Priority Matters!

A14

Team Members:

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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

The graph shows the proportion of card choices that matched priority goals across different Minigame levels. The equation $y = 0.0367x + 0.618$ with $R^2 = 0.652418$ and a p-value <0.01 indicates a significant trend.
- 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

\[ y = 0.0076x + 0.0931 \]
\[ R^2 = 0.694735 \]
\[ p\text{-value}: < 0.01 \]

Mean Performance

<table>
<thead>
<tr>
<th>Avatar Gender</th>
<th>Avatar Age</th>
<th>Avg. Mean Performance</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>11</td>
<td>12</td>
</tr>
<tr>
<td>Female</td>
<td>5.5237</td>
<td>5.3287</td>
</tr>
<tr>
<td>Male</td>
<td>5.5303</td>
<td>5.5824</td>
</tr>
</tbody>
</table>

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.