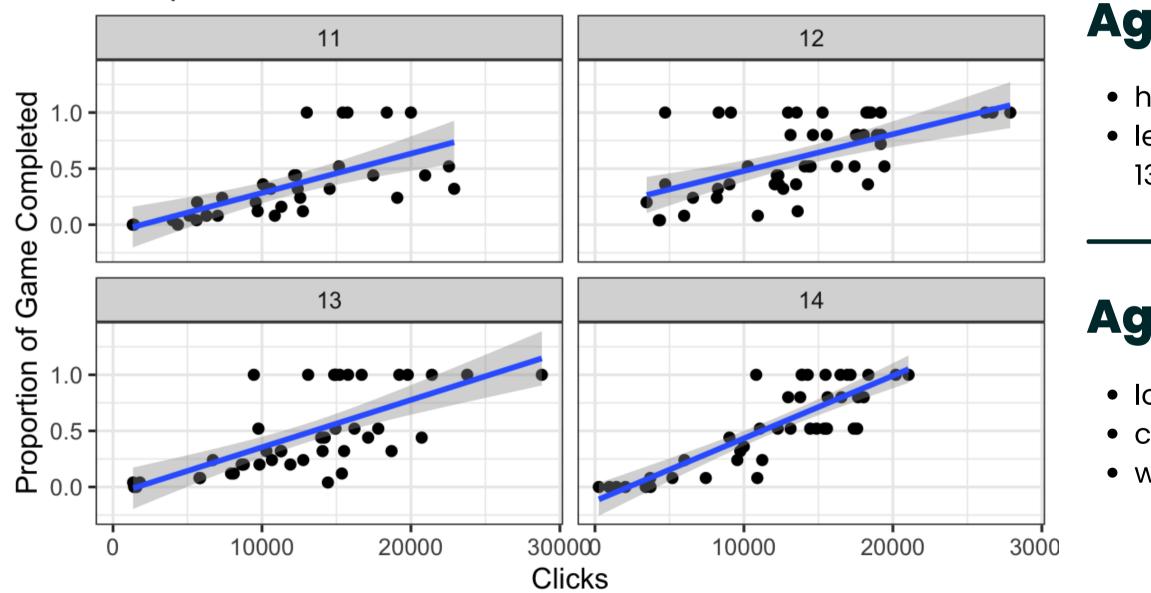
# TEAM WATERLOO AGES' CLICKED!

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# **Proportion Completed and Clicks**

Completion of Game based on Clicks

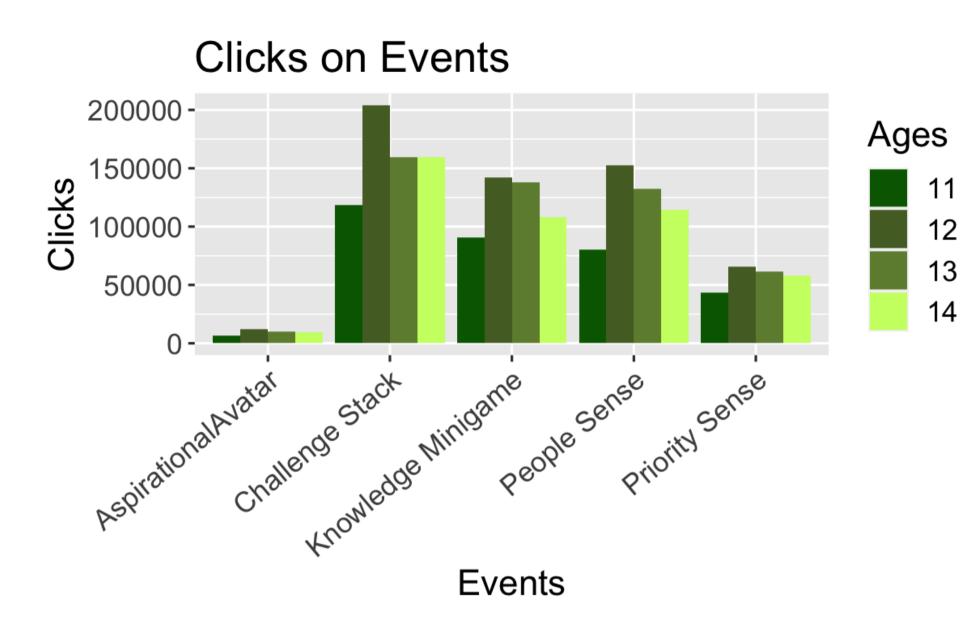


#### Ages 12

higher performance
less clicks taken to complete compared to 13 and 14

#### Ages 14

lower performance than other ages
comparable to 11 year olds
what is up with this trend?



## Strong resistance to drug ≠ Good decision making

<u>Higher</u> S5 mean scores mean <u>lower</u> resistance to drugs. Individuals who self-reported to have a higher resistance to drugs have similar performance as those with low resistance.

### **Events and Clicks**

It seems that divided by the age groups, the challenge stack event has the most clicks and that 12 year olds struggle the most on it. Older demographics clicked less, but they also did not complete the game as much as compared to the previous game.

<b>S</b> 5	Me
osed	8 -
s pop-up cle	6 -
3 strikes	4 -
Number of times 3 strikes pop-up closed	2
Numbe	0 -

