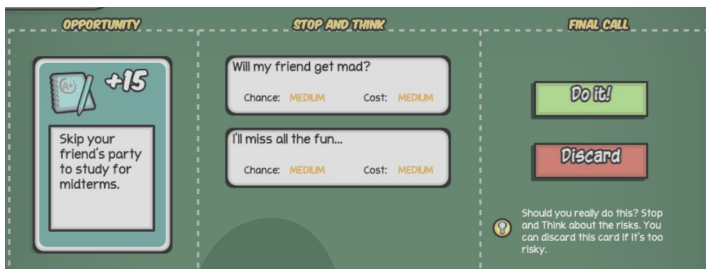
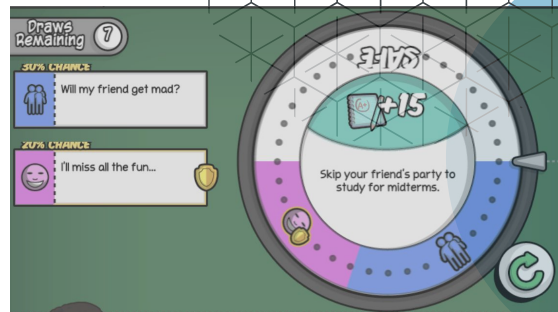
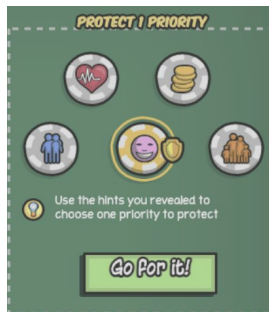
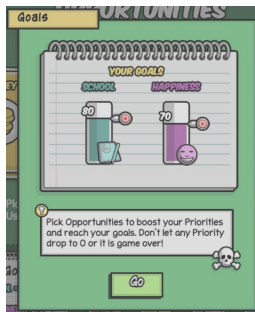


Priority Matters !



Data R-tists

A14

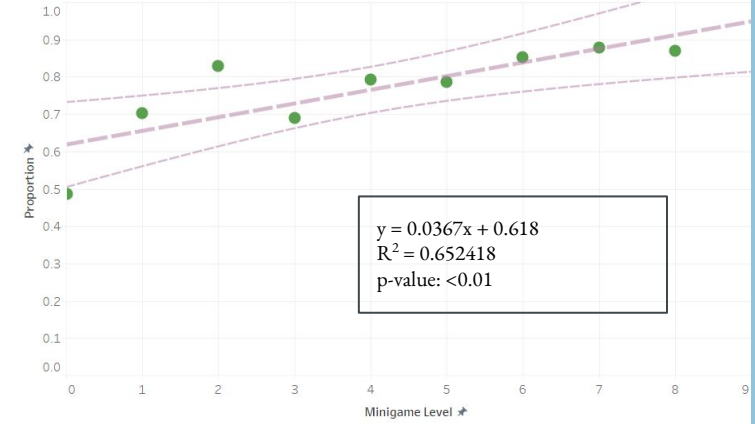
Team Members:

Nathan Deng, Jaewon Jung, Vera Mai, Arjun Pawar, Dani Wu

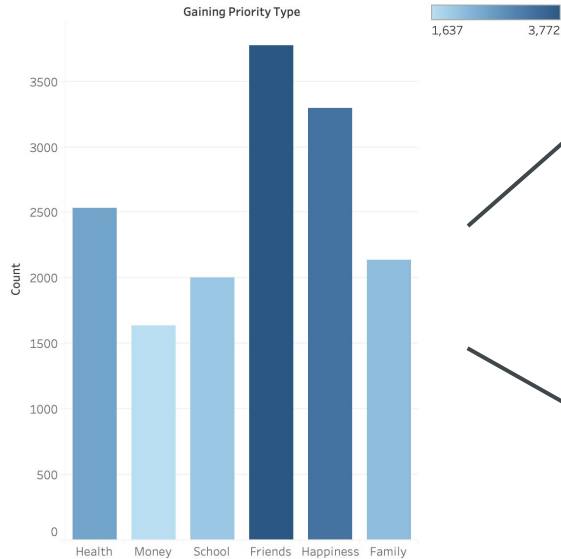
What are the trends in the priority choices of players across different Priority Sense Minigame levels?

