



PLAY2PREVENT Game Data Analysis

Team Missing Value @ Data Fest 2022
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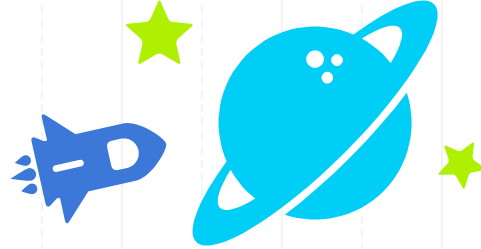


OUR PROCESS

Research question

Data summary

Findings



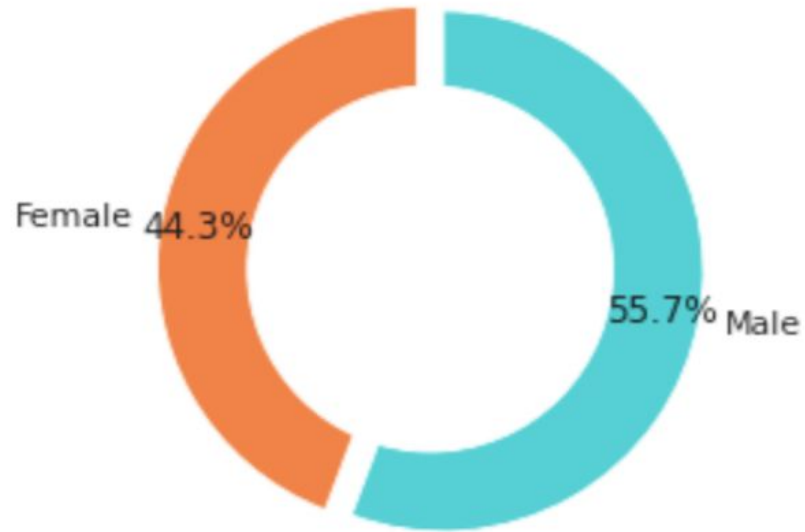
RESEARCH QUESTION



What factors from the game help improve the resistance to drugs of the players?



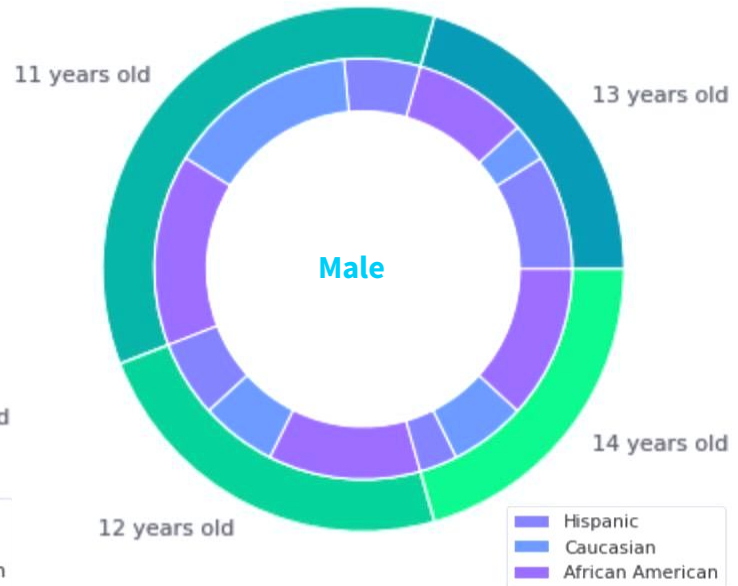
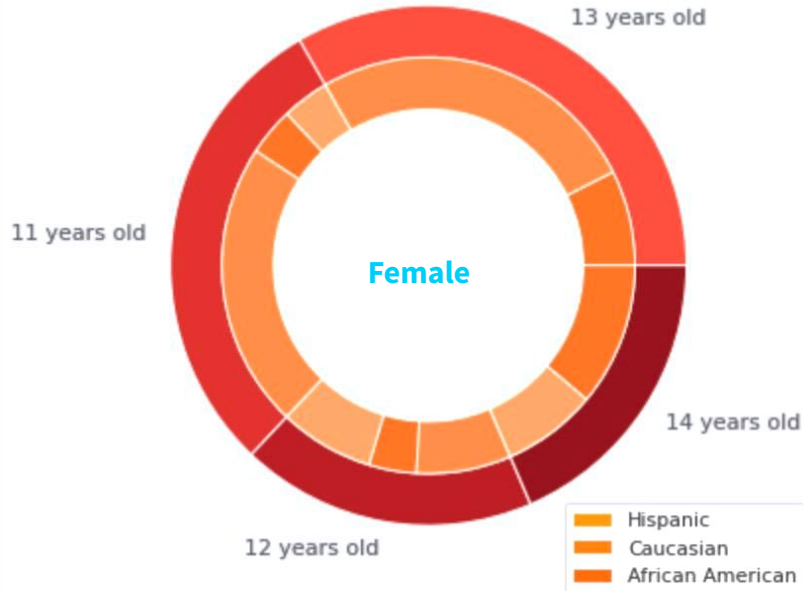
About the Avatars in the Game



