

Understanding the Problem

Assumption

We assume that a greater completion of the Elm City game indicates more resistance to negative behavior, as the individual will be able to obtain greater protective knowledge than when compared to people who minimally completed the game.

Question

Based on the data, what characteristics of the individuals impact how well they were able to complete the game?

Findings

We found there to be no significant difference between gender, age, and ethnicity on engaged time, total progression, or learning rate. We found there to be a significant main effect between the school the participants attended and the proportion of the game completed.

Discussion

Further Investigation

- School 6266: High completion rate
- School 1531: Low learning rate and engagement
- School 2570: Low engagement