- Assigned goals had a possible influence on priority choices
- Players more willing to sacrifice preferred card choices to meet priority goals with increased gameplay
- Potential insight into the personal priorities of players in Level 0 of the minigame

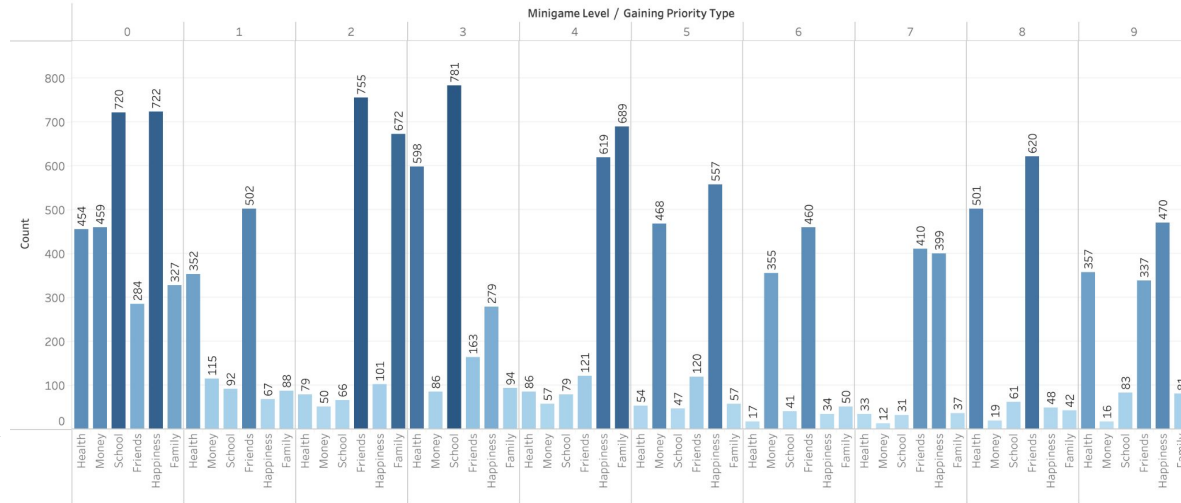
Proportion of Card Choices that Matched Priority Goals



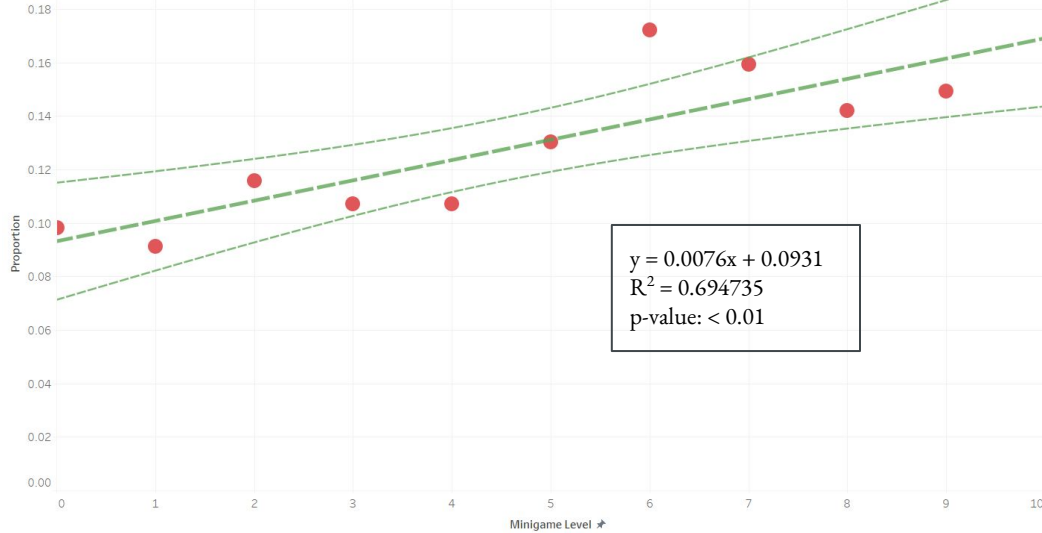
Frequency of Priority Type



Priority Type Frequency by Minigame Level



Proportion of Card Outcomes that Matched Priority Protection Choices



- Issue of giving strict targets - cannot reflect players' real intentions
- On average, mean performance value in male students increases with age

- Scatterplot: With increased gameplay, players become more active in protecting priority goals when taking risks

Mean Performance

Avatar Gender	Avatar Age				Avg. Mean Performance
	11	12	13	14	
Female	5.5237	5.3287	5.5982	5.6780	5.3287
Male	5.5303	5.5824	5.6192	5.7108	5.7108

Average of Mean Performance broken down by Avatar Age vs. Avatar Gender. Color shows average of Mean Performance. The marks are labeled by average of Mean Performance.