Reduced Attention from Repeated Decision Making

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Goal:
❖ Describe common strategies and techniques to refuse
❖ Analyze trends in decision making times
❖ Improve accuracy of data collected
❖ Provide actionable steps to improve game

How:
❖ **Focused on** strategy_id to look at trends
❖ Calculated decision making time
❖ Explored relationship between time and points

What our analysis shows:
❖ Most common strategies used gave players the most points
❖ Significant decrease in decision making time
❖ Weak correlation with strategy_strength
❖ Decision fatigue may lower quality of decision making

Importance:
❖ Analysis suggests decreased accuracy of in-game data
❖ Both questionnaires and games have their shortcomings
  ➢ Quick analysis of the questionnaire scores suggests inaccuracy
❖ Point system allows player to learn but time to make decisions should remain consistent
❖ Variable reward schedule improves learning and reinforcement
<table>
<thead>
<tr>
<th></th>
<th>Time Taken (s)</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Decision:</td>
<td>35.1</td>
<td>1.65</td>
</tr>
<tr>
<td>Last Decision:</td>
<td>15.6</td>
<td>1.80</td>
</tr>
<tr>
<td><strong>Difference:</strong></td>
<td><strong>19.5</strong>*</td>
<td><strong>0.15</strong>*</td>
</tr>
</tbody>
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**Action Steps:**
- Increase variety of situation and options given to complicate decision making
- Introduce variable scoring system to reduce point-incentivized decision making
- Not all options given in doc are provided in the game: {“Walk Away”, “Get Reinforcements”, “Accept, Then Avoid”, “Turn Around”, “Call An Adult”}