**Memo:**

The assumption for the questionnaire is that people who love playing video games would love the newly designed lab. This assumption might not be true. In the sample no one is interested in playing educational video games. Also the lab has been likened to an educational video game by only some.

**Challenges:**

1. The primary challenge for the survey is to ascertain whether there is tendency to play video games among the students and the associated segmentation which can probably give an indication for conducting labs for the future batches.
2. The survey depends on the data collected in the previous week where an exam was conducted. The sample data does not reflect the true behavior of the people when it comes to video games. There will be a distortion in the actual hours played with the average values.
3. Quantifying the effect of exam on the change in the average value of time playing in the week of the exam.
4. Applicability of the survey results to batches across years. There might be a dynamic change in the preference of students towards video games and labs in general, which will render the current statistics useless.

**Observations/Recommendations:**

1. Overall proportion of video game players is about 0.37, and also among them there exist players, who might not like the education aspect of the games, which can further reduce the proportion of players, who might make better use of labs. So a marginal cost analysis of the additional time and costs involved in tutorials versus these labs. The above proportion will help in deciding whether to go for labs or not.
2. Higher proportion males play with weekly frequency, so instead of tutorials schedule on Tuesday and Thursday, authorities can consider interactive lab sessions.
3. Proportion of males expecting A grade is higher as compared to females
4. The proportion of both females and males expecting B grade is high
5. Females play less regularly with higher proportion playing in the monthly and semesterly frequencies. So they might not receive the labs with enthusiasm. (specifically the top reasons for liking video games in female segment will throw more light in this matter)
6. Males expecting grades A, B have played the maximum in the previous week whereas females expecting lower grades have played. So labs are a better way to make sure better performers work more, and those who give up don’t do so, and instead spend time on interactive labs. So a lab one week prior to exam seems to be a good idea.
7. People who work have played more. Owing us to believe that they would like to play more for relaxation. (We haven’t done a cluster analysis on the grade expectations of that work experience group to conclusively play video games more for relaxation than for educational purposes).
8. People who play without work might be doing so for the other reasons stated like mastery, mental challenge.