



# Impact of Refusal Minigame on Resisting Drugs

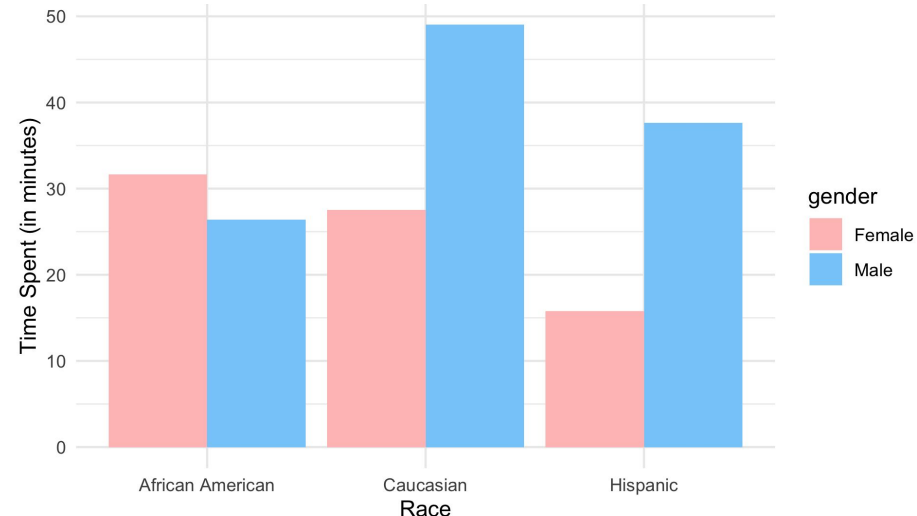
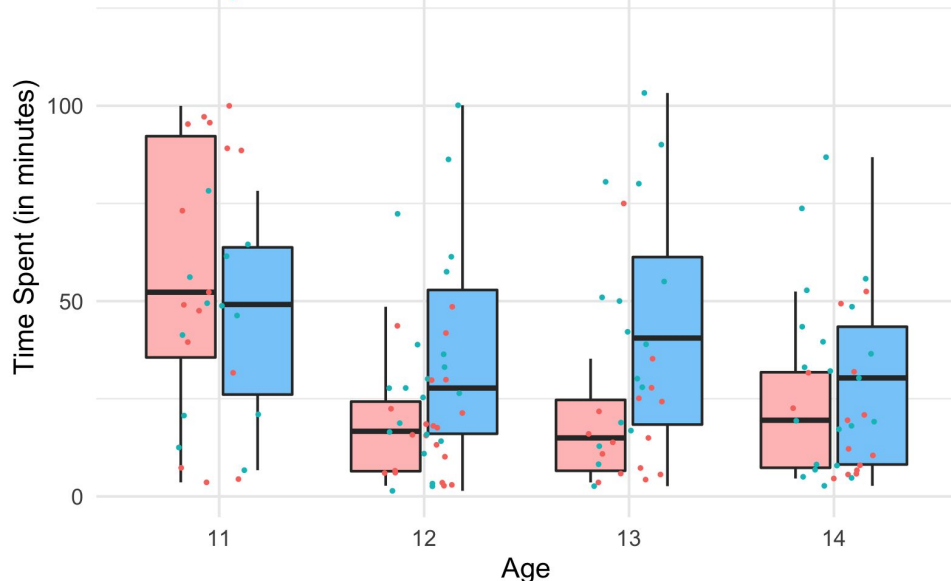
Attractive Ducks | DataFest 2022

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# Average Time Spent on Refusal Power Minigames

**Does the average time taken to play the refusal power minigame levels have an effect on the efficacy in resisting drugs?**

- Developed a data model to keep track of average elapsed time in refusal power minigames.
- Created visualizations comparing elapsed time to age, race, and gender.



# Logistic Regression

**Playing time (in minutes) is a significant predictor of S5 score<sup>1</sup>.**

- For every extra minute in playing time, the log odds of improving (scoring lower) on the S5 survey increases by 0.0675.

	Estimate	Std. Error	z value	Pr(> z )
(Intercept)	-23.1054	11.6612	-1.98	0.0475
player_time	0.0675	0.0330	2.05	0.0408
genderMale	0.6175	1.0958	0.56	0.5731
raceCaucasian	2.2515	1.9714	1.14	0.2534
raceHispanic	1.8213	1.4118	1.29	0.1970
age	1.4611	0.8144	1.79	0.0728

<sup>1</sup> S5 score for each player is their mean score for the survey on efficacy in resisting drugs. A higher mean score indicates that the student has lower efficacy in resisting drugs.