

MEASURE UP!



- INTRODUCTION TO APPLICATION
- PROBLEM STATEMENT
- DATASET
- FEATURE ENGINEERING
- MODELLING
- INFERENCE VISUALIZATIONS
- CONCLUSION AND RECOMMENDATIONS

Table of Contents

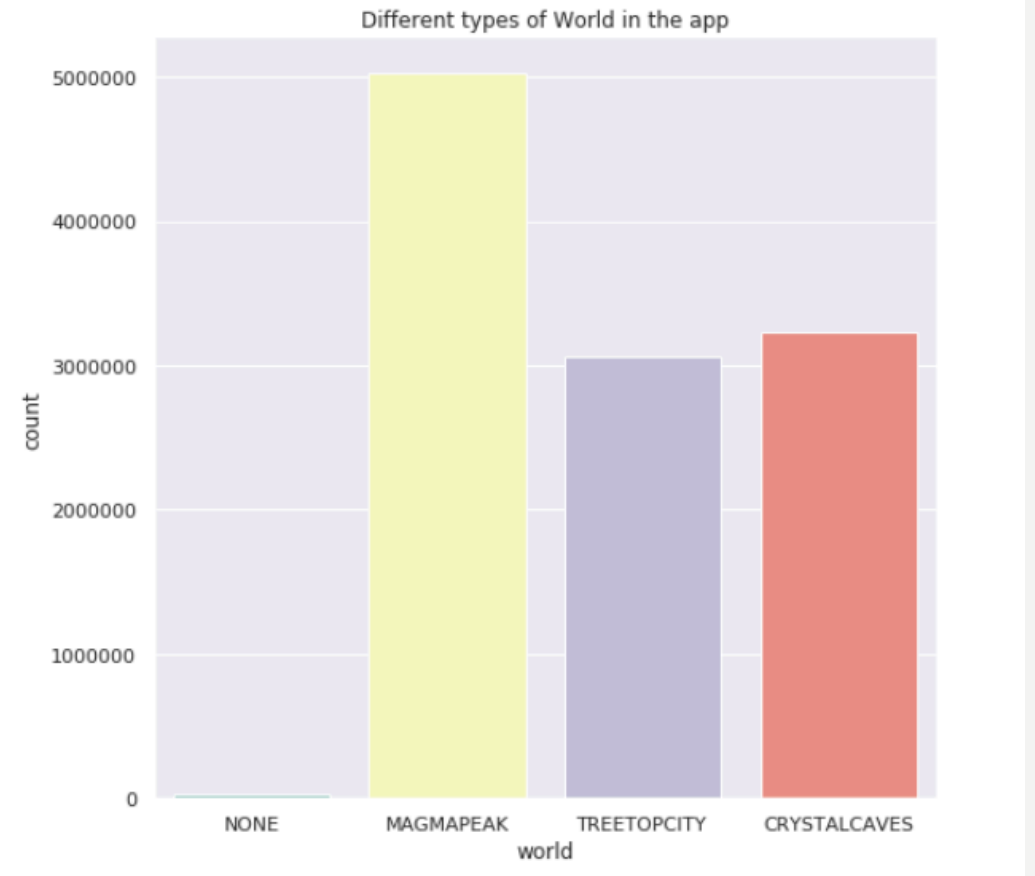
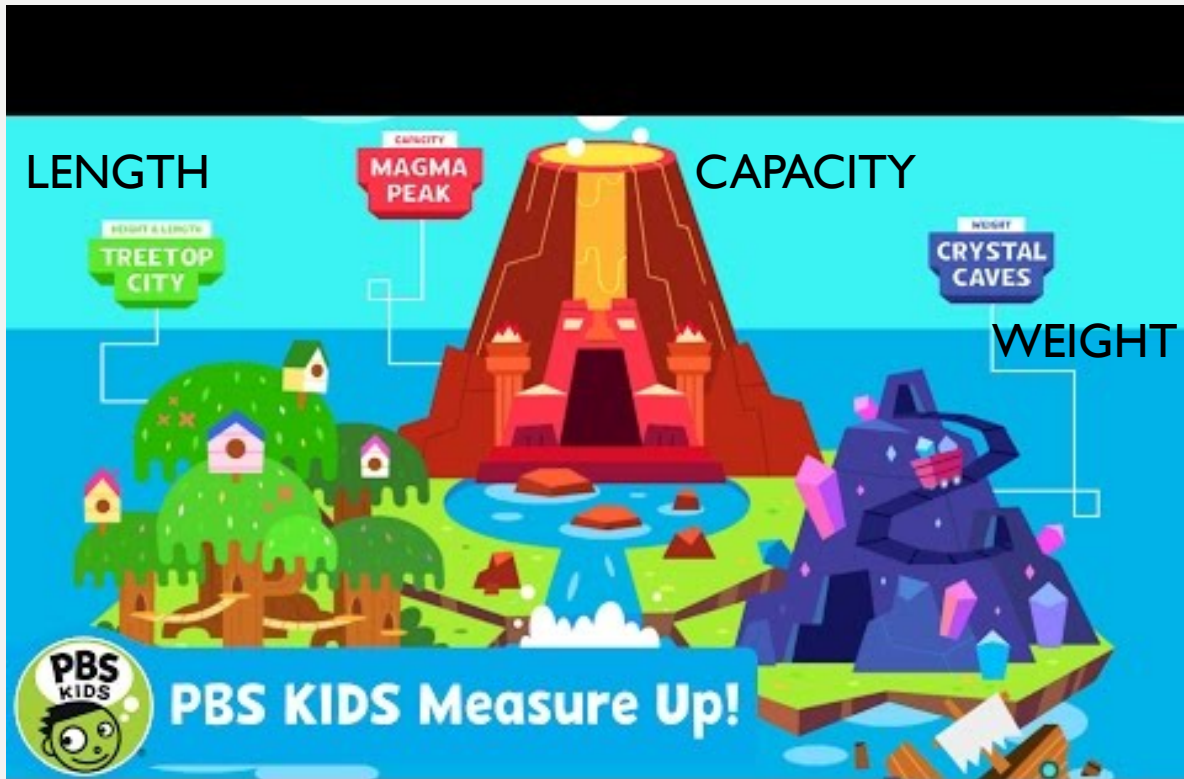


