ASA PLAY FORWARD (ELM CITY STORIES)

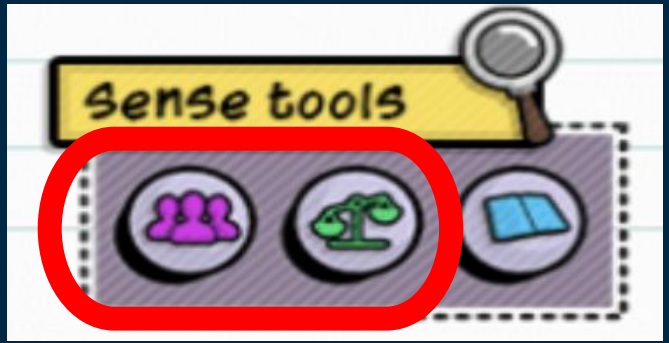
TEAM GOLF
Annie Li, Reece Iriye, and
AnnaMarie Fernandes

Game Introduction & Focus of Data Analyzation

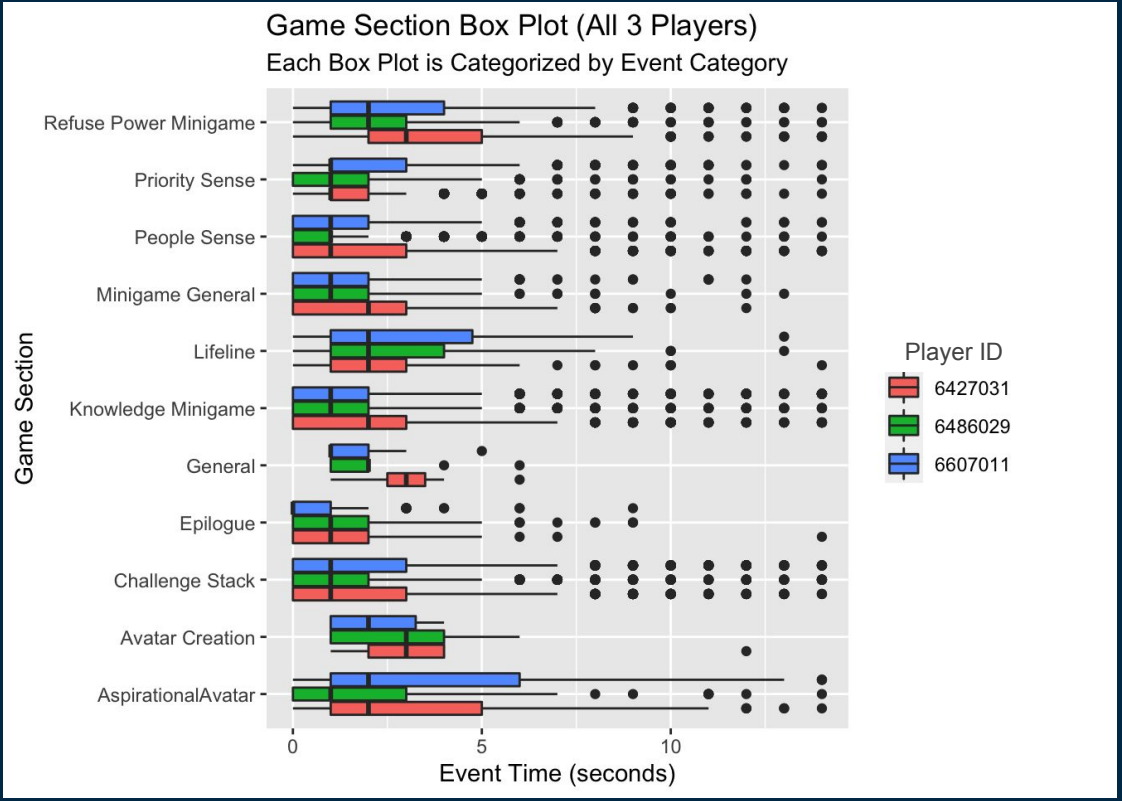
PlayForward Elm City Stories An educational video game targeting at-risk teens(ages 11-14) to prevent negative consequences caused by alcohol, drug-use, and inappropriate behavior.

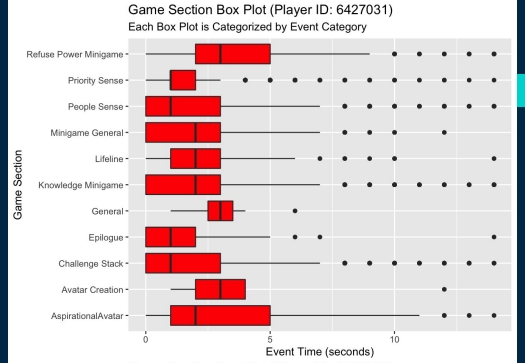
Priority Sense
Reveals connections of family or friends.