The Pie Chart of Proportion by Avatars Genders

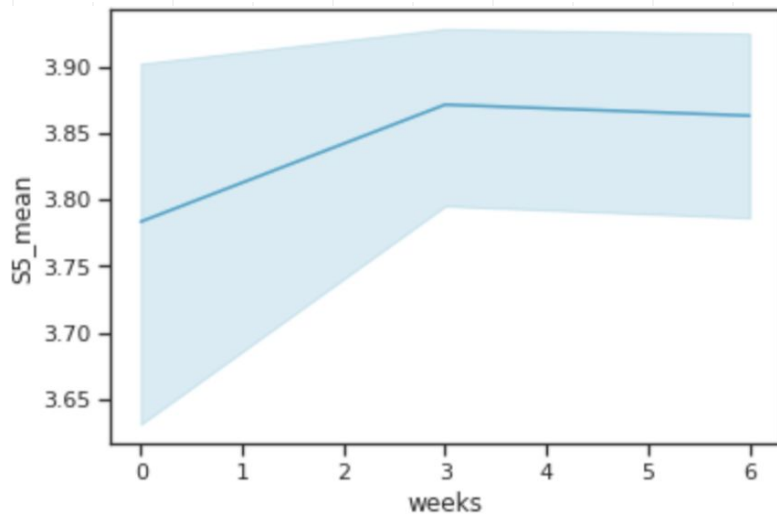


About the Avatars in the Game

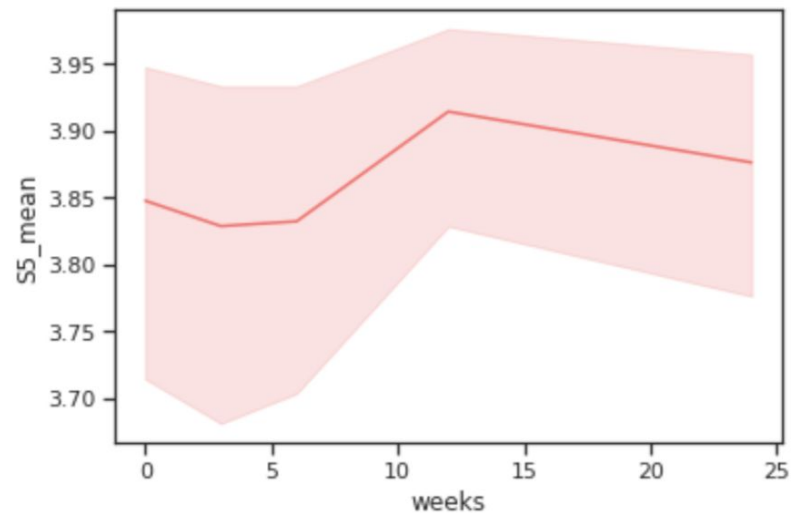




Weeks and S5_score



Median S5_score from 0 to 6 weeks



Median S5_score from 0 to 24 weeks



Choices that Affects Drug Resistance



Total safe invitations
missed

