ASU DataFest 2022 Final Report

Codechella Team 06

Hypothesis & Observations

Increased user interaction with the game leads to a correlated increase in skill level.

Objective

- Understand game impact on student choices

- Analyze data to obtain insights for further research and development

The Journey

1. Initially analyzed the given student datasets

2. Performed time-series analysis to identify engagement correlation

3. Identified areas of unintentional exclusivity

4. Moved towards interaction-based analysis

Observations

- Regression models support hypothesis

- Preliminary time-analysis does not correlate to skill increase.

- ML methods may provide additional insight

Results & Conclusion
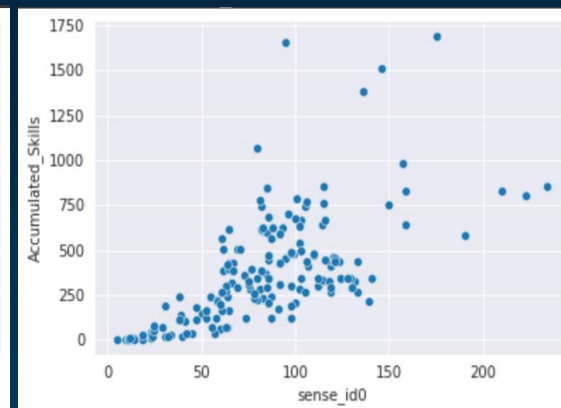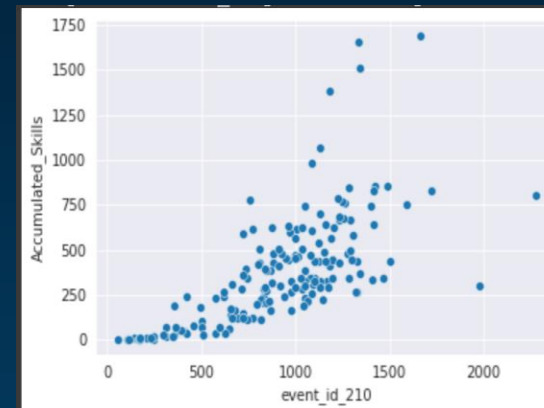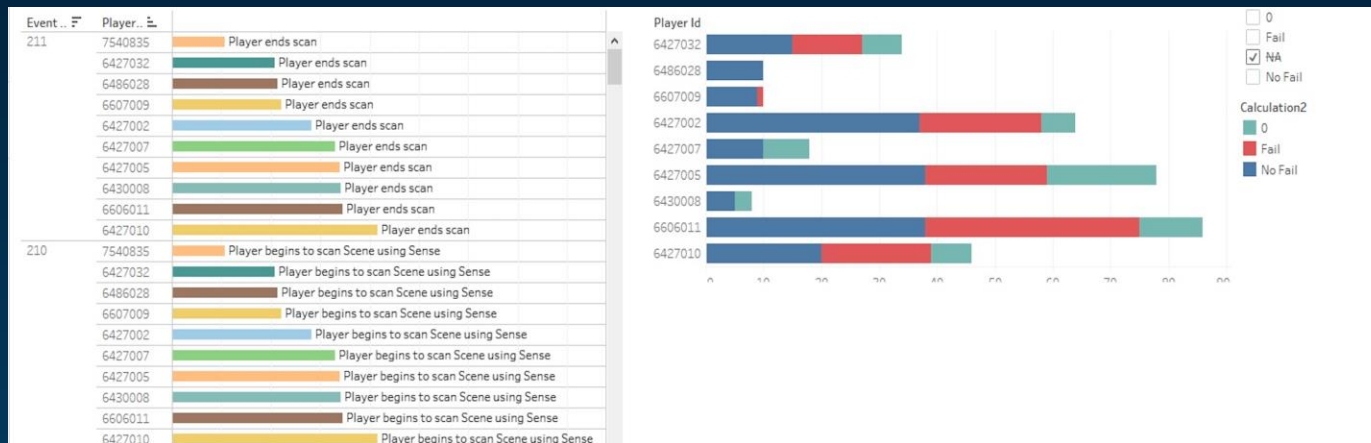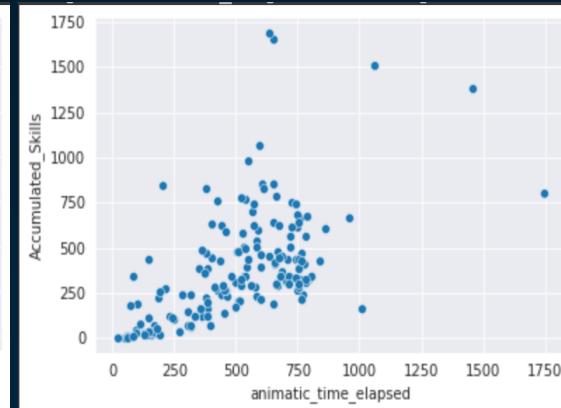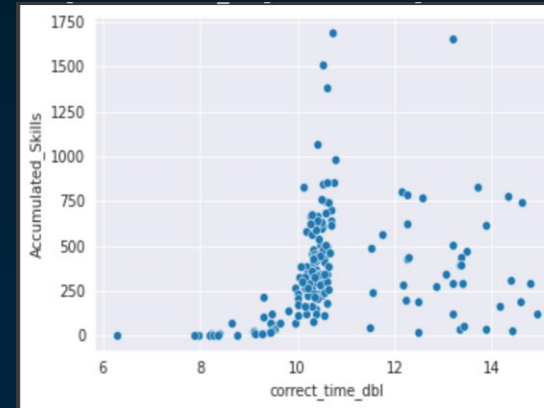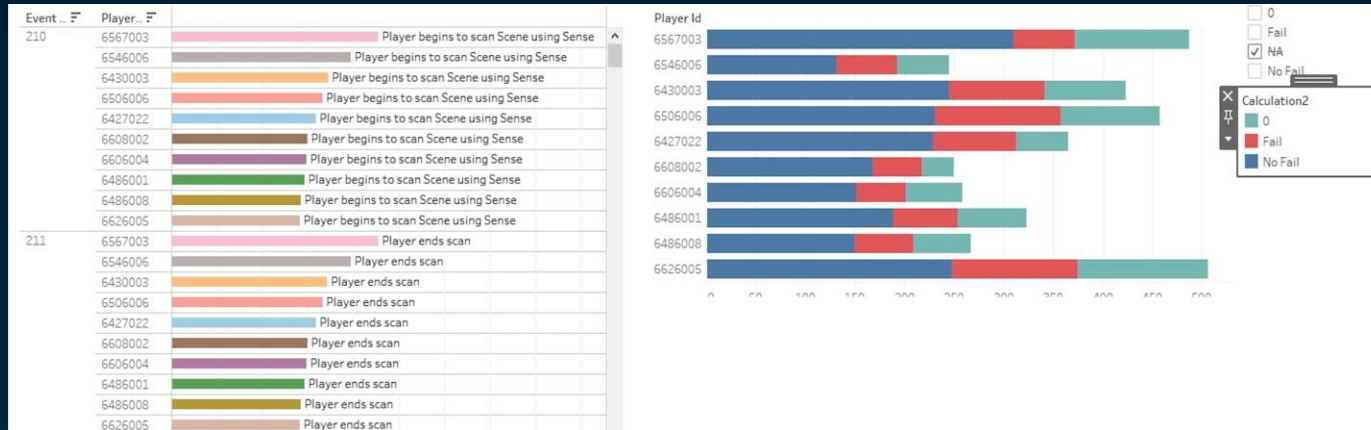
Conclusion: Increase in interaction leads to an increase in skill