**Overview:**

all\_primadata is a subset of data from GlassLab’s Ratio Rancher game. It was collected in the Spring of 2016 with students in grades 5-8. Ratio Rancher is designed to assess student’s understanding of proportions. In the game context, the player manages a ranch of fictional creatures. Each creature-species eats different types of food(s) at different proportions. Players must feed the creatures using the correct food at the correct portion in order to successfully complete the feeding pen tasks. Players change the proportion of food to creature by changing the size of the feeding pen. As a result, in cases where players change the size of the pen multiple times within a single task, the pen\_resize events provide information on the *process* players engaged in to arrive at their final response. Because the data includes both descriptions of players’ final answers and the process they engaged in to arrive at those answers the data may have diagnostic value.

**Dictionary:**

clientTimeStamp : The time stamp of the player’s machine.

userid : a unique user id for each student playing the game.

sessionOrder : A cardinal value that tracks the order in which the data from the game was logged. This value increments each time telemetry from the game is fired off; it resets to 1 or 0 each time the player logs off of the GlassLab platform and then joins the game again.

totalTimePlayed : Tracks the total time played *across* all sessions.

gameLevel : a unique code identifying the specific pen resizing task the player is working on. Pen resizing tasks follow a strict set of design criteria so that they reflect a ‘progress variable’ that describes increasingly difficult problem types. Not all players complete the same challenges. Players that successfully complete the first three challenges are given more difficult problems to solve. Players that are not successful in the first three challenges are given lower level problems but, according to the logic of the game, are given an opportunity to access more challenging problems through consistent successful performance.

actionName : Two action types are represented in the file. These are resize\_pen events and submit\_answer events.

resize\_pen describes the number of rows and columns in the pen each time the player resizes the game’s feeding pen. And it includes information on the pen’s dimensions immediately prior to the resize event.

The submit\_pen event is fired off when players finish resizing the pen and submit their answer by dropping food into the pen and lifting the feeding gate. It provides information on the final dimensions of the pen, the number of rows and columns, the type of food used and the success of the submission – either correct or incorrect.