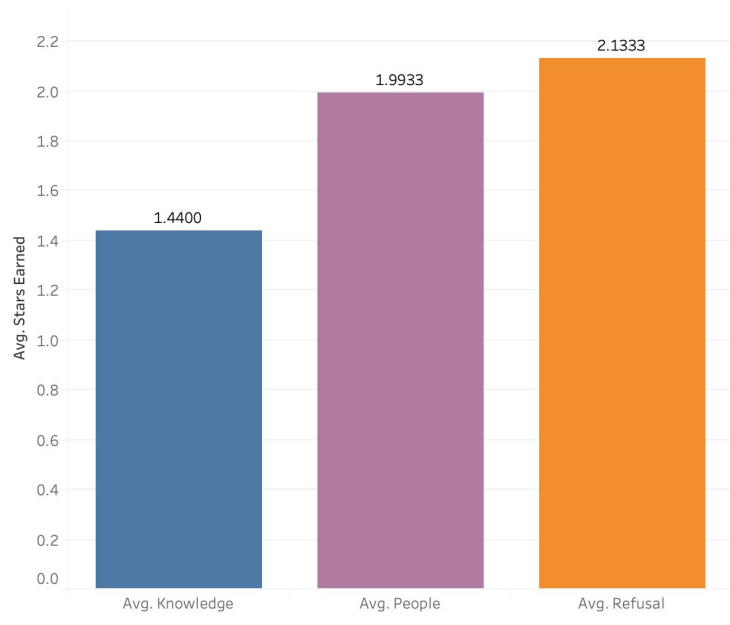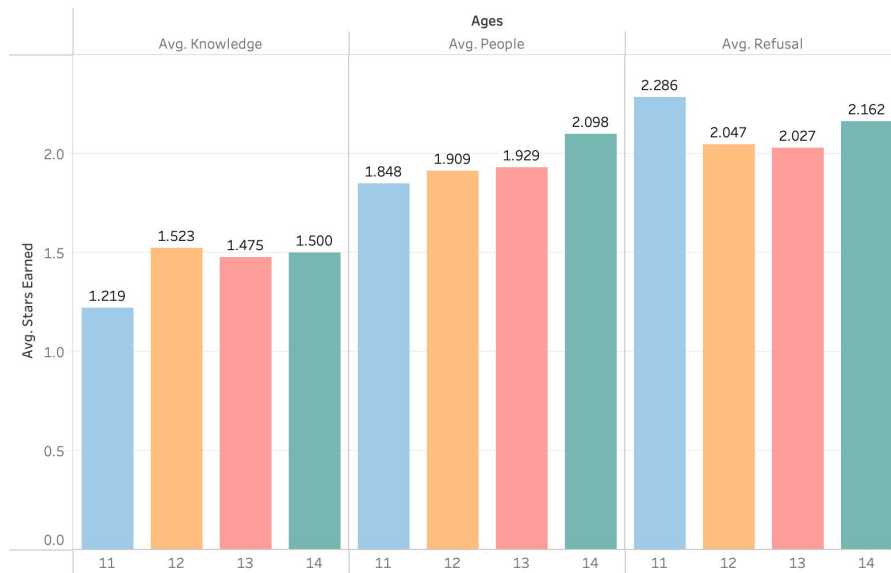# How games can be useful in understanding real life behavior

Team: Panda Express
Aaron, Hairan, Kevin, Max, Ved

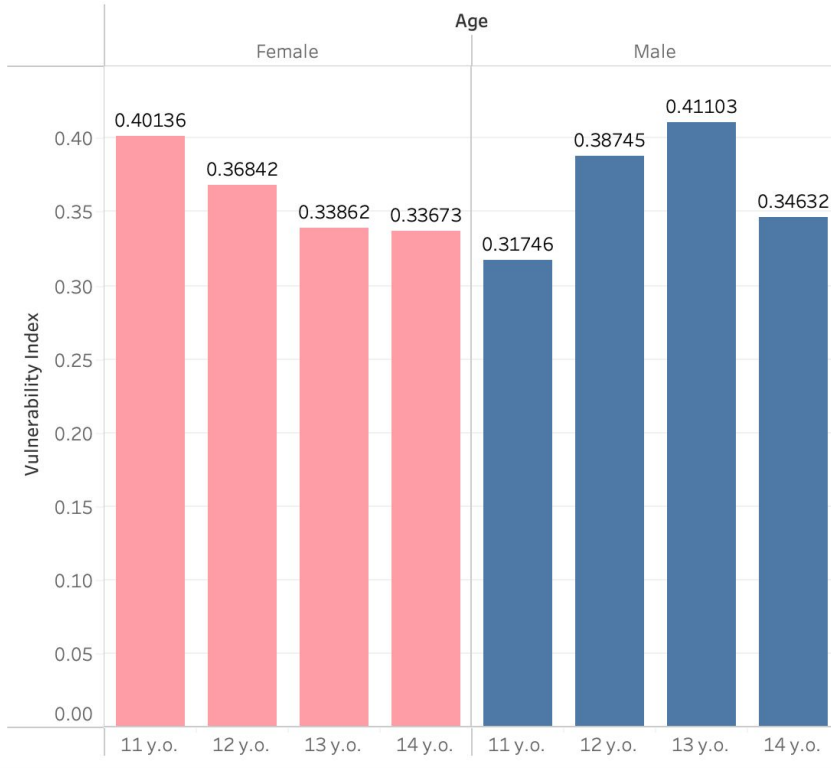# Initial Star Score Breakdown of All Players

Initial Star Score Breakdown by Age

Omitted "Me Power" minigames due to lack of comparable scores /
Omitted "Priority" minigames due to randomness factor

Predictive Vulnerability Index By Gender

Age

Female | Male

Female values: 0.40136 (11 y.o.), 0.36842 (12 y.o.), 0.33862 (13 y.o.), 0.33673 (14 y.o.)

Male values: 0.31746 (11 y.o.), 0.38745 (12 y.o.), 0.41103 (13 y.o.), 0.34632 (14 y.o.)

((Max Stars - Knowledge Score) + (Max Stars - People Score) + 1.5 * (Max Stars - Refusal Score)) / Max Total Points

Points Lost by Question Type (Adjusted)

Drug/Alcohol Related: 3,416.0

Sex Related: 4,171.6
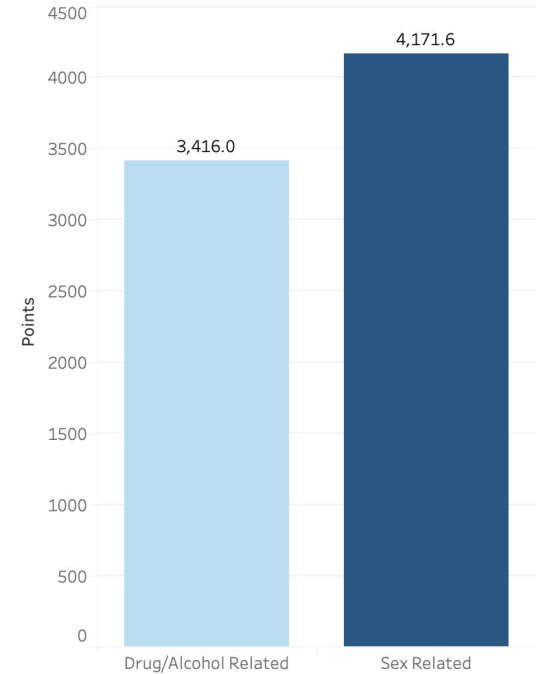
Students were 22% more likely to get sex related questions wrong