WHAT IS MEASURE UP?

- Educational application
- Children aged 3 to 5
- Learn early STEM concepts
 - Length
 - Capacity
 - Weight

while going on an adventure through different worlds

WHAT IS A WORLD?



- Three different worlds (sections in the app)
 - Magma Peak-Capacity
 - Tree Top City- Length
 - Crystal Caves- Weight

INSIDE THE WORLD



VIDEO

exposes the kid to a topic or a problem solving approach.



ACTIVITY

mini games that allow kids to practice their skills, do not have a defined goal.



GAMES

help kids practice their skills with the goal of solving a specific problem.

Includes progressively more challenging round.



ASSESSMENT

interactives that are designed specifically with the goal of measuring a player's knowledge of the subject matter

TREASURE MAP

Different kinds
of lessons
inside a world

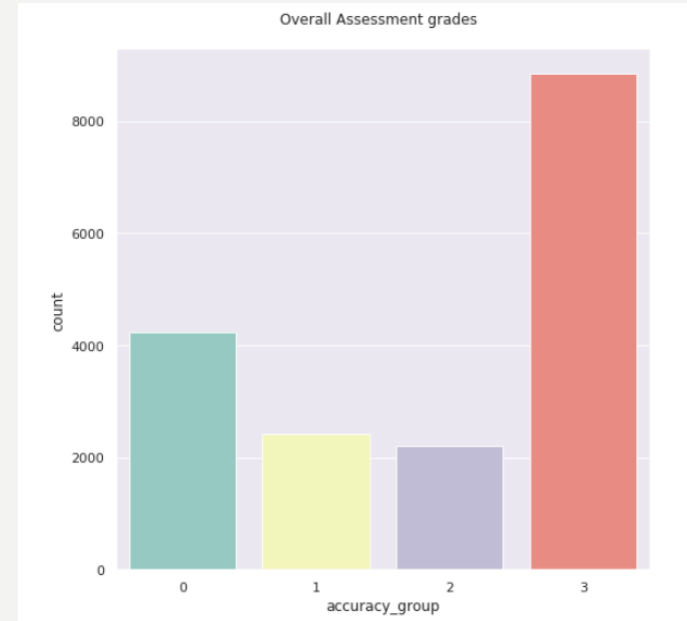


- **ACTIVITY – 3**
- **VIDEO – 1**
- **GAME – 4**
- **ASSESSMENT - 1**

ACCURACY GROUP (GRADE)

