# 2 Inspire Individuals

Down For Anything - C4

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Detrimental 2 Determination

- ❖ The majority of students did not complete the entire game.
- ❖ We investigated what variables were important in determining how far students got using OLS:
  - ➢ The average time spent between events
  - ➢ The amount of "panning" during Stack scenes
- ❖ This gives insight into how students can become discouraged

Chapters Completed

Predicting Chapters Completed
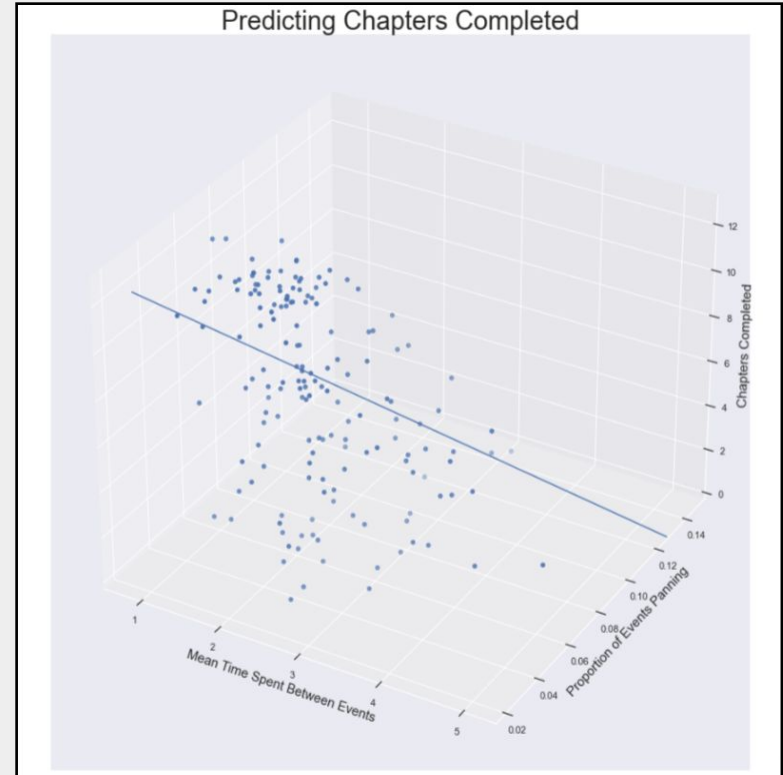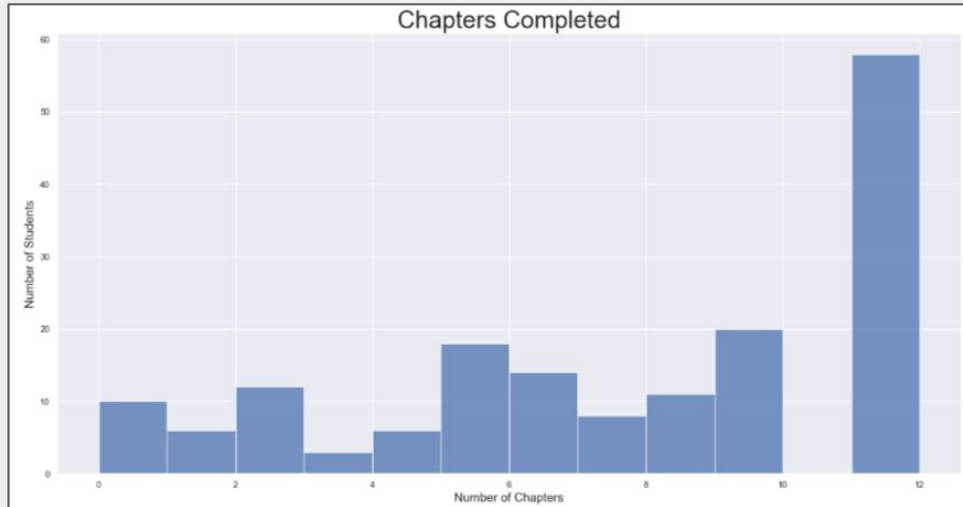
2 Become Bold

- ❖ We saw how students who were more confident about the future tended to make better choices
  - ➢ "I'll have it made" and "I'm kind of worried about it" responses
  - ➢ Number of Unsafe Invitations Accepted

I'll have it made

I'm kind of worried about it
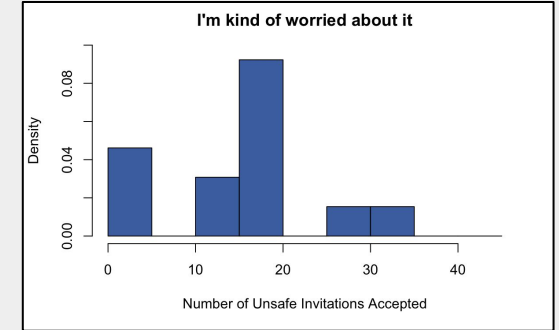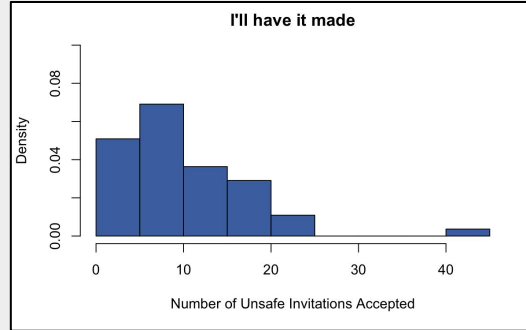
- ❖ We investigated what variables were important in determining how students felt about their progress using OLS
  - ➢ Average Time Spent per Day (Seconds)
  - ➢ Average Change in Rating
  - ➢ Only looking at students who completed the entire game

Time Spent per Day vs Change in Rating