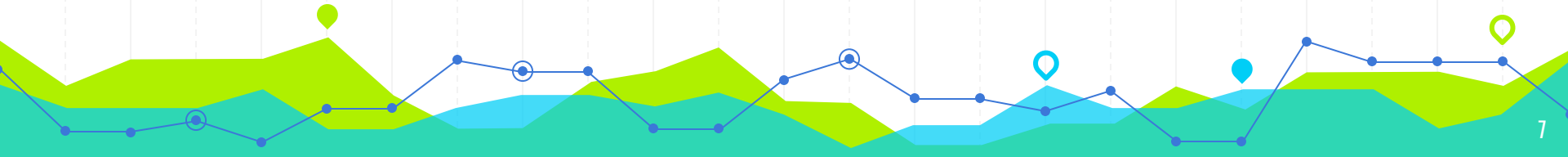
Total unsafe invitations
accepted

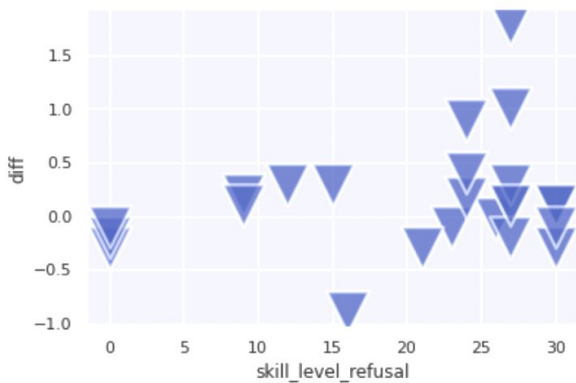


Skill level:
refusal
me
priority
know
people

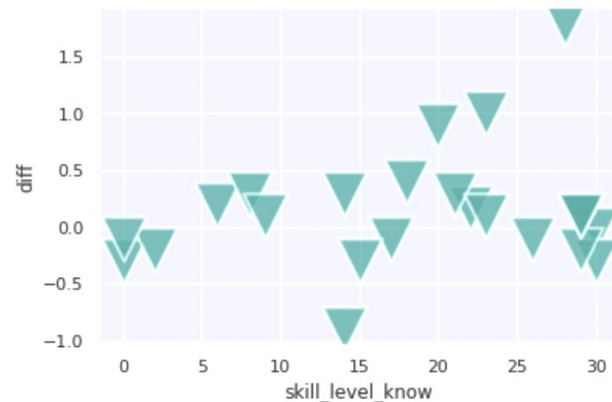
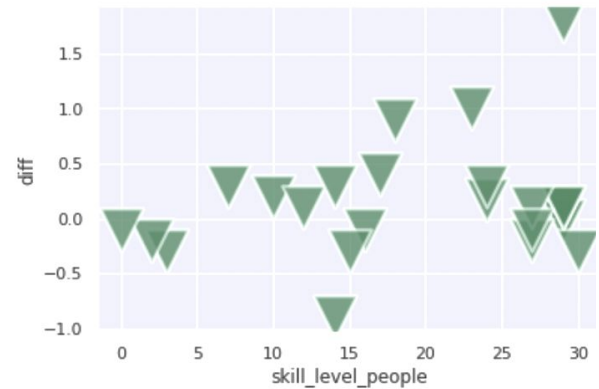
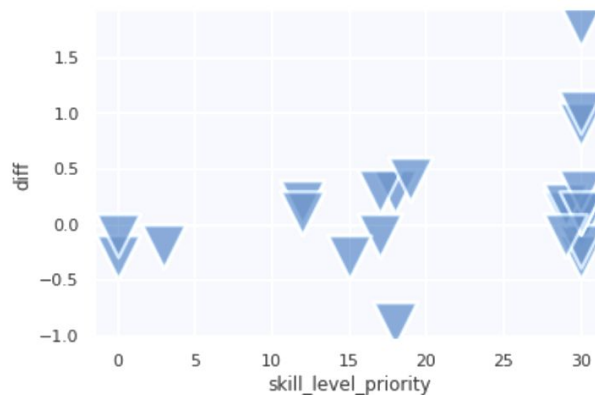
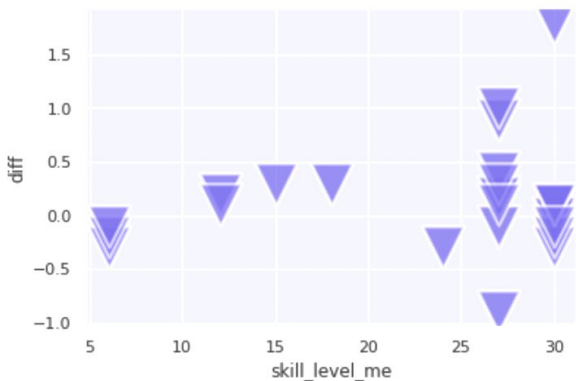


