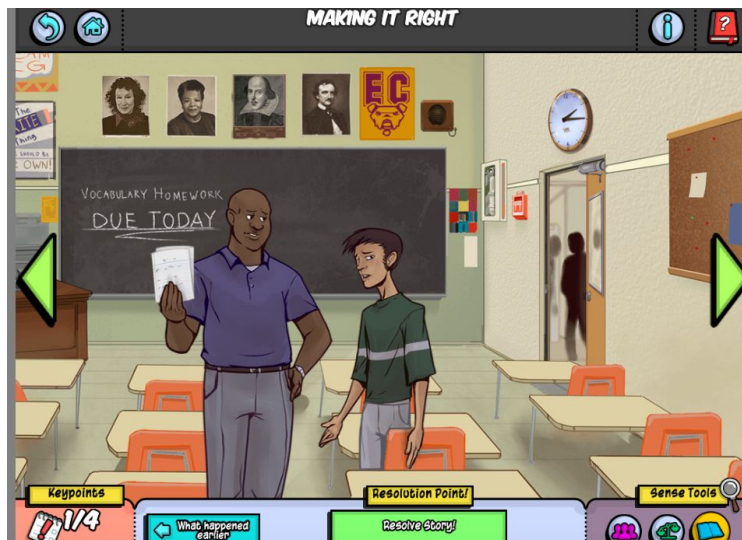


How does playing Elm City Stories reflect real- life behavior?

DataFest 2022

Presentation by: Alexia Witthaus, Shin Adachi, Latifa Tan, Julia Hu, Zachary Cheng



- We decided not to include the survey data.

1. How sure are you that you can refuse if a friend offers you alcohol and you do not want it?

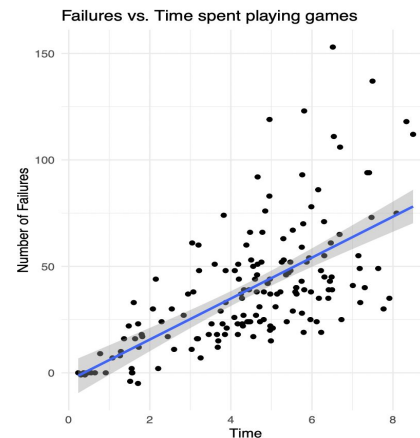
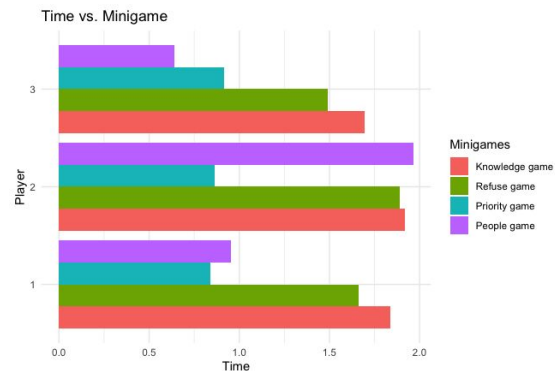
- Not sure at all
- Not very sure
- Pretty sure
- Definitely sure

- How can we measure the players' skill set and their behavior in Real Time?

-Group minigames by the skill set they focus on

- **Time** spent in each skill
- **Number** of times “failed” in each skill

- These variables are highly correlated,
 - Towards the larger end, the variance in the number of failures increases.



Main methodology

K-means Clustering (k=3)

- 5 variables: Number of failures, time spent on each minigame
- Only players who completed at least 9 out of 12 chapters.