There are 4 accuracy group

- 3: the assessment was solved on the first attempt
- 2: the assessment was solved on the second attempt
- 1: the assessment was solved after 3 or more attempts
- 0: the assessment was never solved





Predict accuracy group(grade)
for each player



Provide inferences that leads
to better-designed games and
improved learning outcomes

PROBLEM STATEMENT

DATASET

	event_id	game_session	timestamp
0	27253bdc	45bb1e1b6b50c07b	2019-09-06T17:53:46.937Z
1	27253bdc	17eeb7f223665f53	2019-09-06T17:54:17.519Z
2	77261ab5	0848ef14a8dc6892	2019-09-06T17:54:56.302Z
3	b2dba42b	0848ef14a8dc6892	2019-09-06T17:54:56.387Z

GAMEPLAY DATASET (11341042, 11)

	event_data	installation_id	event_count	event_code	game_time	title	type	world
	{"event_code": 2000, "event_count": 1}	0001e90f	1	2000	0	Welcome to Lost Lagoon!	Clip	NONE
	{"event_code": 2000, "event_count": 1}	0001e90f	1	2000	0	Magma Peak - Level 1	Clip	MAGMAPEAK
	{"version": "1.0", "event_count": 1, "game_time": 0, "event_code": 2000}	0001e90f	1	2000	0	Sandcastle Builder (Activity)	Activity	MAGMAPEAK
fill up your mold with sand! You can use the shovel here. The mold gives the sand its	:"audio", "total_duration": 6758, "event_count": 2, "game_time": 53, "event_code": 3010}	0001e90f	2	3010	53	Sandcastle Builder (Activity)	Activity	MAGMAPEAK
fill up your mold with sand! You can use the shovel here. The mold gives the sand its	pe": "audio", "duration": 6919, "event_count": 3, "game_time": 6972, "event_code": 3110}	0001e90f	3	3110	6972	Sandcastle Builder (Activity)	Activity	MAGMAPEAK

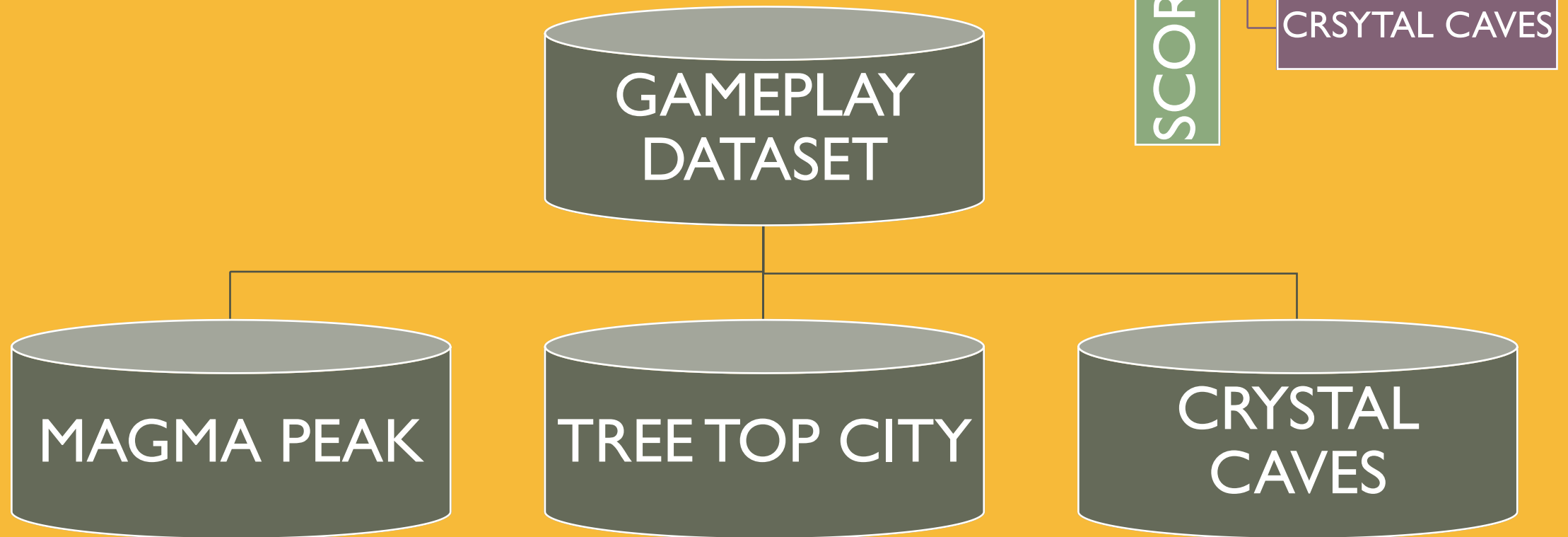
DATASET

SCORE DATASET
(17690, 7)

