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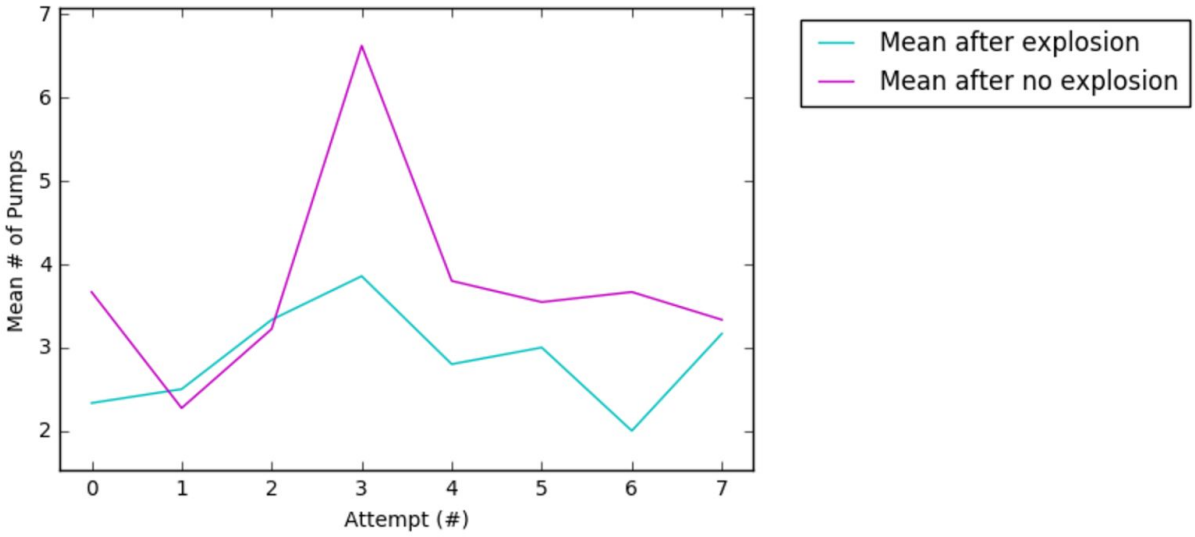
Impulsivity Ohmage

Bart

In this game the user was presented with 15 balloons one after another. The user clicks pump to inflate the balloon and in that way earns either 25 cents or 200$. The user has to collect the money before the balloon pops.

For this game, It was interesting to see how the mean number of pumps changed before an explosion vs after an explosion. As we can see from the graph below, the mean after an explosion was on average higher than before an explosion, which possibly indicates that users were more inclined towards taking higher risk to make up for the lost amount after an explosion.



To further prove the point of users being more inclined to taking risk and therefore going for higher pumps after an explosion, I tested how the mean number of pumps changed with the number of explosions. As we can see from the graph below, the higher the number of explosions, the higher the mean number of pumps. However, another conclusion that could be made from the graph is that the higher the mean number of pumps, the higher the risk is of getting an explosion.

