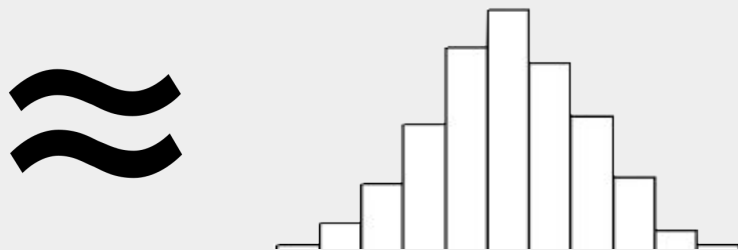
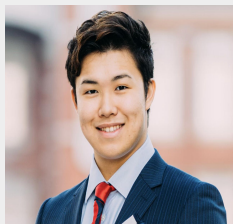
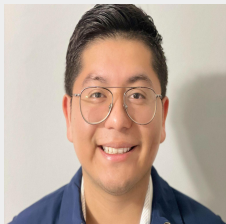


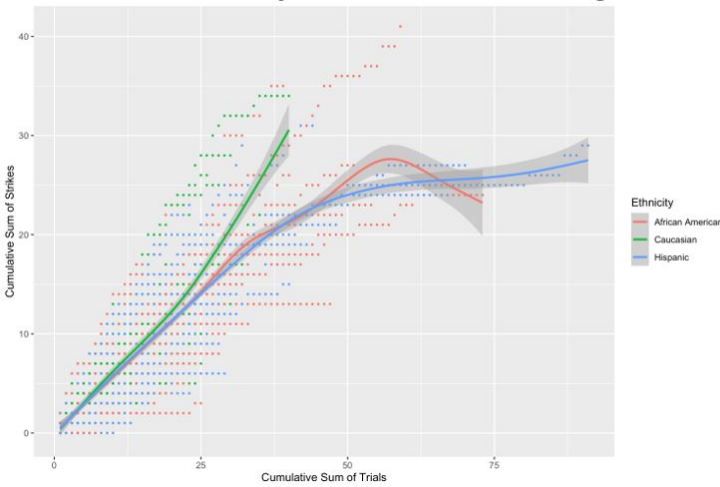
Approximately Normal



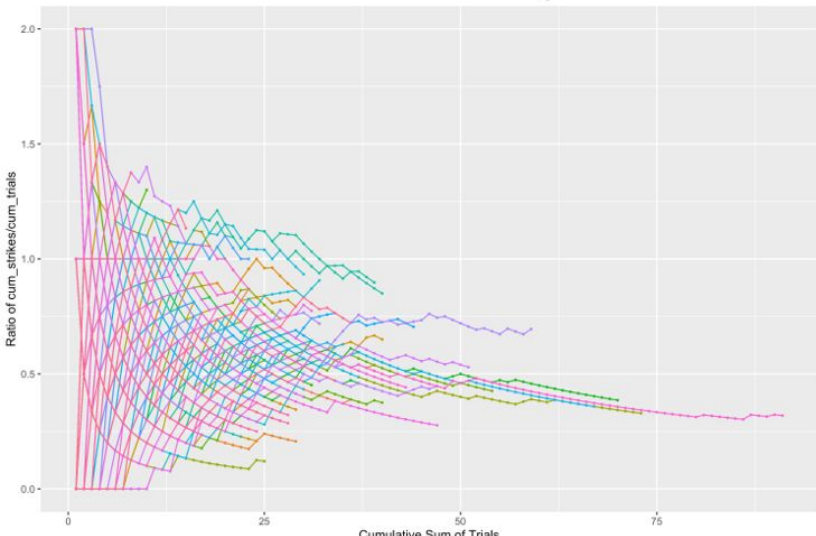
Angel Simon, William Huang, Reon Kawakami, Josue Ramirez, Jesse Rocha