Gaining priority type:
Health
Money
School
Friends
Happiness
Family

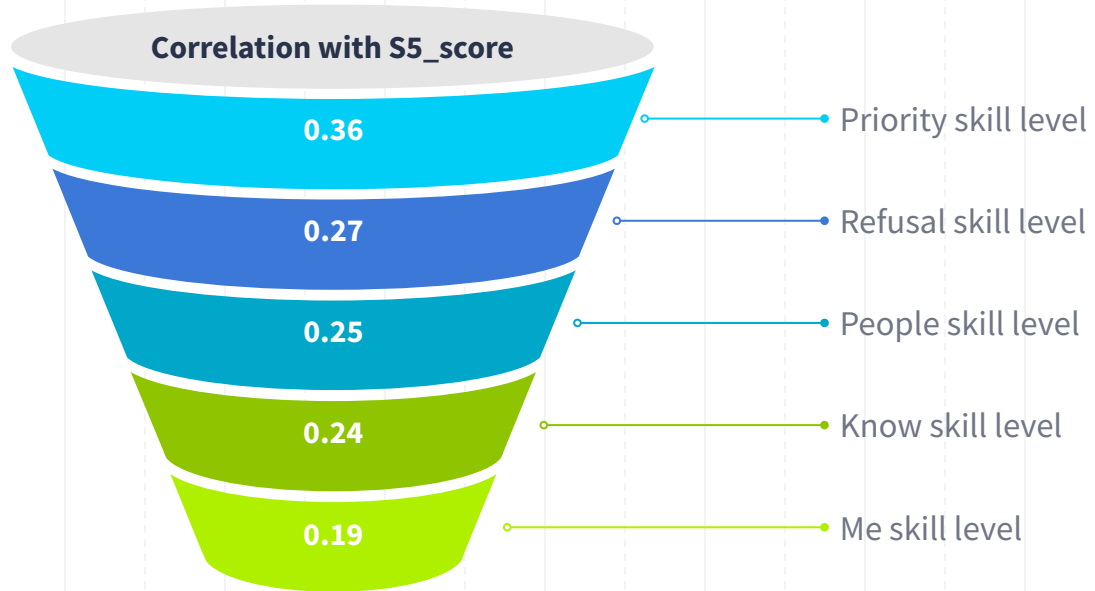




Skill Level and S5_score



Skill Levels Ranked





Invitations and S5_score

Unsafe actions = # missed safe invitations
+ # accepted unsafe invitations

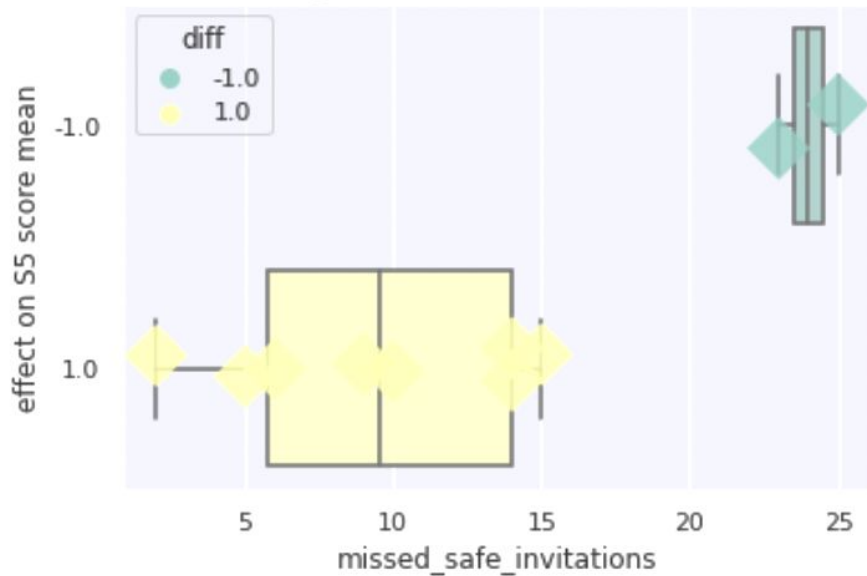
A categorical diff value indicate whether
there is a improvement in resisting drugs
for the student (1 indicates
improvement, -1 indicates decline)



