



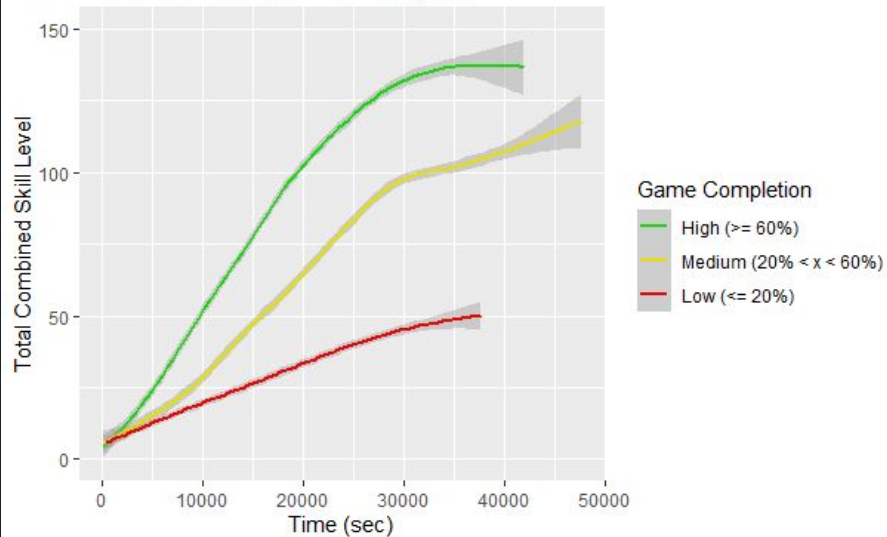
# DataFest 2022

## The GG-Plot 5

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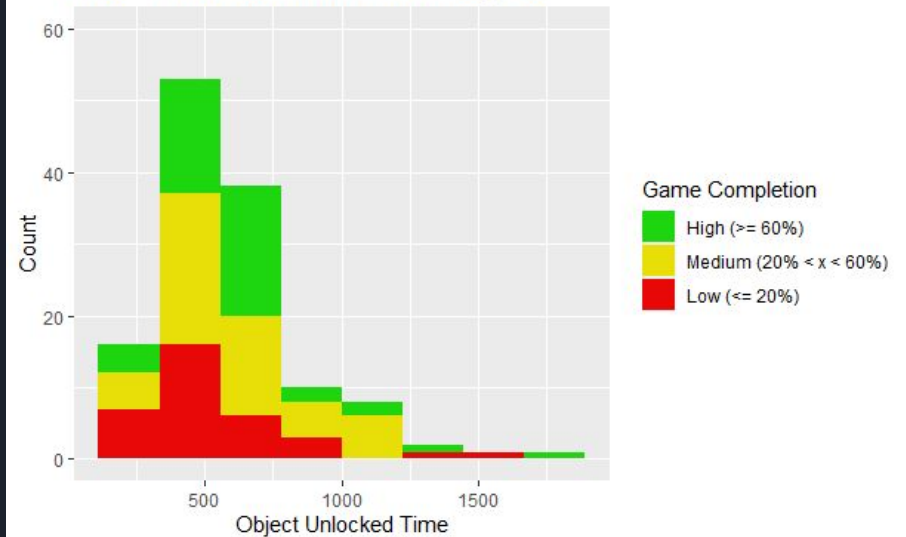
# Skill Levels and Unlocked Objects

Total Skill Level vs. Time Elapsed



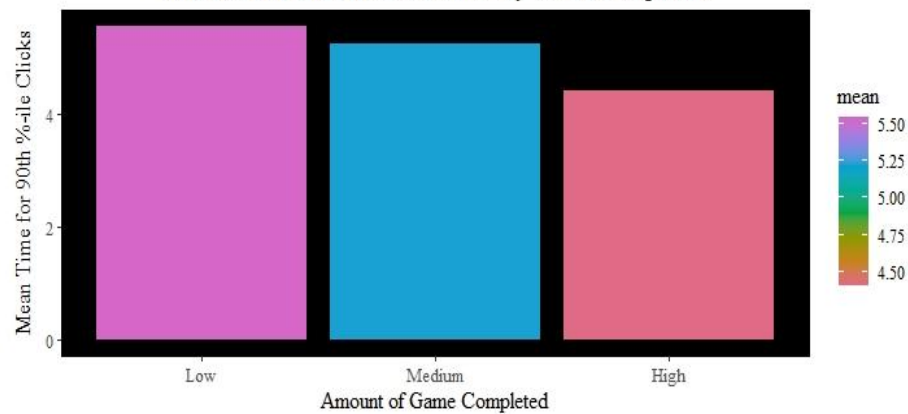
- Skill increase rates by game completion
- Faster players finish more

