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
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

- 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