Effect of Strikes on Player's Positive Decision-making Partitioned



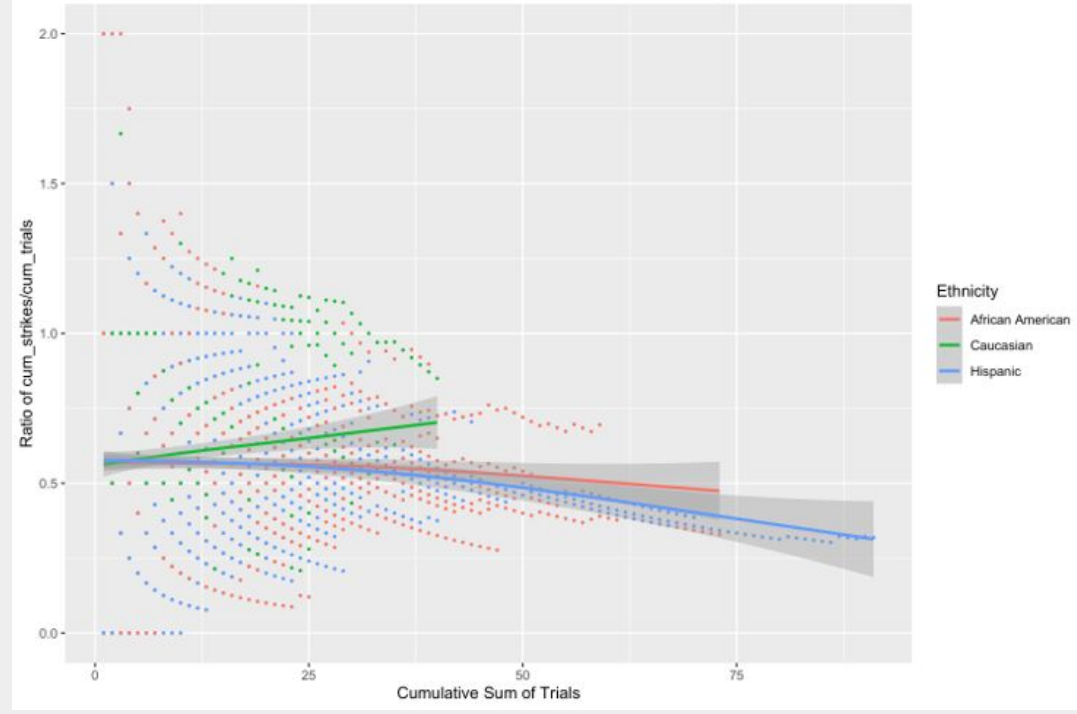
Transition of Strikes-to-Trials Ratio in Response to Trials



Video Games and Behavior Analysis

Main metrics we used were engagement and correctional behavior

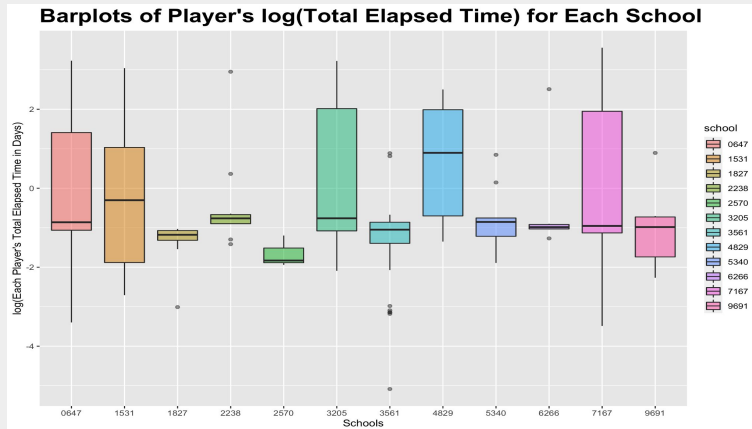
Transition of Strikes-to-Trials Ratio in Response to Trials



Findings and Redesign

Observations

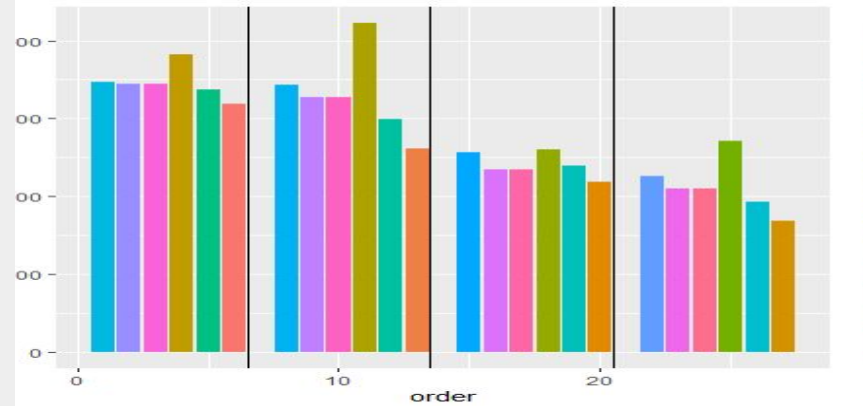
- Behavior seem to be corrected at different rates
- The vast number of outliers in elapsed times



ReDesign Ideas

- User Verification
- Consistency of labeling
- Keeping track of meaningful engagement time

Priority spectacle vs final F/M



Health, Money, School, Friends, Happiness,
Family