Mean Times between Unlocked Objects

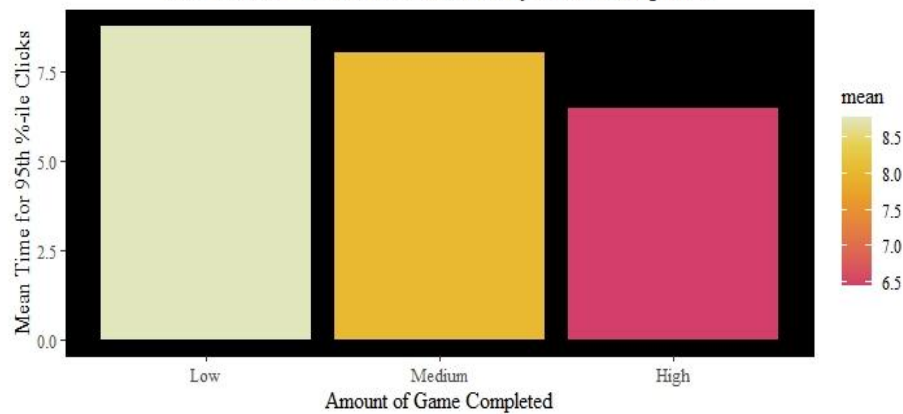


- Game completion independent of object unlock rate
- Most players unlock an object every 500 sec

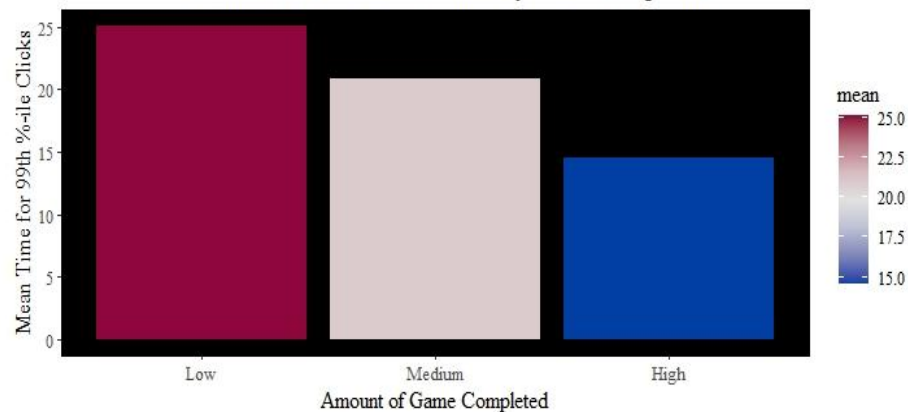
90th %-ile of Time Between Clicks by Game Completion



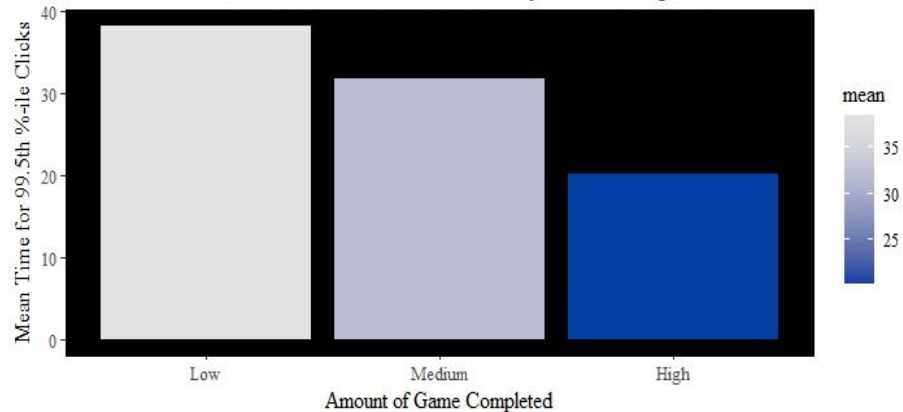
95th %-ile of Time Between Clicks by Game Completion



99th %-ile of Time Between Clicks by Game Completion



99.5th %-ile of Time Between Clicks by Game Completion





# Machine Learning KNN-Model

## Confusion Matrix results:

Results	Low	High
FALSE	7	9
TRUE	41	10

Accuracy: 0.761194 ~76%

```
i_pred
results Low High
FALSE    7    9
TRUE    41   10
[1] 0.761194
```