

Determining Player Types and Their Performance

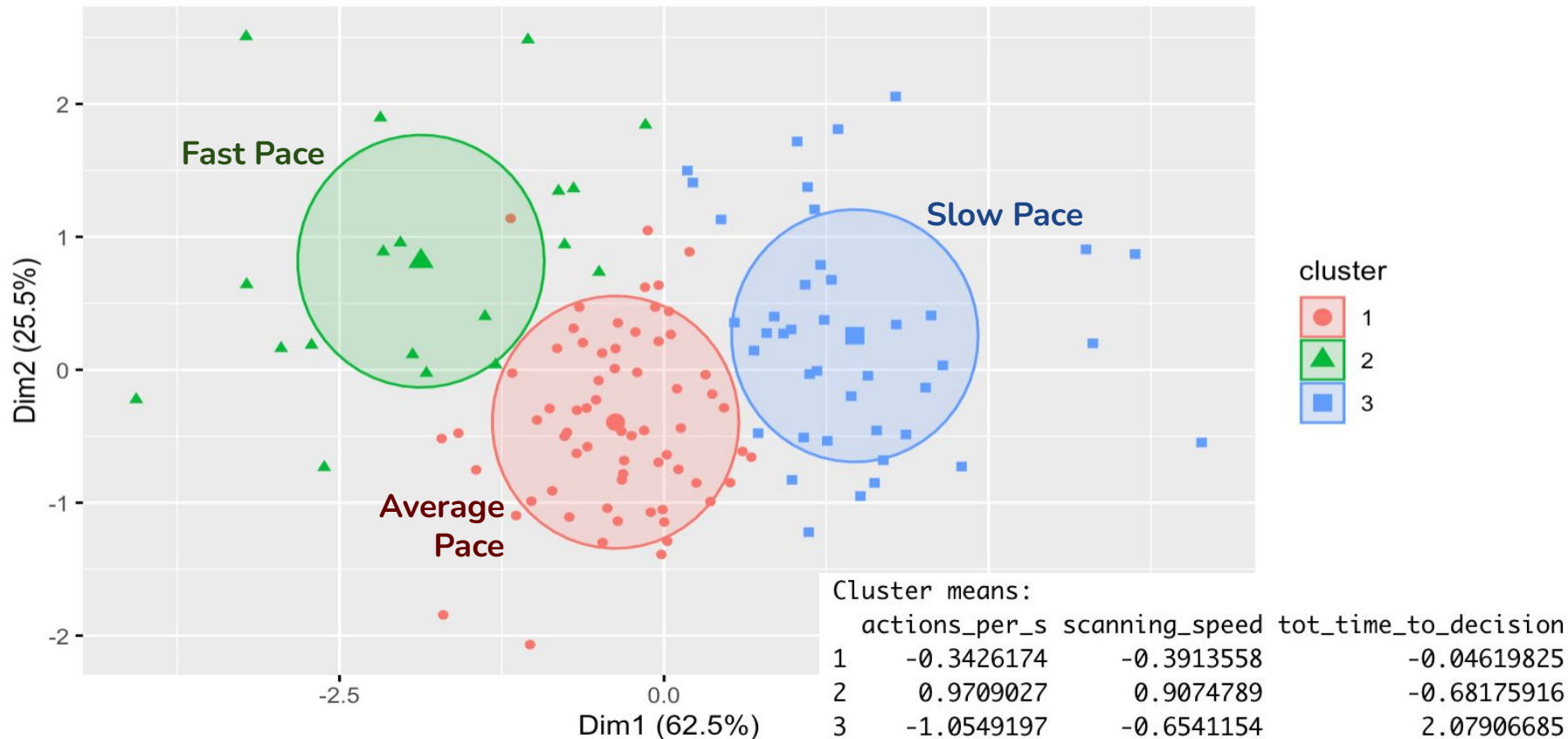
Using K-Means Clustering and Logistic Regression

