Met Jane on 02/25 • Next client meeting on 03/05