

Group Members:

1. Alberto Gamez Gonzalez
2. Donny Robbins
3. Serena Yang

Project Title:

“Predicting People’s Opinion on Using Video Games for Educational Purposes”

Data Collection Method and Source:

Self-distribute online surveys on college campus and in classrooms. So far, we have collected about 380 data points. We’re expecting about 450 data points minimum.

<https://s.surveymonkey.com/93i591vv>

Parameters:

1. Gender
2. Age
3. Geolocation
4. Religious preferences
5. Education Background
6. Employment Status
7. Annual salary
8. Occupation
9. Does the participant consider themselves a “STEM” person
10. Whether the participant is a gamer
11. How many *positive* things does the participant associate with video gaming
12. How many *negative* things does the participant associate with video gaming

Goal:

Used these features to predict if an individual supports using video games in education. Their opinion ranges from very supportive to very unsupportive, a score range of 5 to 1.

To Do:

1. As we can see, some parameters share similar information. There is likely some correlations we need to analyze in order to eliminate repetitive features.
2. Geolocation is an interesting one. Our assumption is that people living in more “developed” areas will have a higher opinion to using new media in education. But this theory is subject to more tests.
3. Build categorical regression models to make the final prediction.