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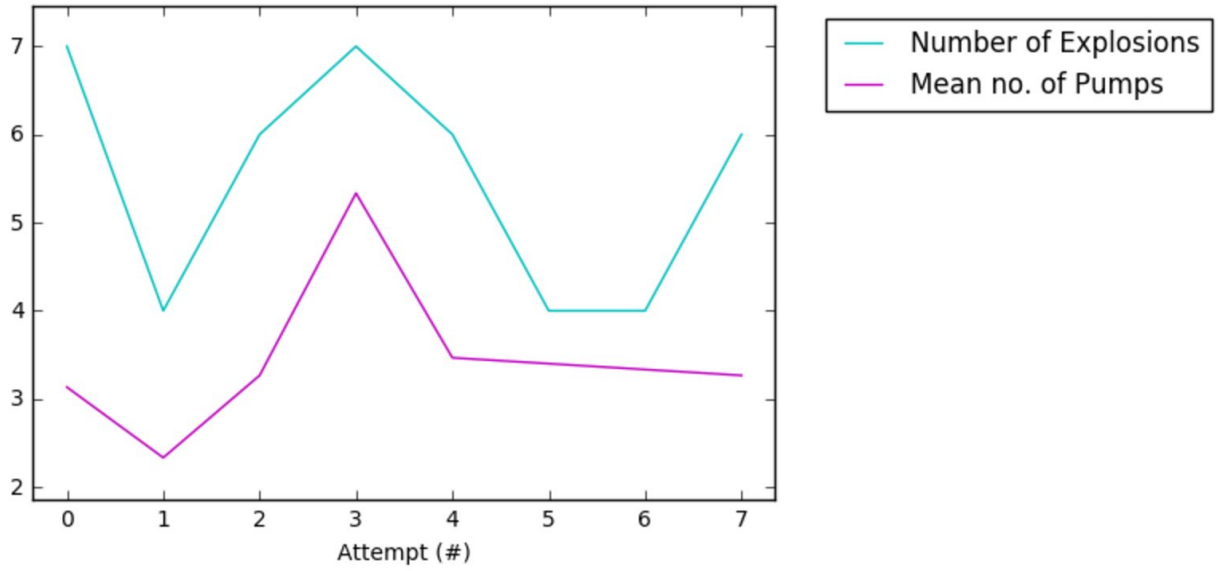
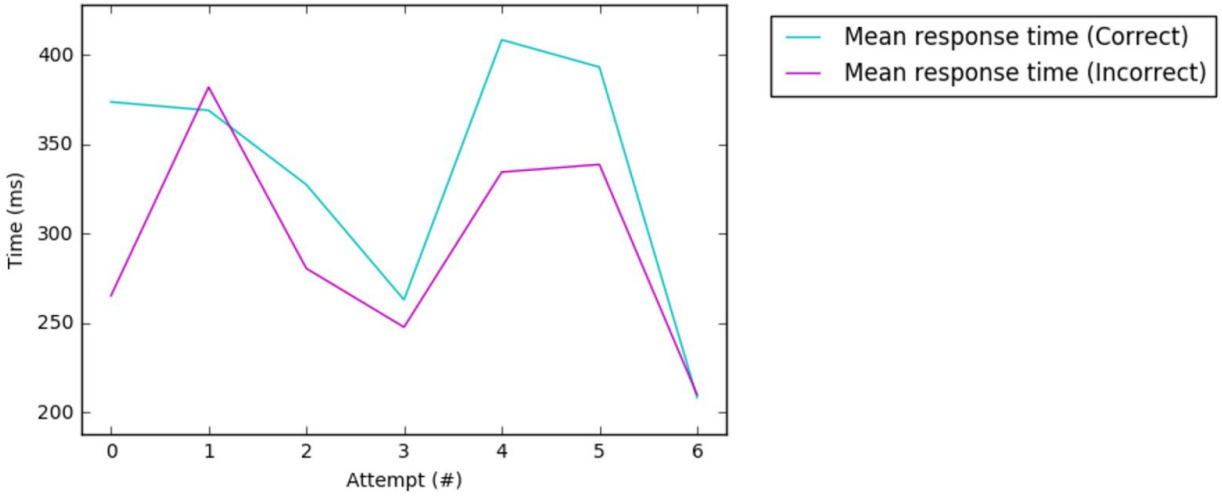


Gonogo

This game measured how quickly you could make a simple decision. This was done by presenting a series rectangles of either blue or green color with a plus sign between each rectangle, and the user had to press the green rectangle as quickly as possible.

One interesting thing that the data presented was how the mean response time differed between incorrect and correct responses. The graph shows that the mean response time for an incorrect response is on average lower than the mean response time of correct responses.



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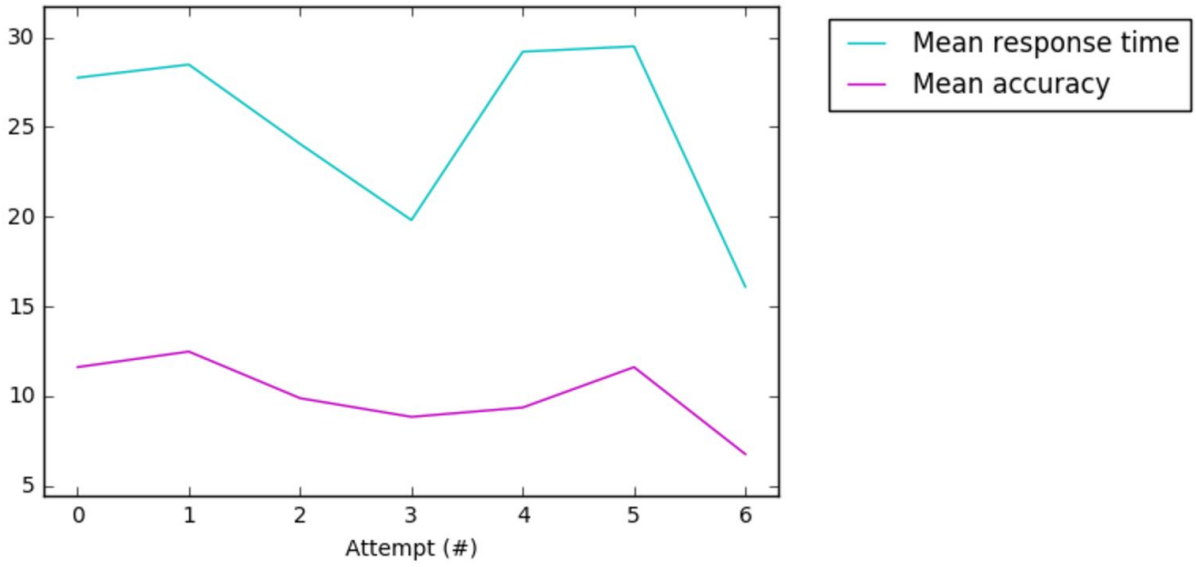
To build on this further, I wanted to check whether higher response time resulted in higher accuracy. The graph shows that there might be something to this, however more data would be required to make a statement.



