The 5 Models

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Me Power Analysis: Future Outlook & Life Goals

*All players with completed games (n = 55)

Boys: 27
Girls: 28

How do you feel about your life right now?

- I'm kinda worried about it: 1
- I just don't think that far ahead: 2
- I'll be in a good place, but aspiring for more: 17
- I'll have it made!: 22
- I'm not sure, but I'm hoping for the best: 13

What are you most working towards in life?

- Fortune: 13
- Fame: 4
- Career: 25
- Health: 6
- Love: 7
Modeling Future Outlook & Ranking Priorities

Me Power Level 1 - Who I Am:
Using Avatar Age, Gender, Ethnicity to predicting users’ future outlooks

Me Power Level 8 - Priorities:
User rankings of “Most Important” priorities

Confusion Matrix for Random Forest Regression Model

Priorities Rankings

<table>
<thead>
<tr>
<th>Me Power Priority ranking</th>
<th>Learning/knowledge</th>
<th>Building Family</th>
<th>Friends</th>
<th>Playing games/Having fun</th>
<th>Money</th>
<th>Health</th>
<th>Staying true to my beliefs</th>
<th>Travel/see the world</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>69</td>
<td>53</td>
<td>19</td>
<td>4</td>
<td>26</td>
<td>39</td>
<td>32</td>
<td>6</td>
</tr>
</tbody>
</table>

Recommendation: Include more career-oriented content to increase user engagement and the game’s overall effectiveness as an intervention tool.