	game_session	installation_id	title	num_correct	num_incorrect	accuracy	accuracy_group
0	6bdf9623adc94d89	0006a69f	Mushroom Sorter (Assessment)	1	0	1.0	3
1	77b8ee947eb84b4e	0006a69f	Bird Measurer (Assessment)	0	11	0.0	0
2	901acc108f55a5a1	0006a69f	Mushroom Sorter (Assessment)	1	0	1.0	3
3	9501794defd84e4d	0006a69f	Mushroom Sorter (Assessment)	1	1	0.5	2
4	a9ef3ecb3d1acc6a	0006a69f	Bird Measurer (Assessment)	1	0	1.0	3

FEATURE EXTRACTION

Dividing the dataset into three parts based on three different worlds



FEATURE EXTRACTION

	installation_id	Bottle Filler (Activity)	Bubble Bath	Dino Dive	Dino Drink	Magma Peak - Level 1	Magma Peak - Level 2	Sandcastle Builder (Activity)	Scrub-A-Dub	Slop Problem	Watering Hole (Activity)	Cauldron Filler (Assessment)_t	accuracy_group
0	0006c192	6.600	1.61	2.53	0.00	2	2	1.887	2.71	0	0.36	0.24	3
1	002db7e3	8.240	4.32	4.03	3.49	2	3	0.717	2.51	0	1.57	0.57	3
2	003372b0	2.460	2.61	2.60	3.31	1	1	1.220	0.49	0	0.07	0.60	3
3	004c2091	1.197	0.00	0.00	0.00	1	2	0.000	0.00	0	0.12	0.30	3
4	00634433	0.000	0.00	0.00	0.00	1	1	0.000	0.00	0	0.00	1.13	3

Final dataset after feature extraction

M A G M A P E A K

MACHINE LEARNING MODELS – MULTICLASS CLASSIFICATION



MAGMAPEAK

Model	Score	Kappa Score
SVM	0.64130	0.1007
Random Forest	0.625	0.2900

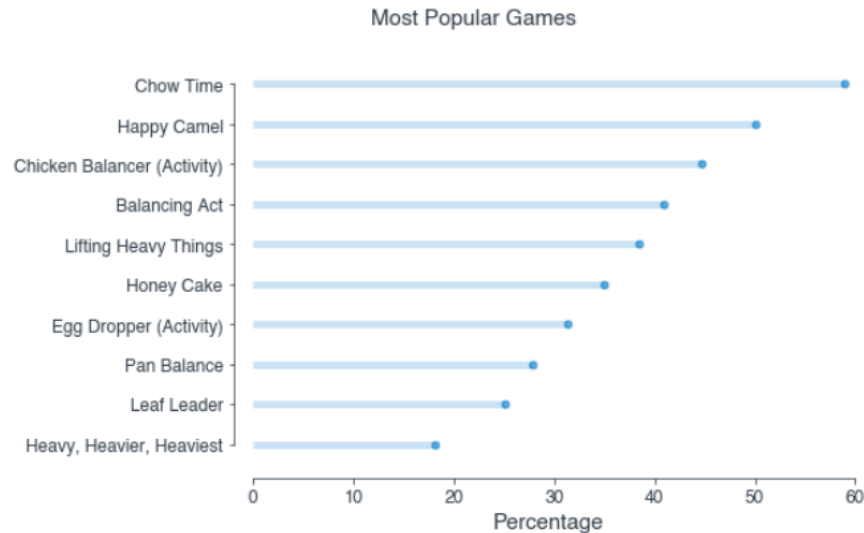
Model	Score	Kappa Score
SVM	0.6574	0.6117
Random Forest	0.6740	0.6316