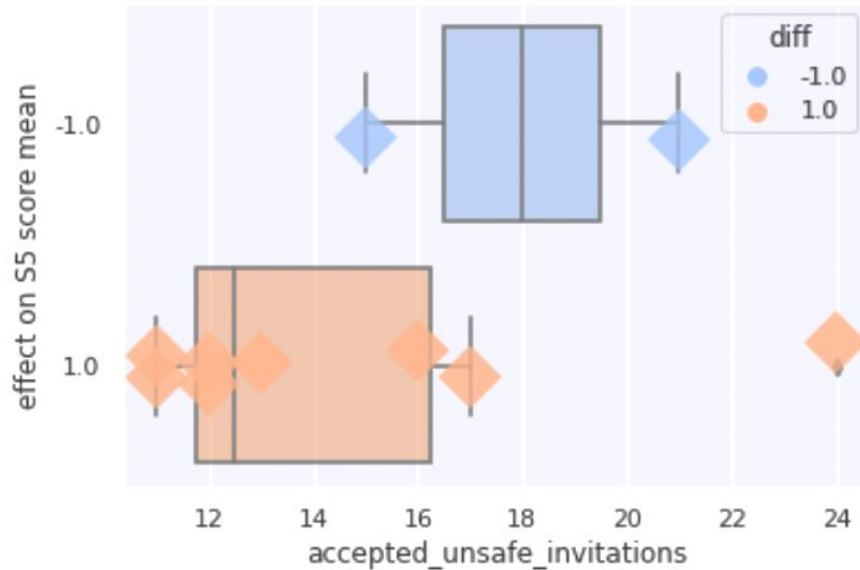


Invitations and S5_score

Progress from Week 0 to Week 12



Progress from Week 0 to Week 12



Total safe invitations missed

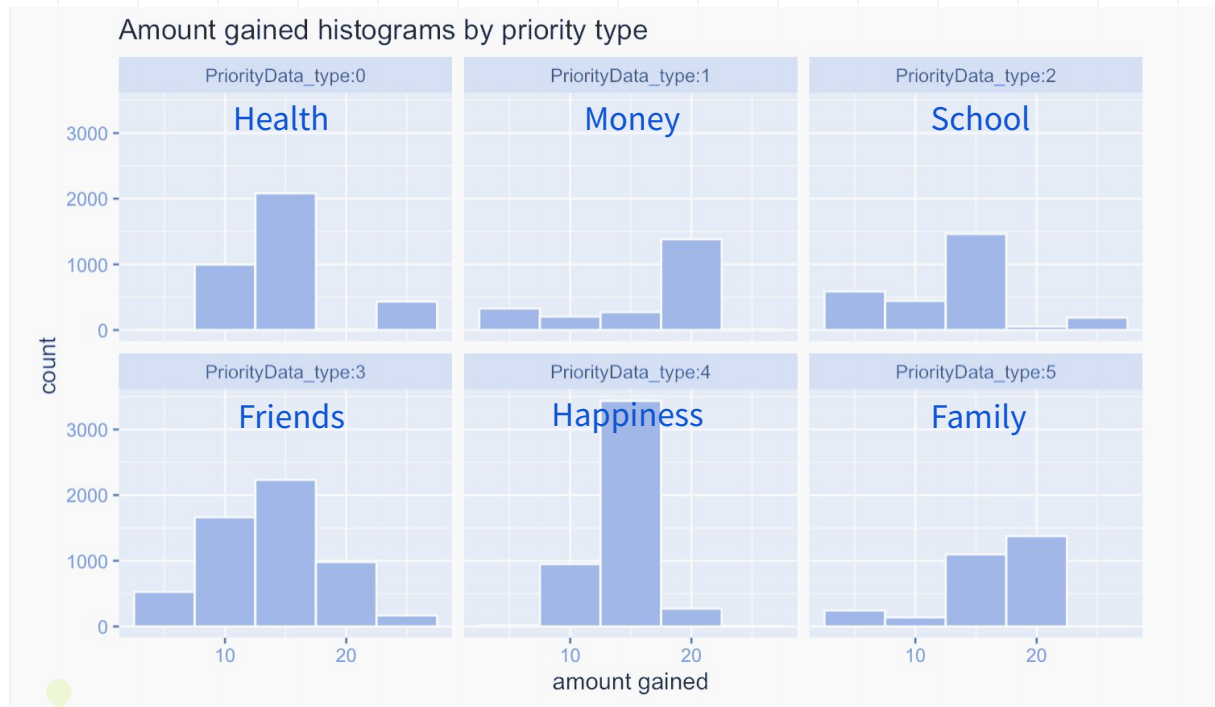


