No π Charts

Datafest '22 - Team 05

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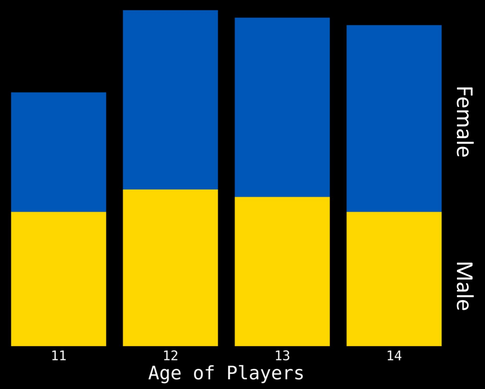
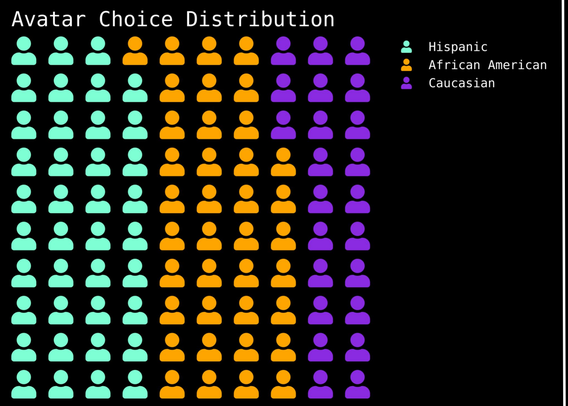
Data Engineering

Avatar Creation (Demographic) Akash

- Age, Gender, and Avatar choice





People Sense Minigame (Learning and Performance) Lane

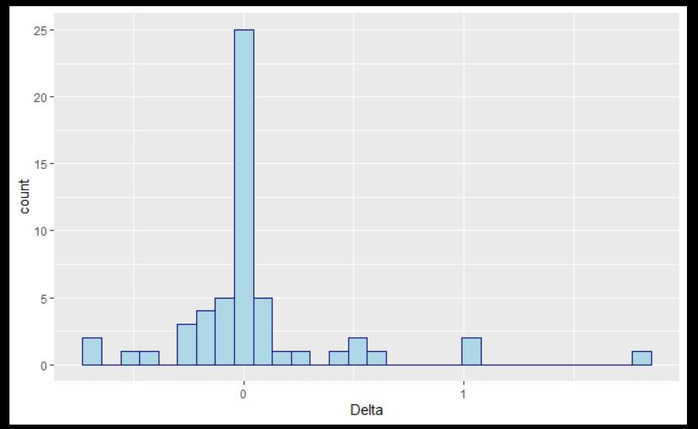
- Number of attempts and slope from regressing score on number of attempts (peopleSenseLearn)

Aspirational Avatar (NLP) Sayyed

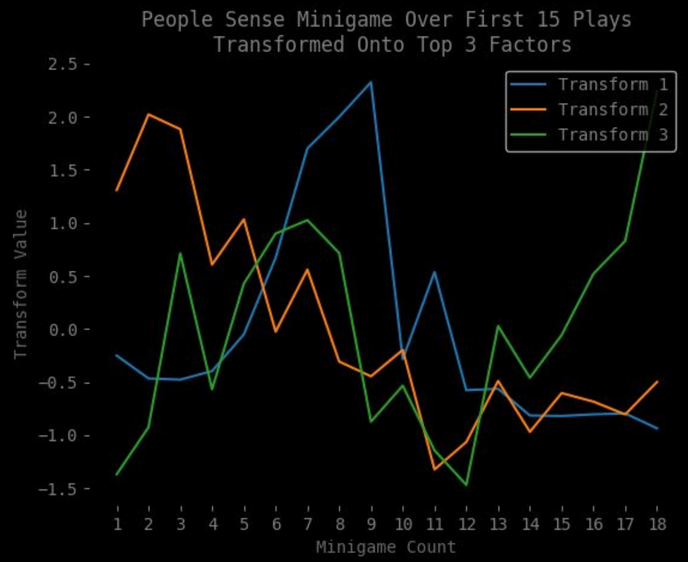
- Players write words that they think others associate with them
- Extracted use of positive, negative, career-oriented, and job-oriented language as well as the relative fraction of these over all of a subject's provided words

