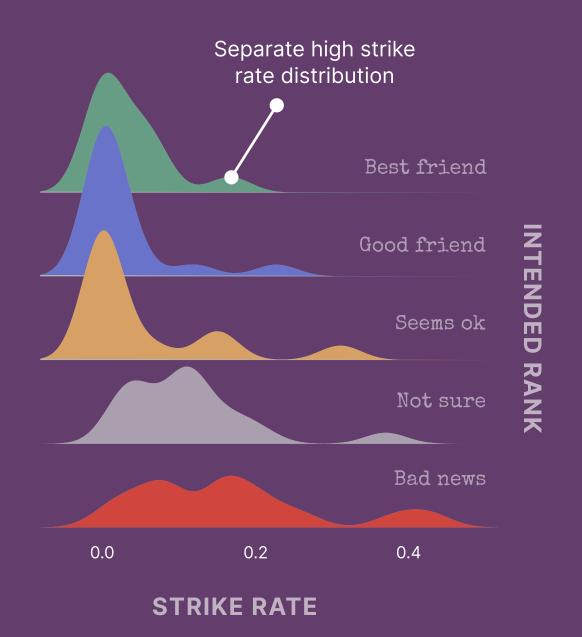
# Who causes players to strike out?

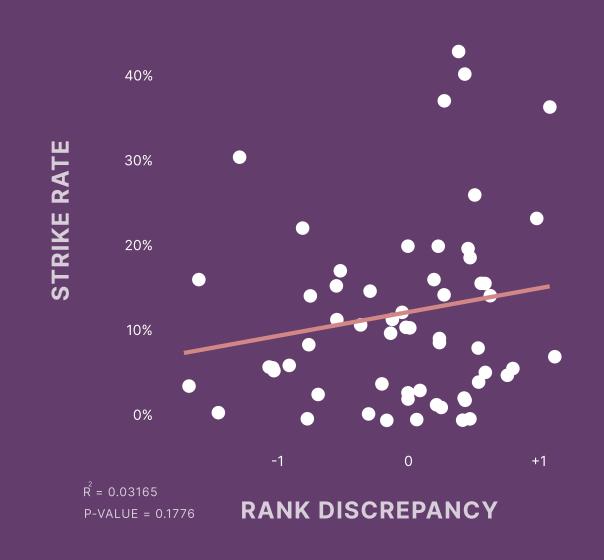
Significance: who causes kids to make bad short-term decisions?

- As expected, "worse" characters have higher strikeout rates...
- ...but strikeout rate is not correlated with ranking discrepancy.
- Player receives invites from characters and either accepts or declines them



If the player accepts a safe invite, they gain points
If they accept an unsafe invite, they get a **STRIKE**Three strikes and the game is over





## WORDS ASSOCIATED WITH STRIKING OUT

Mentions of **team**, **game** and **friends** cause the most strikes

party, drunk cause
bad decision making



Mentions of **school**, good or bad, have the biggest positive impact on decision-making

Mentions of **social media profiles** have a high impact as well

#### HIGH STRIKE RATE CHARACHTERS

He is **nice to everyone**.

"Hey little bro, glad you **made the team**"

"I can't believe I got perfect midterms again!"

Suspended for bringing pot to school.

#### LOW STRIKE RATE CHARACHTERS

"Dang, girl, you're looking fine today."

Making comments about his sex life.

"I know I shouldn't **smoke**, but it helps me relax before a game."

### **HIGH STRIKE RATE INVITATIONS**

Let's work together on this **math assignment**?

My **brother** said I should **visit him at college**.
You want to come?

Let's go hang out at the playground.

#### **FURTHER SCOPE**

Look at Best Friends who are causing strikes.

Create a model to classify text based on character judgement

Look at performance per player, not just per character