Unsafe invitations accepted

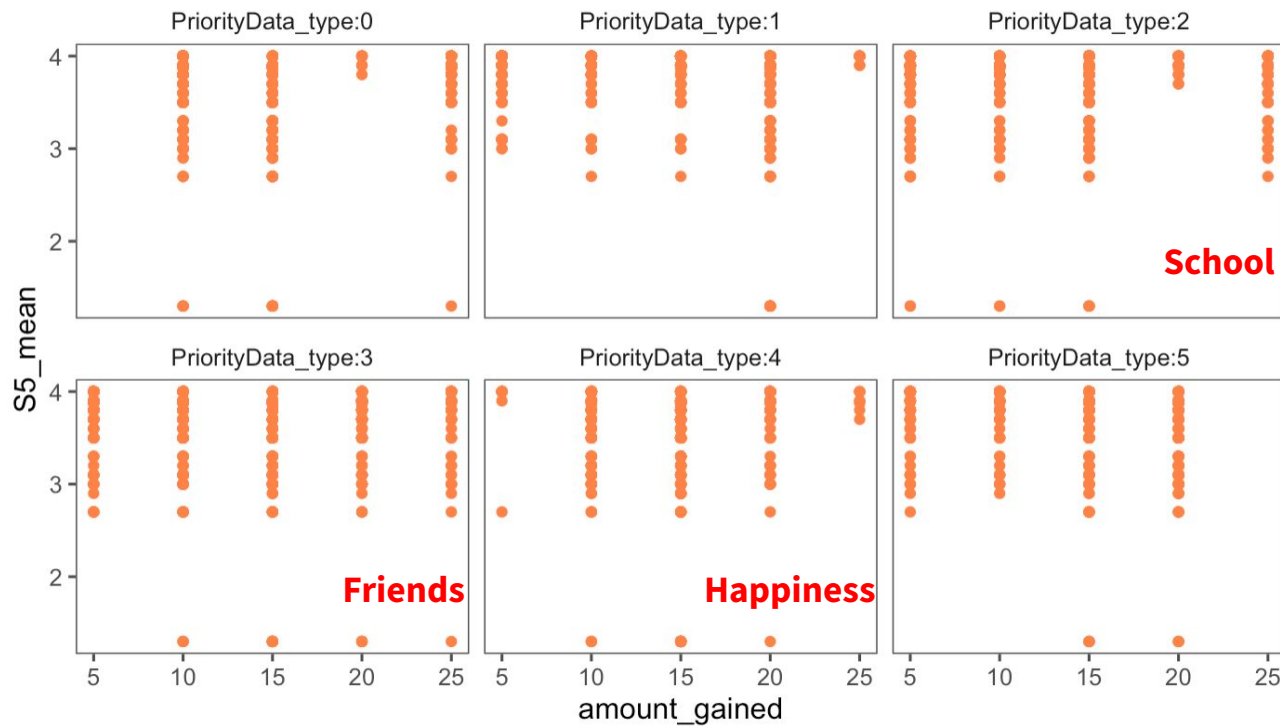




Amount Gained by Priority Type

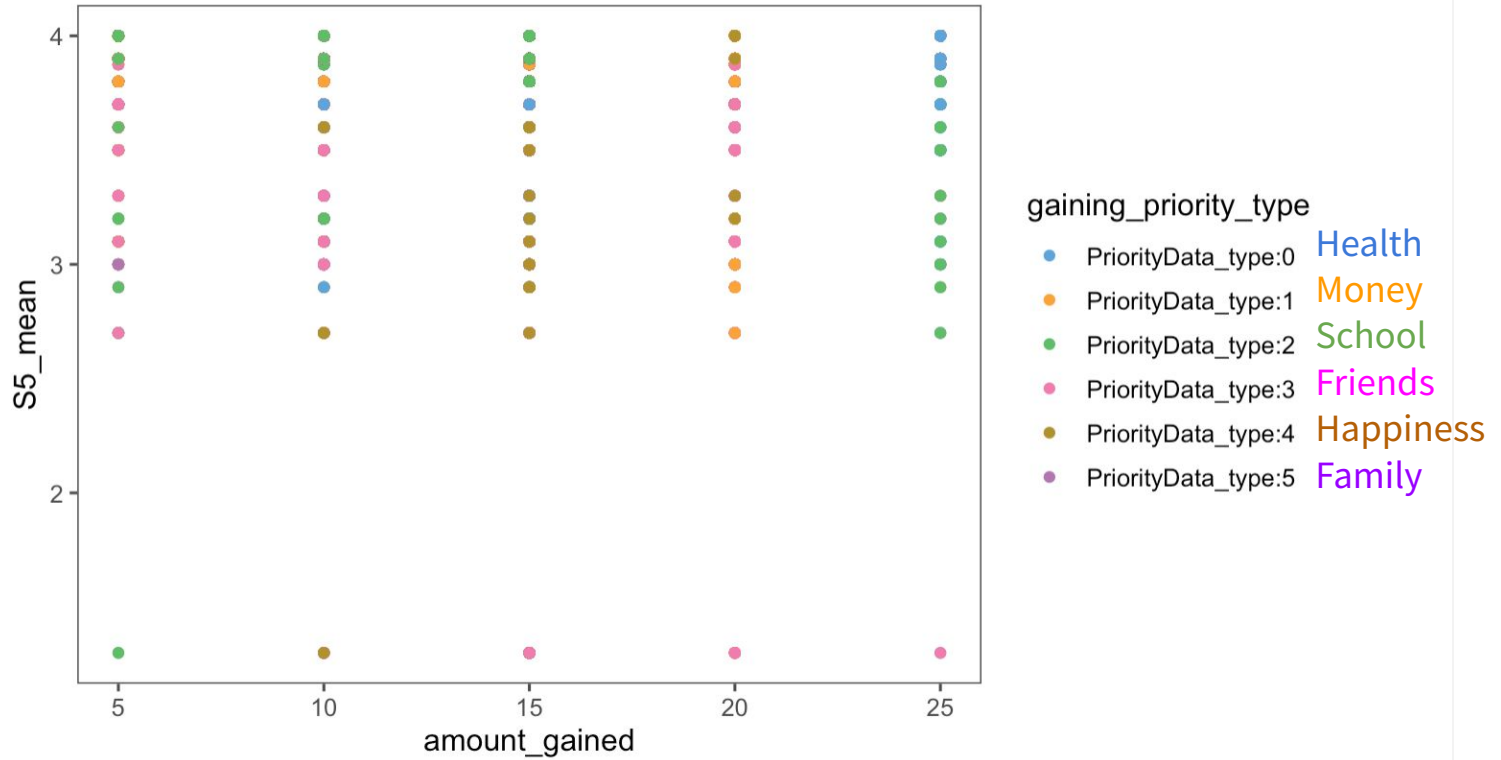


mean scores by gaining priority type and amount gained

