

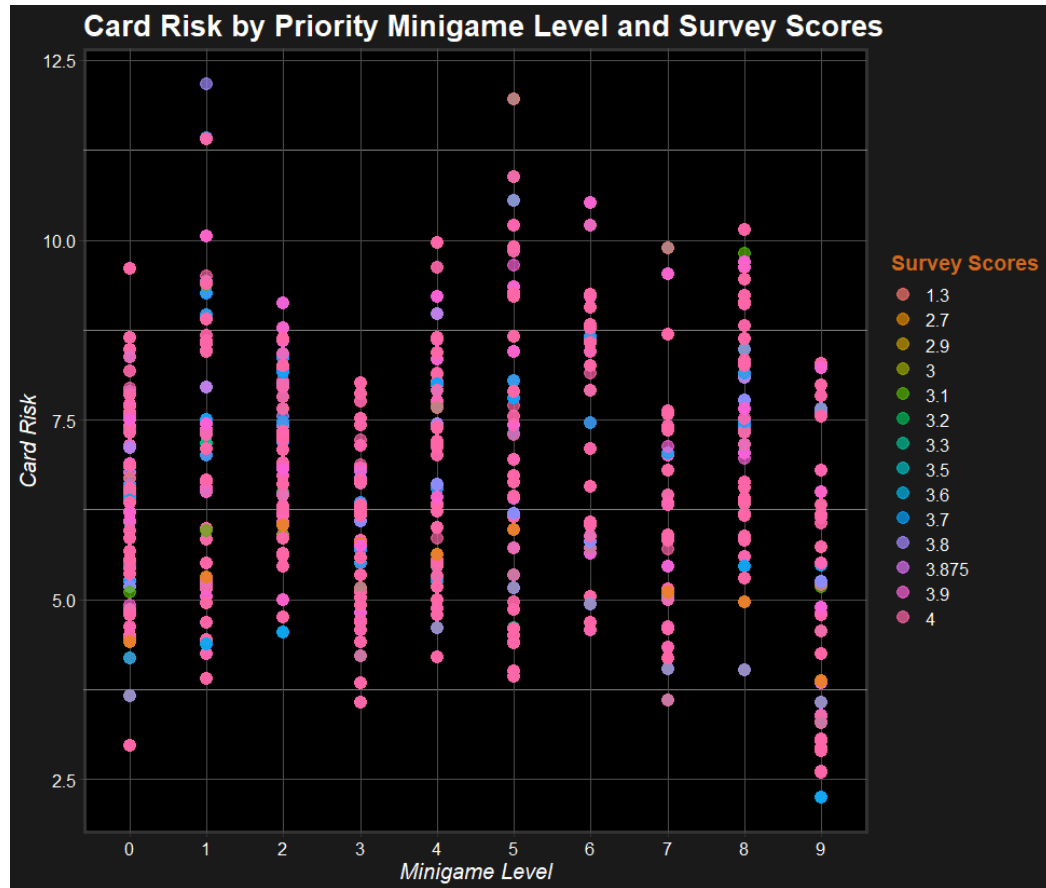
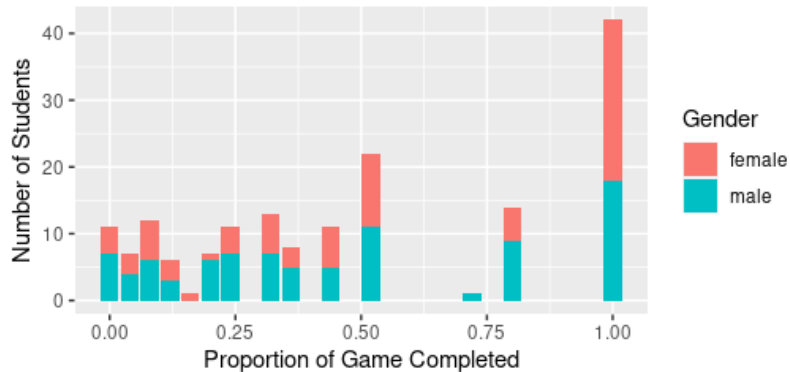
# PlayForward: Elm City Stories: How the Game and the Priority Sense Minigame Affects Survey Scores

