Categorizing Player Behaviors

Standard Deviants
Avishek Ghosh
Megan Ma
Shiyu Murashima
Brandon Louie
Jarod Ngo
Player Retention through the Stacks

Average Time Spent Playing Game by School

Change in Happiness Rating by School

Average Strategy Strengths by Avatar Age

Average Strategy Strengths by Avatar Gender

Average Strategy Strengths by School
Regression Models with $R^2 < 0.8$ (25 players)

Regression Models with $R^2 > 0.95$ (107 players)

Each line is for a single player. For each player, a simple linear regression model was fit.

BoxCox Transformation of Percentage Completed vs. Total Skill

- Lambda = 2
- Intercept = 808.9
- Slope = 105.6
- Adj. $R^2 = 0.901$

Regression Models with $R^2 > 0.95$

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Sudden time jump!

Need to be cautious of the way time is logged.