

# Reduced Attention from Repeated Decision Making

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## Goal:

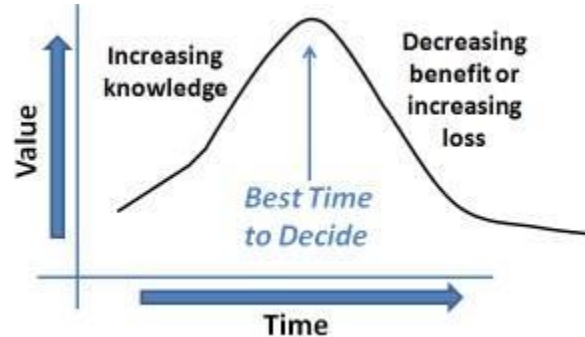
- ❖ Describe common strategies and techniques to refuse
- ❖ Analyze trends in decision making times
- ❖ Improve accuracy of data collected
- ❖ Provide actionable steps to improve game

## How:

- ❖ Focused on strategy\_id to look at trends
- ❖ Calculated decision making time
- ❖ Explored relationship between time and points

## What our analysis shows:

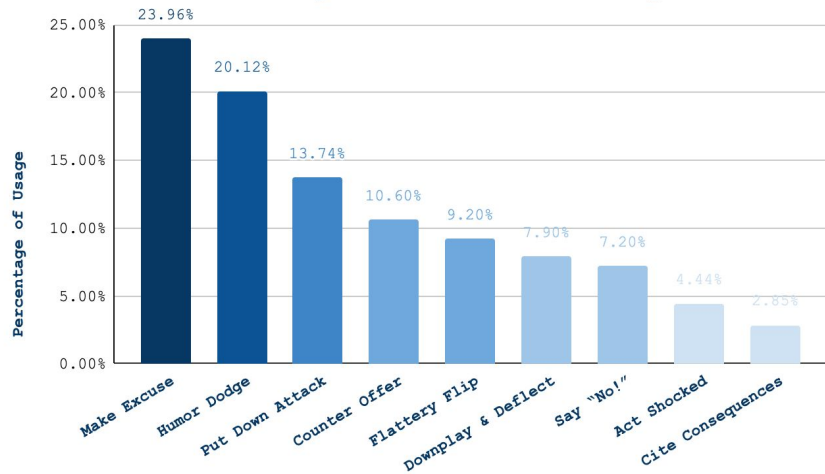
- ❖ Most common strategies used gave players the most points
- ❖ Significant decrease in decision making time
- ❖ Weak correlation with strategy\_strength
- ❖ Decision fatigue may lower quality of decision making



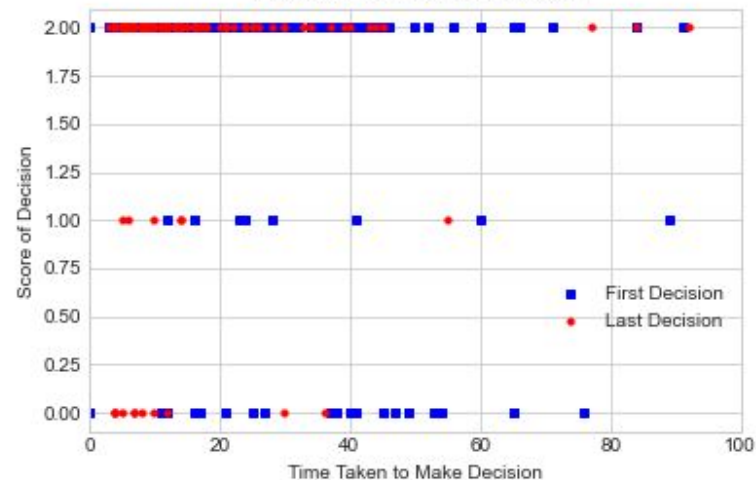
## Importance:

- ❖ 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

### Most Commonly Used Refusal Strategies



### Time Taken vs. Score Received



	Time Taken (s)	Score
First Decision:	35.1	1.65
Last Decision:	15.6	1.80
Difference:	19.5***	0.15***

### 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"}