

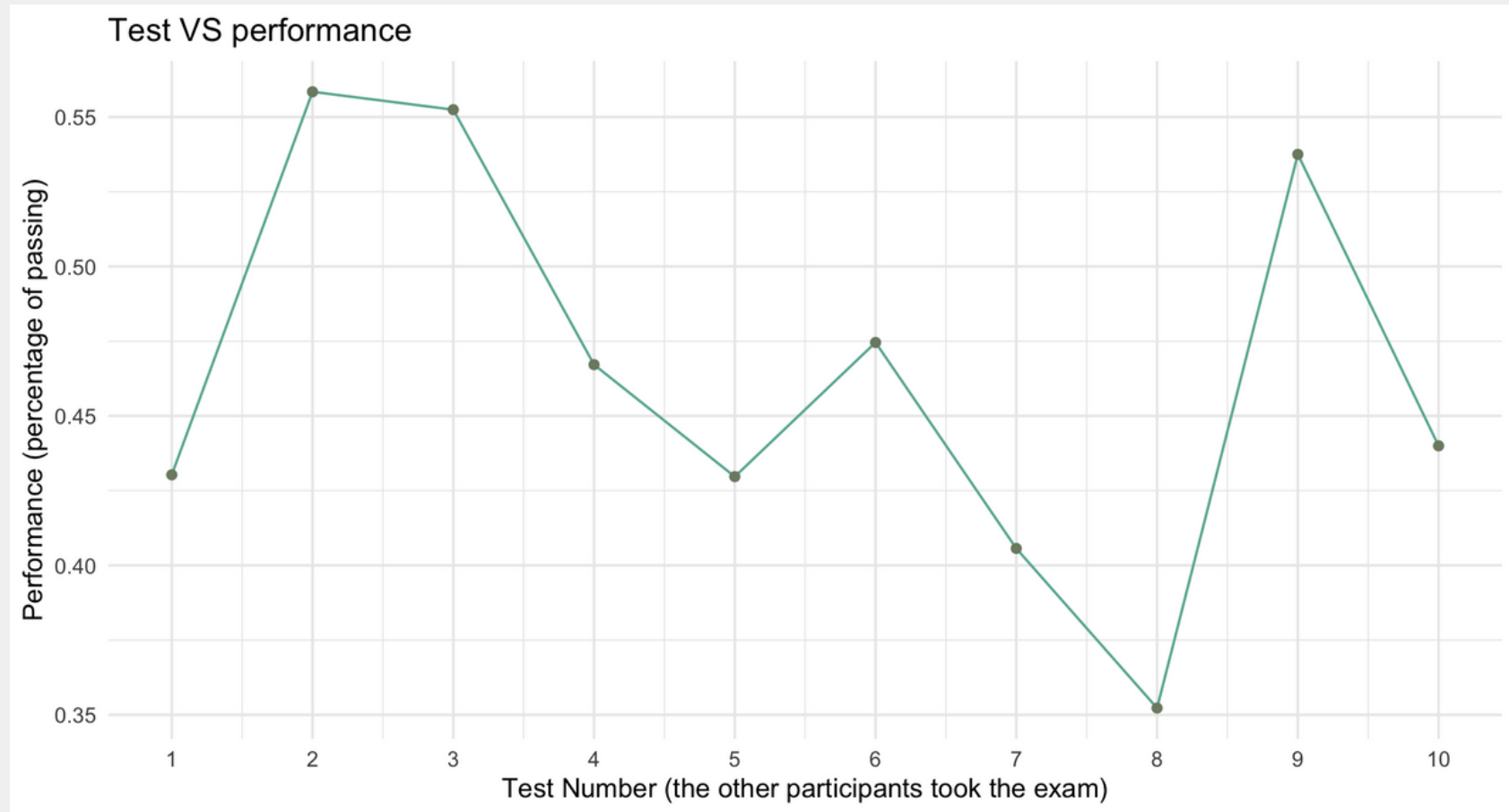
DATAFEST 2022

# Unsafe Social Situations & Continuation in Story Progression

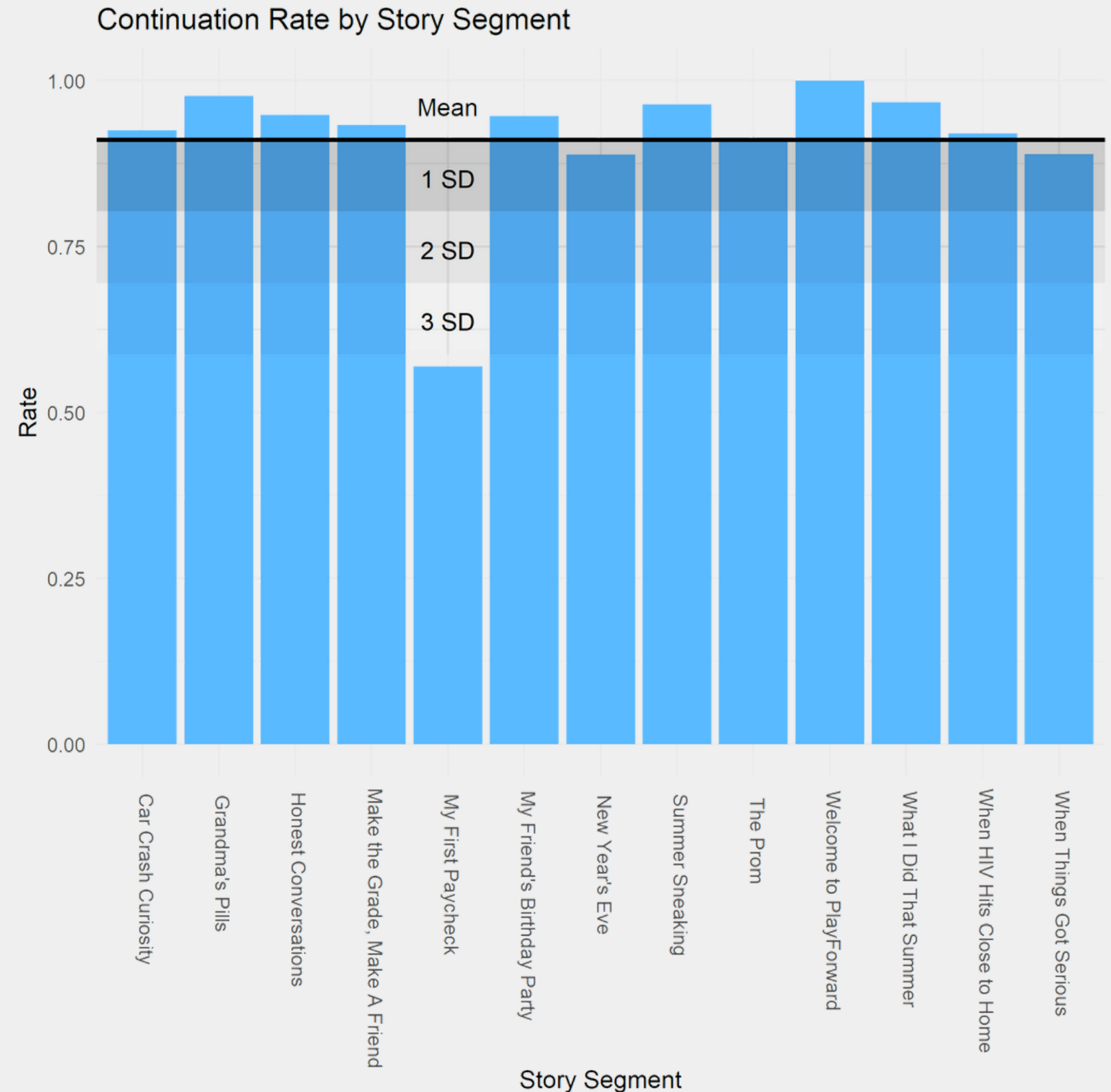
Presented by Team Sklearn

Charles Barnes, Jiaxin Yang, Lehan Zou,  
Tianlang Ouyang, Will Firmin





