# Me Power

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The MLEs

S5 Cleaned Survey Response Mean Difference

```r
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")
```
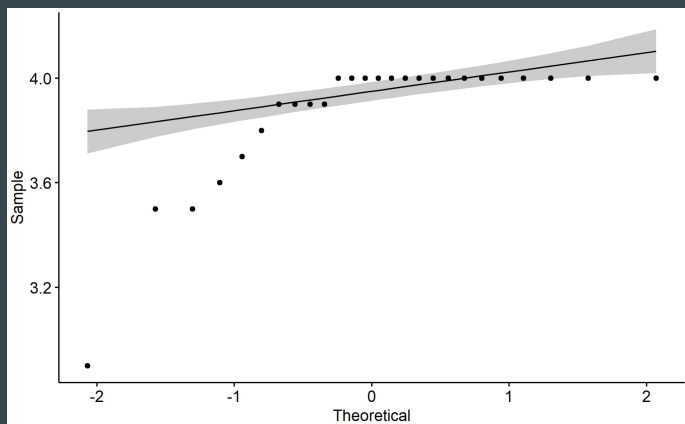


```
        Wilcoxon signed rank test with continuity correction

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 Ho. 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...?