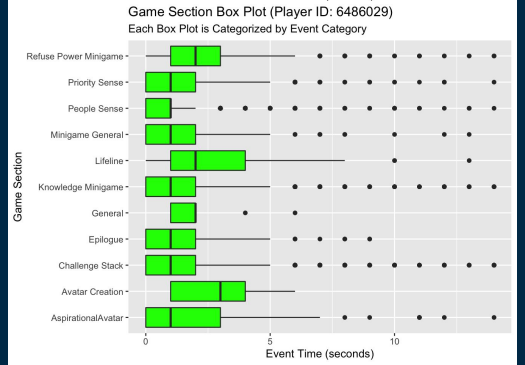
People Sense
Reveals others' various opinions and perspectives of the player.

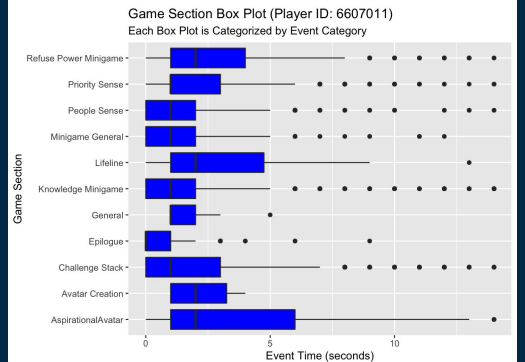


Individual Player Data Insights









Kolmogorov-Smirnov Test & Bonferroni Correction

Priority Sense

Player 1 ~ Player 2: Reject Ho

α = 0.05 / 6 ≈ 0.008 > P-Value (0.0004)

Player 1 ~ Player 3: Fail to Reject Ho

α = 0.05 / 6 ≈ 0.008 < P-Value (0.1503)

Player 2 ~ Player 3: Reject Ho

α = 0.05 / 6 ≈ 0.008 > P-Value (~0.000)

People Sense

Player 1 ~ Player 2: Reject Ho

α = 0.05 / 6 ≈ 0.008 > P-Value (~0.000)

Player 1 ~ Player 3: Reject Ho

α = 0.05 / 6 ≈ 0.008 < P-Value (~0.000)

Player 2 ~ Player 3: Reject Ho

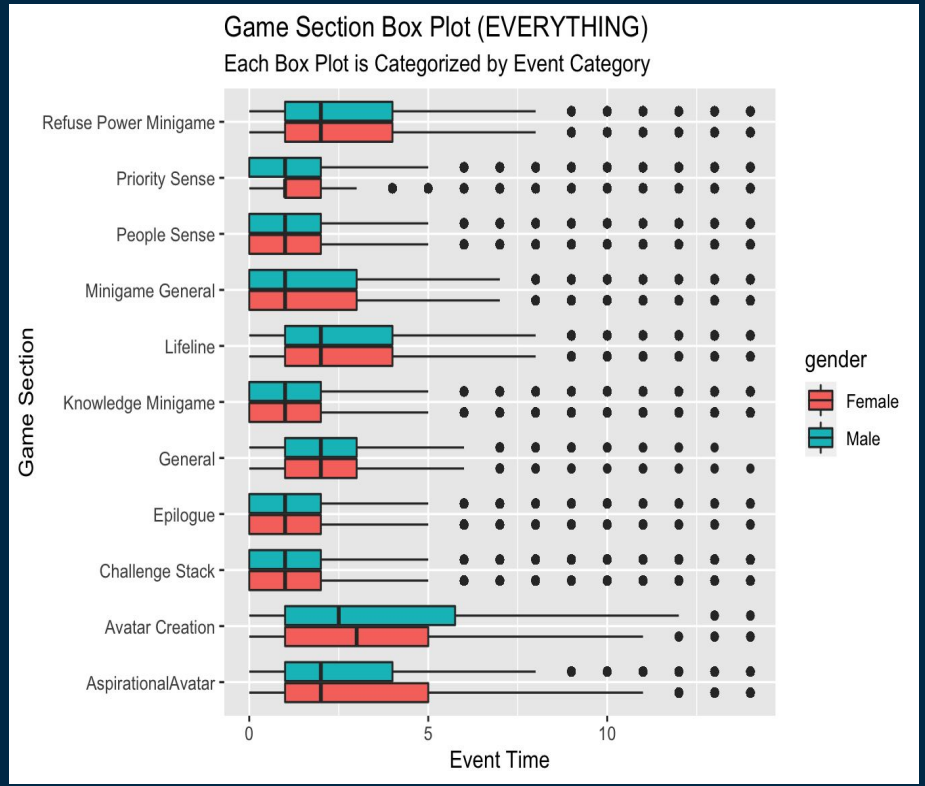
α = 0.05 / 6 ≈ 0.008 > P-Value (~0.000)

Player1: 6427031

Player2: 6486029

Player3: 6607011

Gender Differentiation



Recommendations

- ★ Time duration: 2-3 seconds.
- ★ Needs new model to achieve the overall vision/goal.
- ★ Call for increase of user response within the game & real life personal connections.
- ★ Implement challenging tasks which stimulates signs of positive behavior change.