

# Team 95% Self-Confident



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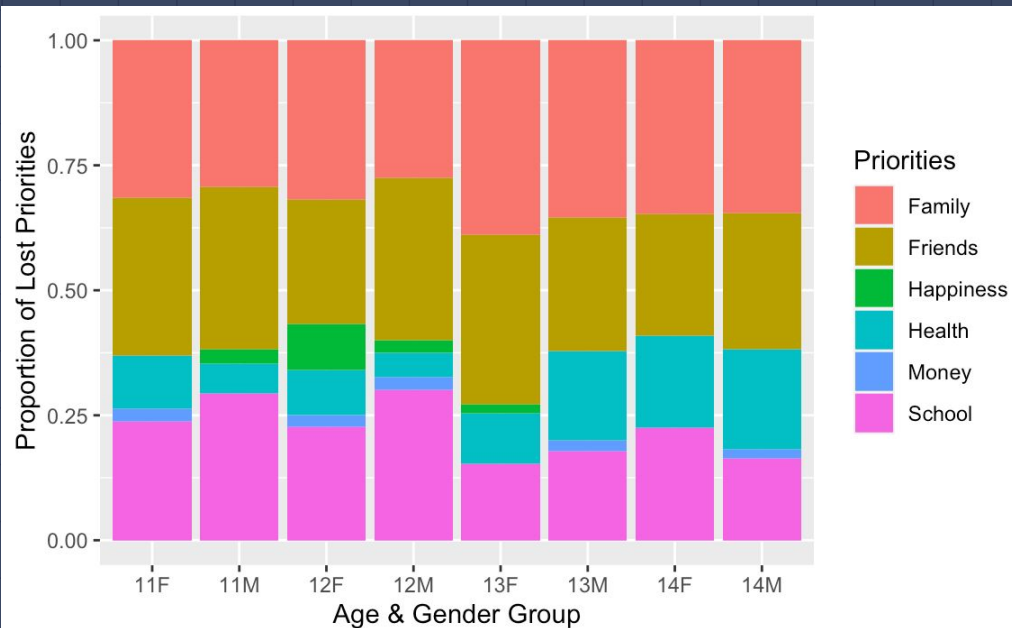
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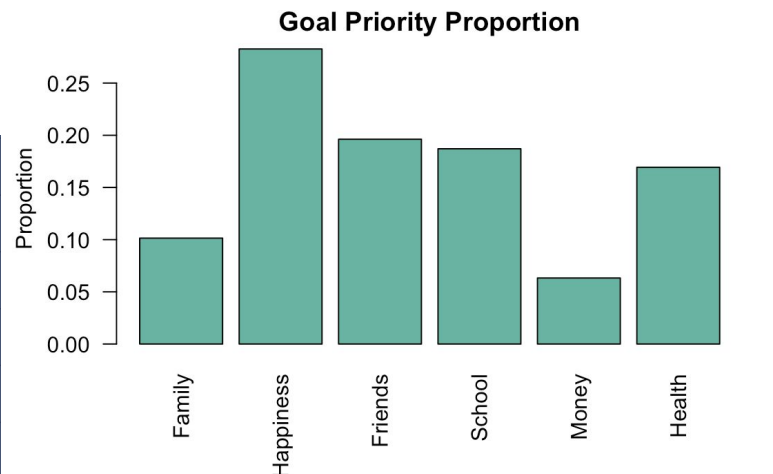


## Observations

- Money occurs the least as a priority for the condition to win the games
- Players fail the least from inability to prioritize money across all age/gender groups

## Observations

- Funnel shape in Health for plot above  
→ Older players tend to disregard their health more than younger ones



# Conclusions and Future Investigations/Possible Errors

- As children age, they tend to gradually lose prioritize for health
  - Alcohol, marijuana, and tobacco use all increase from ages 12-13 to 14-15
- Children from ages 11 through 14 tend to prioritize money the most
  - 88% of parents in America talked to their children about money (Harris Poll, AICPA)

## Possible Errors

- Inaccurate initial inputs, only options are 11-14 y/o
- Players may not play the game seriously
- Avatars may not reflect true player identity (6 players who made multiple avatars for themselves)

## Future Investigations

- Better dissemination of main message/awareness
- What would happen if we reshaped the goal priority proportion
- How accurate does the game predict the students' behaviors
- Replicate experiment in 5 years