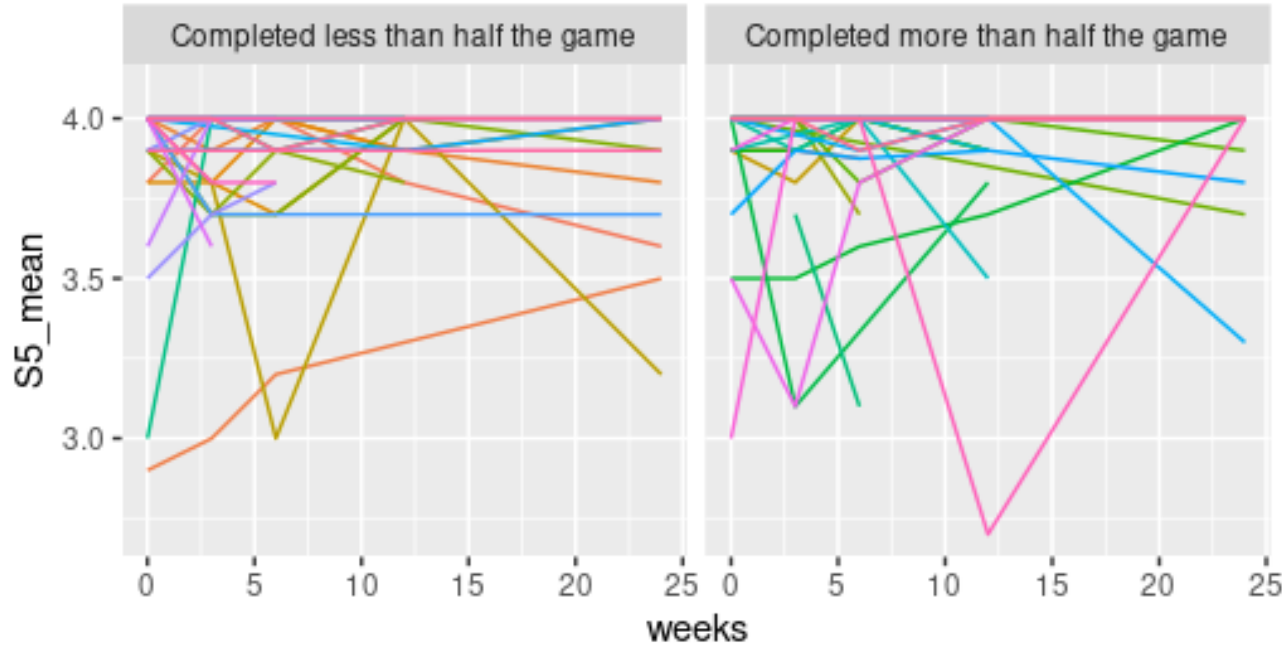
Presented by: Jessie Haeckler, Trace Lurie, and Ya'el Brown

# Demographic and Risk Assessment

Card risk is calculated from the chance of the bad outcome multiplied by the value of the negative outcome.

Completion of Game by Gender

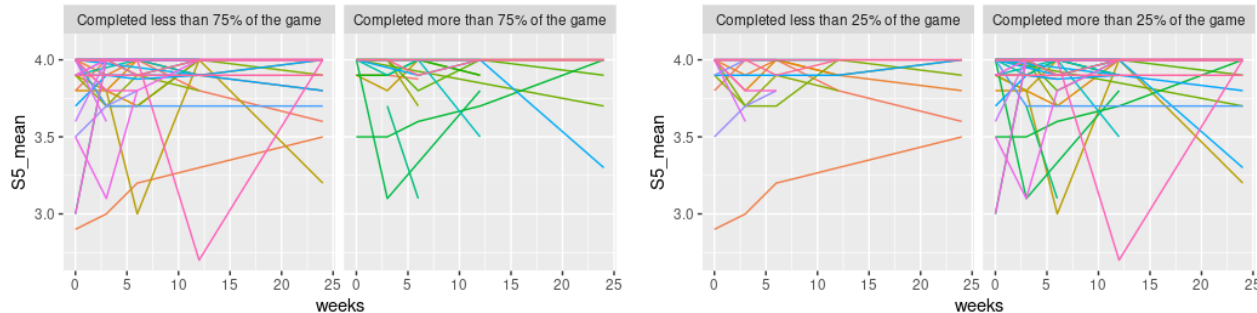




# Completion of Game and Survey Scores

High survey scores indicate low efficacy in drug resistance.

Amount of the game completed does not seem to have an impact on survey scores.



Age of students may have an impact because of social factors, such as a desire to impress peers.