CRYSTAL CAVES

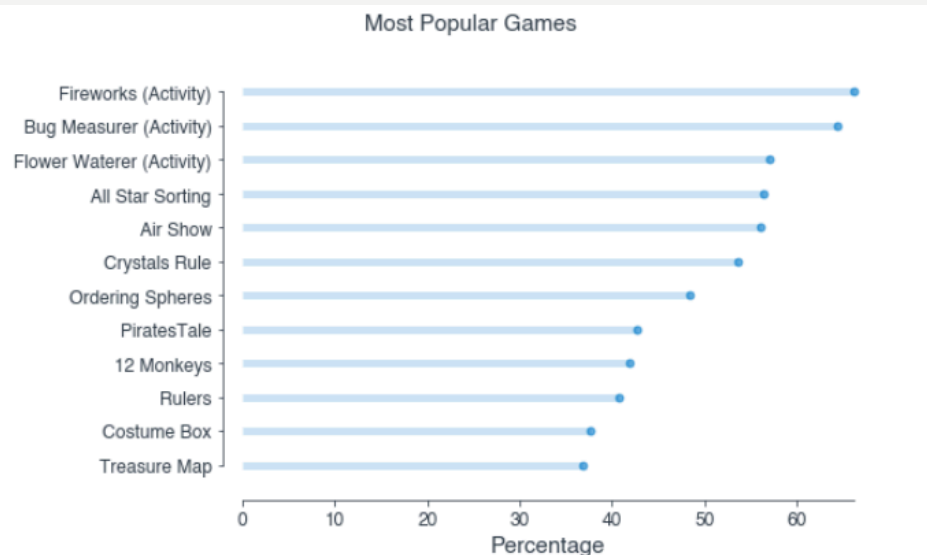
TREE TOP CITY

Model	Score	Kappa Score
SVM	0.5992	0.4981
Random Forest	0.6329	0.5582

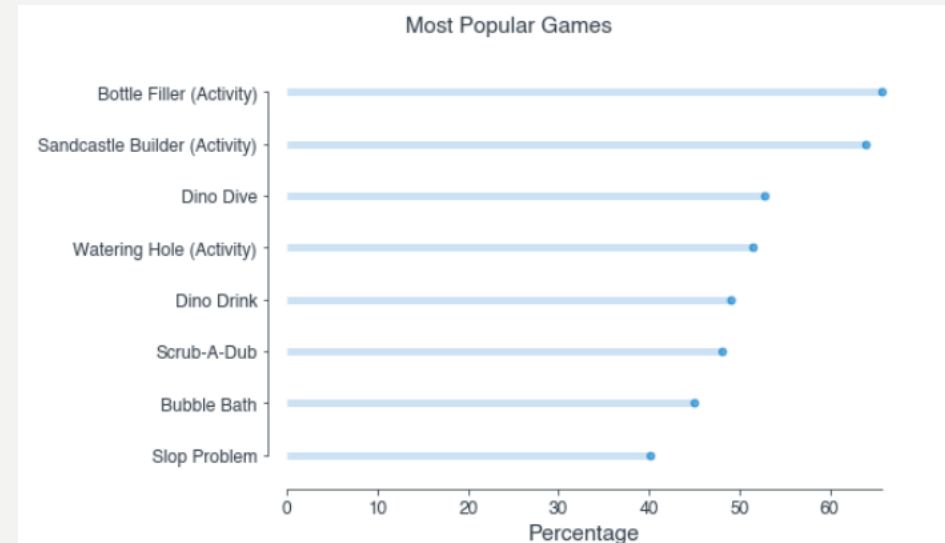
MOST POPULAR LESSONS



CRYSTAL CAVES



TREE TOP CITY



MAGMA PEAK

PERCENTAGE OF PLAY/NO PLAY

Most popular lessons

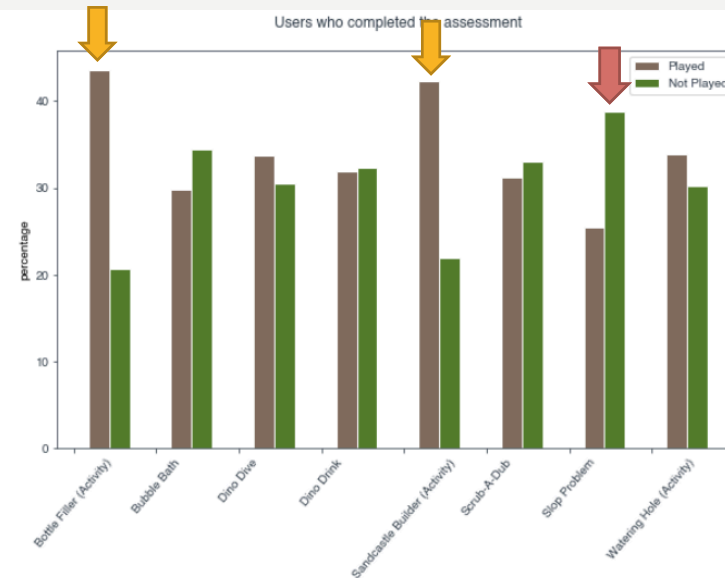
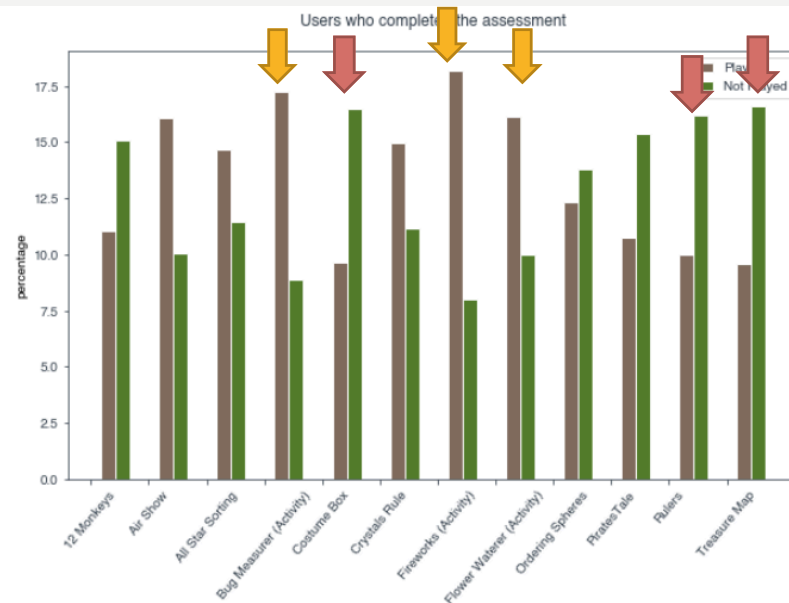
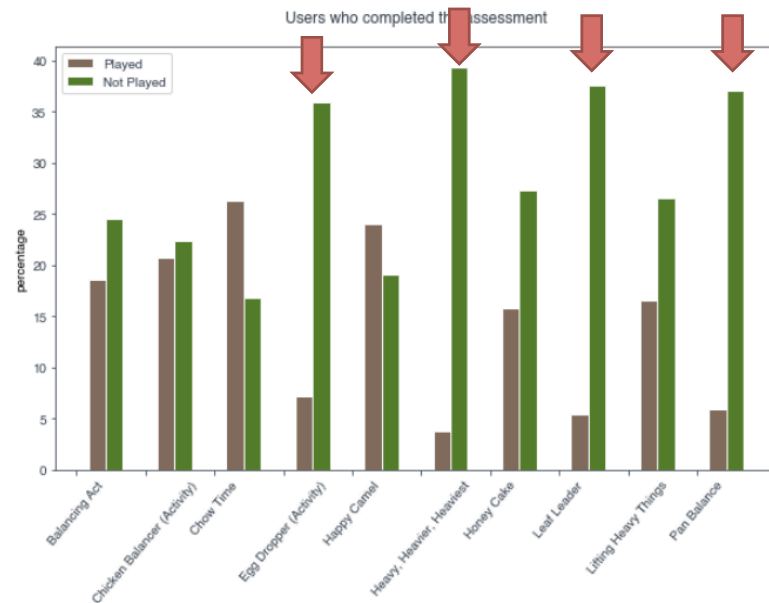


Played and Completed

Least popular lessons



Not played and Completed



CONCLUSIONS

POPULAR LESSONS AND ASSESSMENT COMPLETED

Bug
Measurer

Flower
waterer

Fireworks

Bottle
filler

Sandcastle
builder



Egg dropper

Heavy-
Heavier-
Heaviest

Leaf leader

Pan balance

Costume box

Slop problem

Treasure map

Rulers

LEAST POPULAR LESSONS AND ASSESSMENT COMPLETED

RECOMMENDATIONS

- All the least popular lessons are either very complicated or video types lessons are conversational.
- Based on inference, these lessons do not contribute to earn good grades in assessment and hence these lessons can be replaced by popular lessons like activities which will help them to understand a concept better or videos which explains the concept in form of song .



T H E E N D