

# Me Power

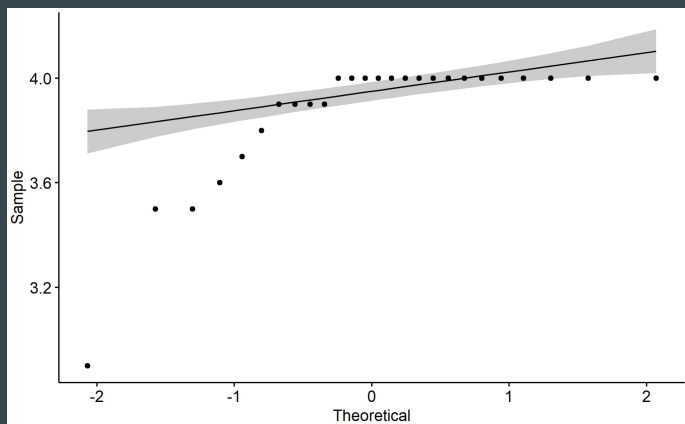


The MLEs

# S5 Cleaned Survey Response Mean Difference

```
df2new_column <- filter(df, weeks == 24 | weeks == 0 | score1 != NA | score2 != NA)
df2new_column
length(df2new_column$new_column)

mean1 <- df2new_column %>% filter(!is.na(df2new_column$score1))
mean1
ggplot(mean1, aes(x = score1, y = score2)) + geom_point()
mean1 %>%
  mutate(difference = score1 - score2)
wilcox.test(mean1$score1, mean1$score2, paired = TRUE, alternative = "two.sided")
`
```



wilcoxon signed rank test with continuity correction

data: mean1\$score1 and mean1\$score2

V = 55, p-value = 0.8998

alternative hypothesis: true location shift is not equal to 0

Since  $0.8998 > 0.05$ , we fail to reject  $H_0$ . Meaning there is no difference in mean scores between when participants took the survey week 0 and week 24

# Struggles

Original Plan: compare me power with game performance

- Idea was that self-image would be correlated with in-game decision making
- First hurdle: no actual overall score the game → pivot towards mini game
- What we found in mini game → people sense → point system = strikes
- Problem: there was only in-depth data for 3 players, meaning there wasn't enough data draw meaningful conclusions

Plan 2: compare Choice ID and New Rating

- Idea was that New Rating could stand in for game performance, as rating would reflect how players felt about their in-game experience
- Struggle: Choice ID and new rating are mutually exclusive within the logs data because the Choice ID and New Rating have different Event IDs, meaning they would never have values present in the same entry
- Couldn't get it to work, made pseudocode that might've gotten it working...?

- Loop through data, for each unique player\_id, average the choice\_id and new\_ratings
  - Start with first id
  - Loop through data, each entry with that id, increment variable with values from new entries
  - Once no more of that id remain, id++ until you hit a new ID in the dataframe
  - Repeat steps until all entries are checked
- Create new dataframe with one entry per player\_id, 2 columns: choice\_id and new\_ratings
- Create table with choice\_id and new\_ratings, make graph from that