# Player Retention Throughout the Game



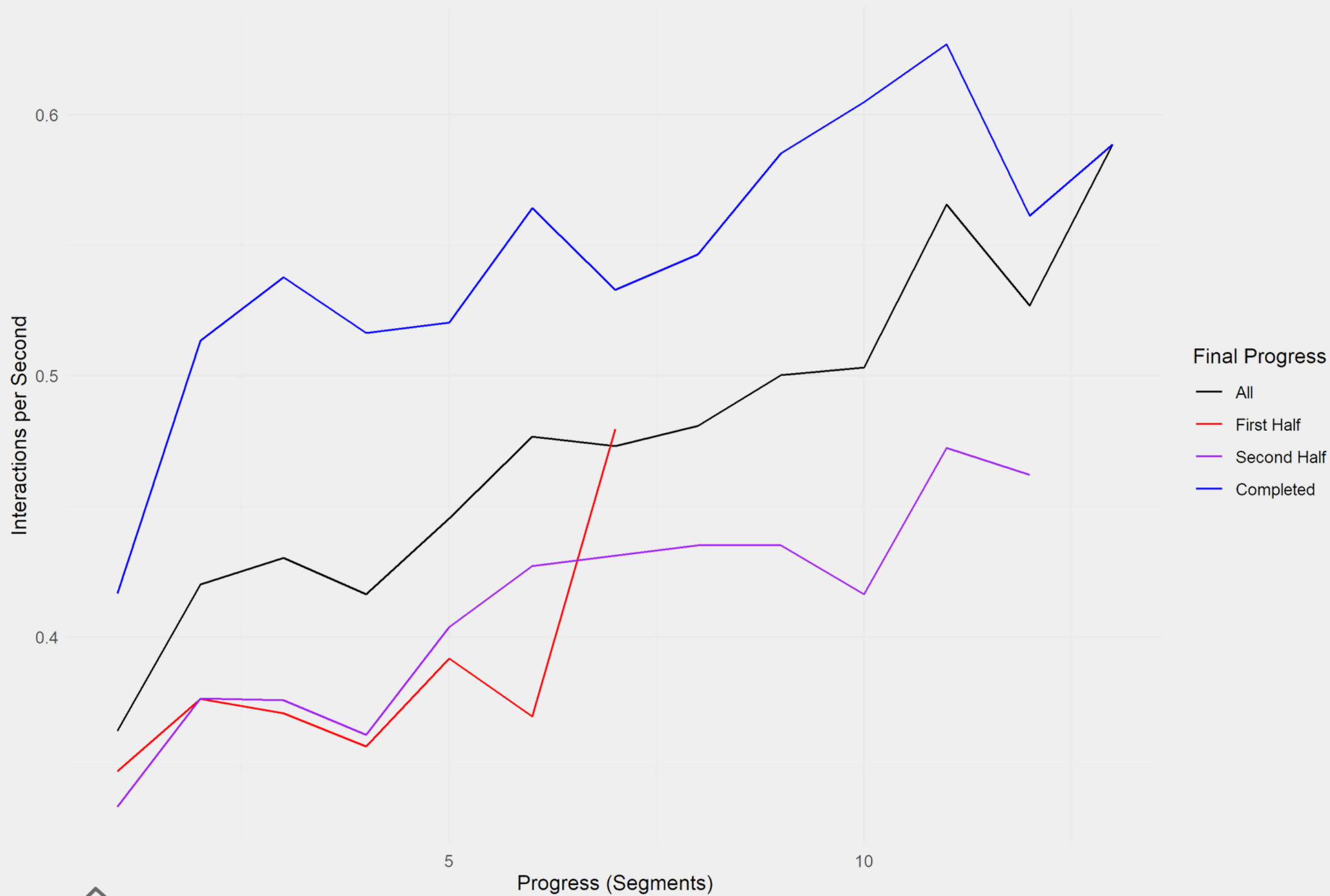
## The effect of People Sense Minigames on participants

Takeaway:

Minigames improve decision-making

More linear progression would assist analysis

Interaction Speed by Progress Through Game



# Interaction Speed: Learning vs Selection

How do players improve?  
Is there selection within the game?

Takeaway:  
Players learn to play faster  
Faster players progress further

$$\text{RATE} = 0.2168 + 0.0160\text{FINAL} + 0.0109\text{CURRENT}$$

(SE)      (0.0218)      (0.0020)                      (0.0015)

