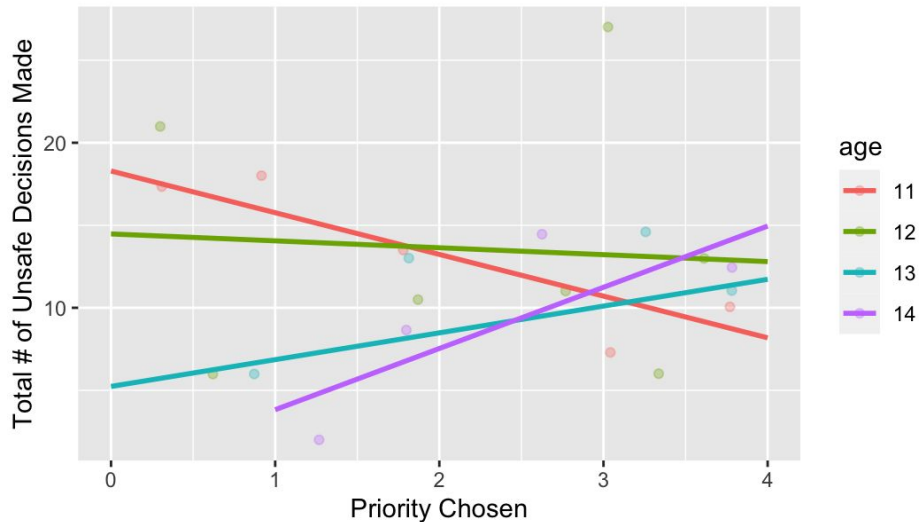


# DataFest DreamTeam A2

Annika Vriens  
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Number of Unsafe Decisions Made vs. Age and Priorities

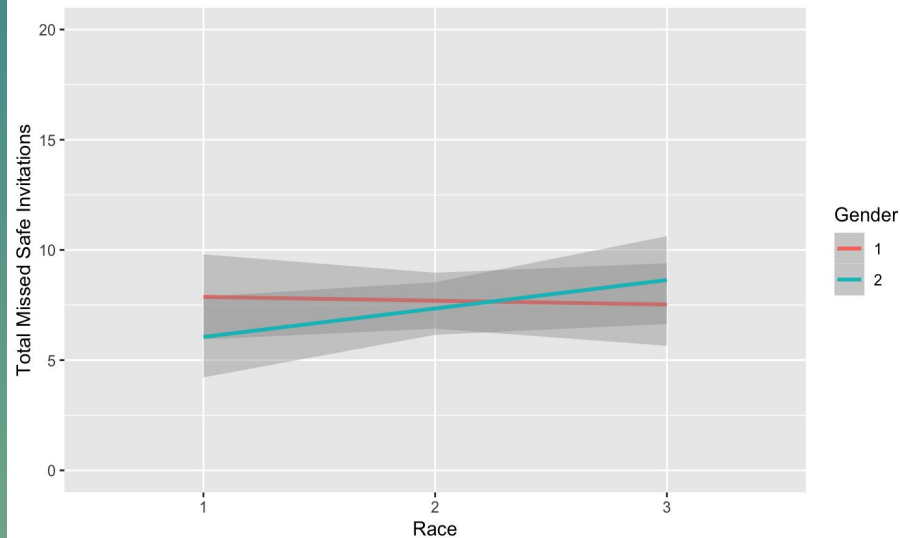


**Priority Chosen**

- 0: Health**
- 1: Money**
- 2: School**
- 3: Friends**
- 4: Happiness**
- 5: Family**

The interaction plot above shows that the effect of “Priority Chosen” on “Total # of Unsafe Decisions” is different for different ages (of the avatar).

Number of Missed Safe Invitations vs. Gender and Race



**Race**

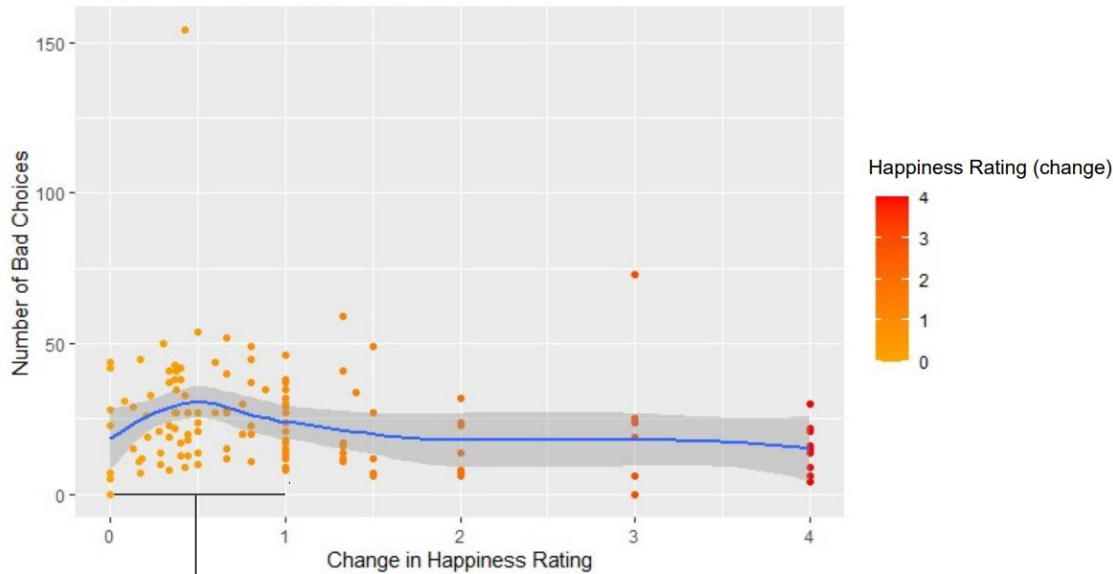
- 1: African American**
- 2: Caucasian**
- 3: Hispanic**

**Gender:**

- 1: Male**
- 2: Female**

The interaction plot above shows that the effect of race (of the avatar) on total missed safe invitations is different for both genders (of the avatar).

Change in Happiness Rating vs Bad Decisions



Those who saw little change in their happiness rating tended to make more bad decisions.

The plot above shows that greater magnitudes of change in a player's happiness rating throughout the game were associated with fewer bad decisions overall.

**Old Rating & New Rating**

- 0: Very Unhappy
- 1: Unhappy
- 2: Neutral
- 3: Happy
- 4: Very Happy

**Δ Happiness Rating**

| "New Rating" - "Old Rating" |

"Missed Safe Invitations"  
"Accepted Safe Invitations"

**"Total Number of Bad Choices"**

"Missed Safe Invitations" + "Accepted Unsafe Invitations"

Significant at  $\alpha = 0.05$   
P-value = 0.0101