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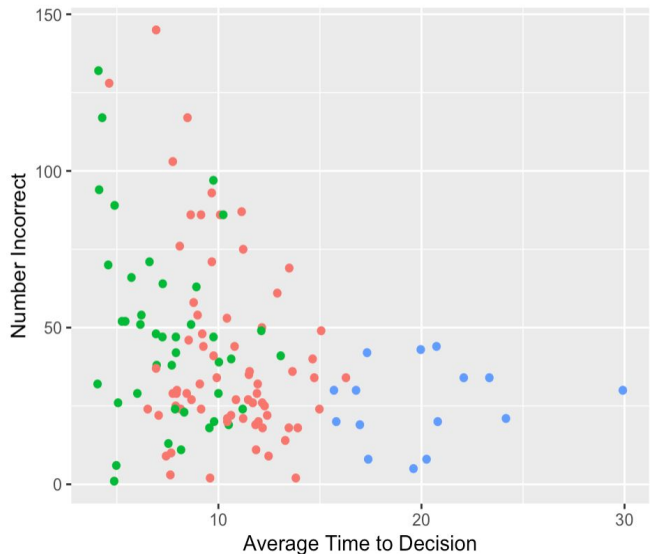
How Do Different Players Play?

Cluster plot



How Do These Types of Players Perform?

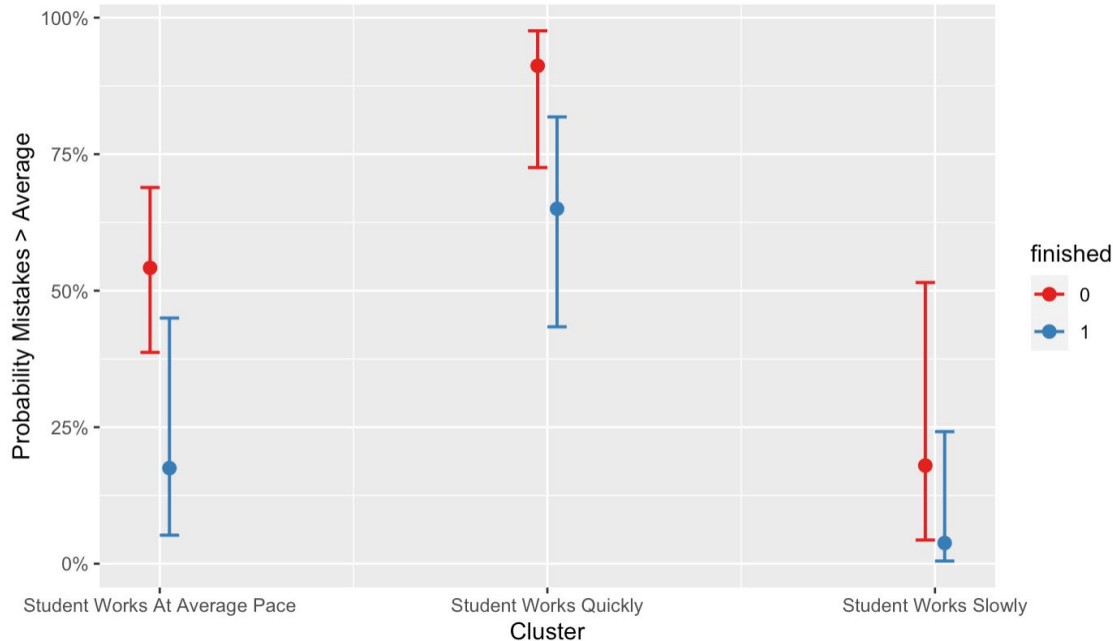
Decision Time and Outcomes In Knowledge Minigame Using Clusters



Cluster

- Student Works At Average Pace
- Student Works Quickly
- Student Works Slowly

Probability that Player Makes More Mistakes Than Average



Coefficients:

	Estimate	Std. Error	z value	Pr(> z)	
(Intercept)	-5.373e+00	1.153e+00	-4.659	3.18e-06	***
ClusterStudent Works Quickly	2.169e+00	7.140e-01	3.039	0.00238	**
ClusterStudent Works Slowly	-1.685e+00	8.647e-01	-1.949	0.05129	.
time	1.836e-04	3.713e-05	4.945	7.60e-07	***
finished1	-1.718e+00	6.883e-01	-2.496	0.01257	*