Delay

In this game the user was given different amounts of money/time that they can either take now vs in 1 month and now vs 6 months.

The interesting thing to see here was to see was amount of money/time would be required for users to take it now instead of a higher amount in 1 month or 6 months. The graph below shows the lowest amount that users agreed to take now instead of at a later point in time.

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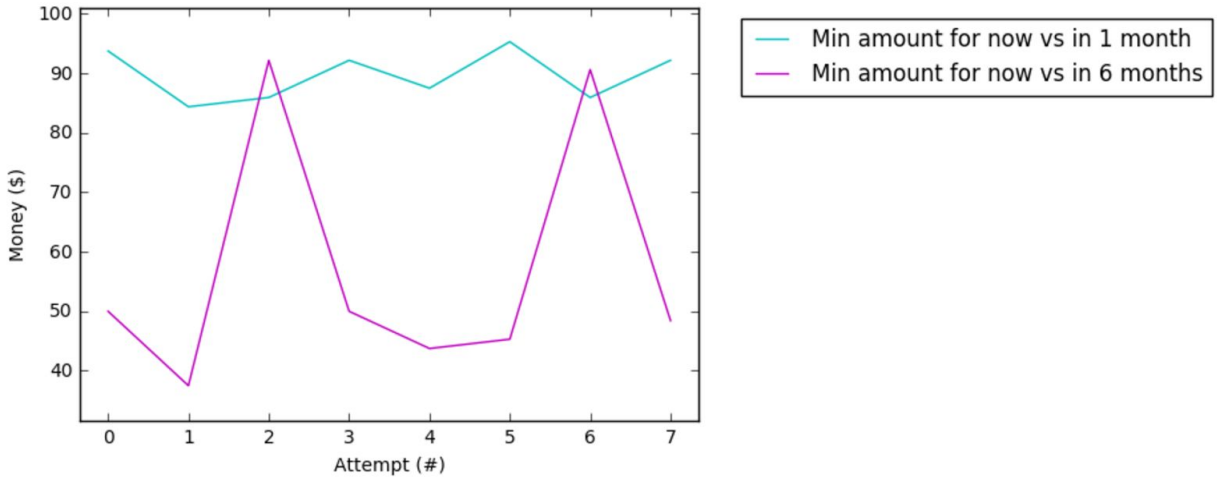
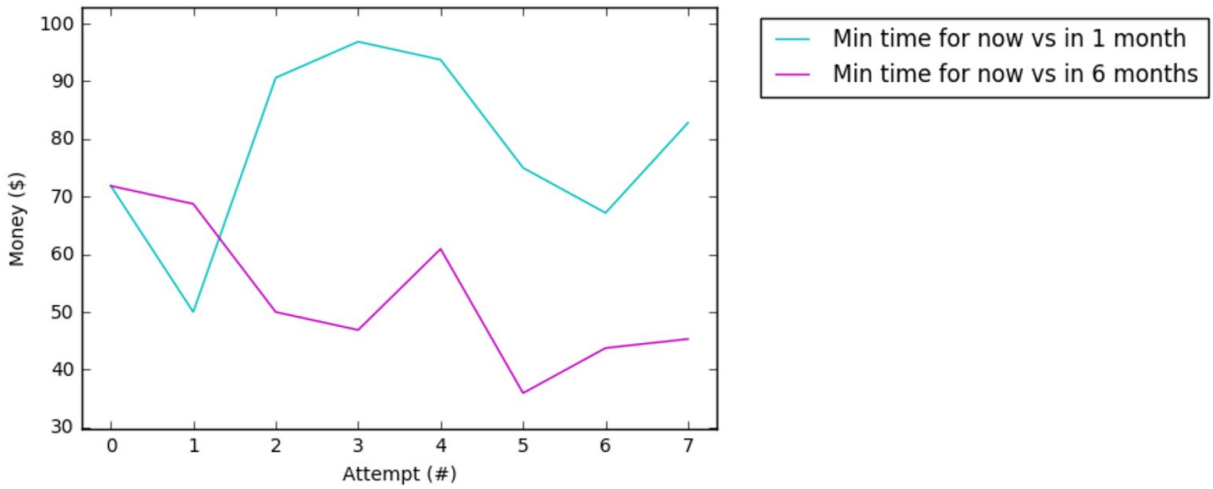


The graph clearly shows that the user was a lot more willing to take a lower amount now vs in 6 months compared to in a month. The graph below does the same check, but for time rather than money.



Similar conclusion can be drawn from this chart. However the average amount here is a bit lower than for money. This could be because the user values time off more than money and therefore doesn't require equally high amount.