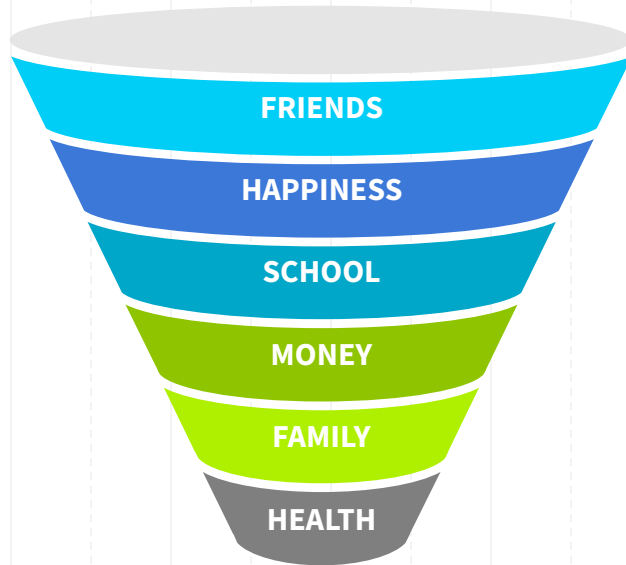




Mean S5_scores by Gaining Priority Type and Amount Gained



Gaining priority type ranked



Higher efficacy in resisting drug

Lower efficacy in resisting drug

THANKS!