S5 Scores Gary

- Section 5 quizzes taken by some of the subjects
- 55 out of 166 took test multiple times, so we could track long term change.
- First score, last score, and total change (Delta) were extracted

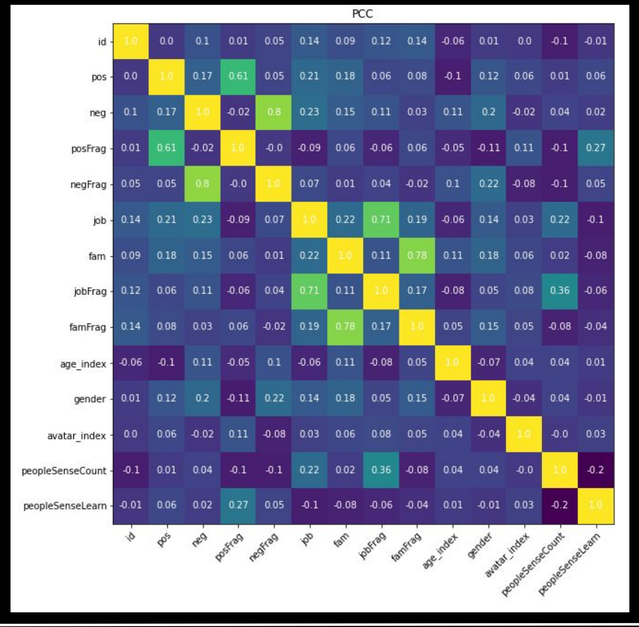


Results



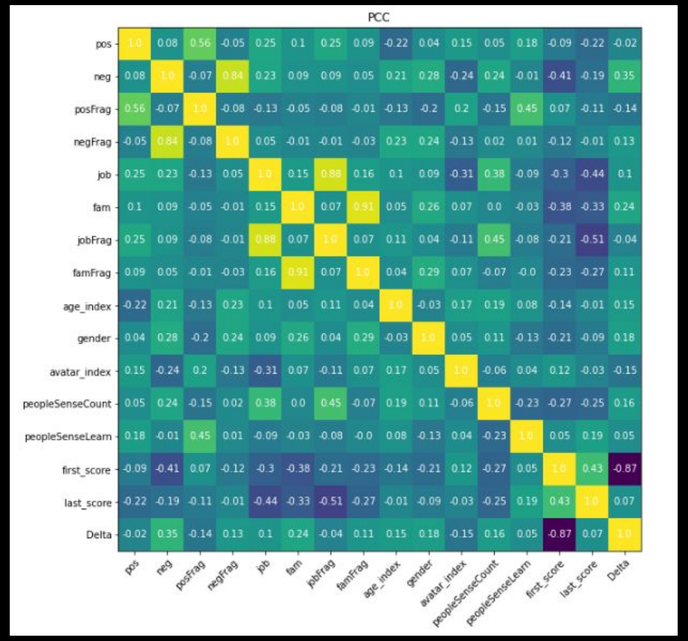
Unsupervised Analysis Lane

- EFA shows 3 main tracks: learning, learning then decline, and decline.
- Inspired a k-means clustering approach when viewing scoring data
- K-means clustering didn't show anything noteworthy



PCC with Cleaned Set (n = 166) Sayyed

- Learning from playing People Sense correlated with use of a positive adjective ~0.27
- It also correlated with use and higher fraction of job-oriented language ~0.36
- Female avatar correlated with use of a negative adjective ~0.2



PCC with Restricted Data Set (n = 55) Jacob

- Includes individuals with S5 scores
- People who use negative language did not improve long term
- Of new points, interesting correlations between score and language/gender exist.

Conclusions and Recommendations

- S5 scores would be useful in evaluating game effectiveness for long term prevention of risky behavior.
- Determining how players did across all four minigames instead of just People Sense would
- Attempts to chart game progression were made to study the attention spans and movement through the game space of different players, but the resulting plots were difficult to interpret. Future studies should attempt to log data such that gameplay progression could be tracked with ease.
- Emotes were available for the sentiment analysis but were not used. We believe it could be another useful piece of the puzzle if also categorized into positive vs. negative emotion.