



# From Gameplay to Reality

—A case study of the Elm City

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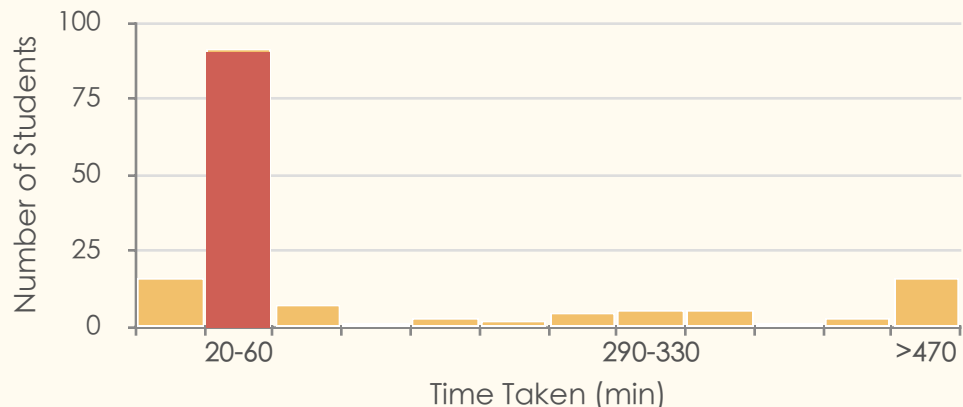
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# Data Validity & Gameplay Analysis

## Game Data Validity

Distribution of Time Taken to Complete a Chapter



Most players took **20-60 mins** to complete a chapter

Those who made wrong choices in minigames took **25% longer**



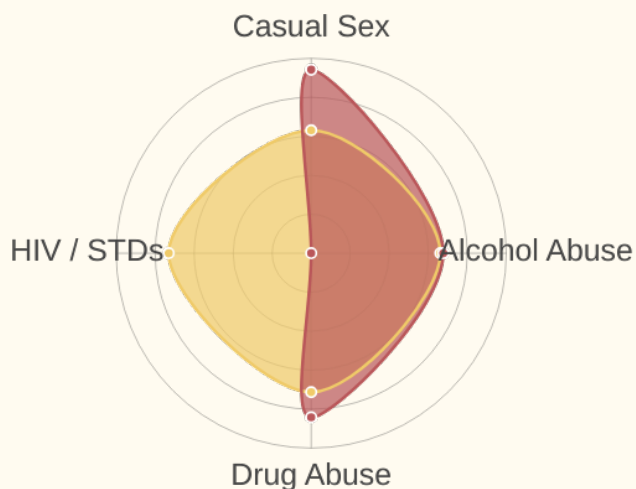
Players were confused and making efforts to make decisions



Players paid attention to the game!  
Data is valid for further analysis

## Insights into Gameplay Results

Minigame Answer Accuracy by Topic

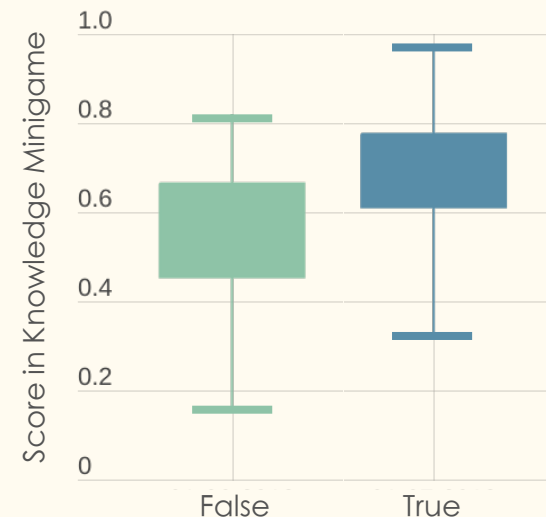


● Knowledge Minigame ● Refusal Minigame

Scored **15.7% better** in HIV-related questions than common issues like unprotected sex

Lower accuracy (**<69%**) for alcohol-related questions

Score Across 2 Minigames



When better knowing the consequences, teenagers are **more likely to refuse** improper proposals



**More scenarios about common problems (underaged drinking/drug usage) can be included to better cater to students' needs**

# Minigames and Real-life Choices

For the **same amount of reward** in Priority Minigame, players made different choices about the following issues:

## Gameplay Choices



**11.2%** choose to try drugs to see how it feels



**42.9%** choose to get paid to deliver drugs to someone at school



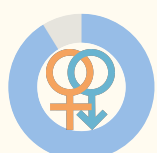
**6.25%** choose to buy alcohol and get drunk



**18.6%** choose to have underage drinking after homecoming dance



**36.2%** choose to hook up with someone met at a party



**91.8%** choose to have unprotected sex

## Corresponding Real-life Choices



**8.7%** 8th-graders have used illicit drugs in the last month



**3%** 8th-graders reported binge drinking over the past two weeks



**16%** middle schoolers reported drinking alcohol over the last month

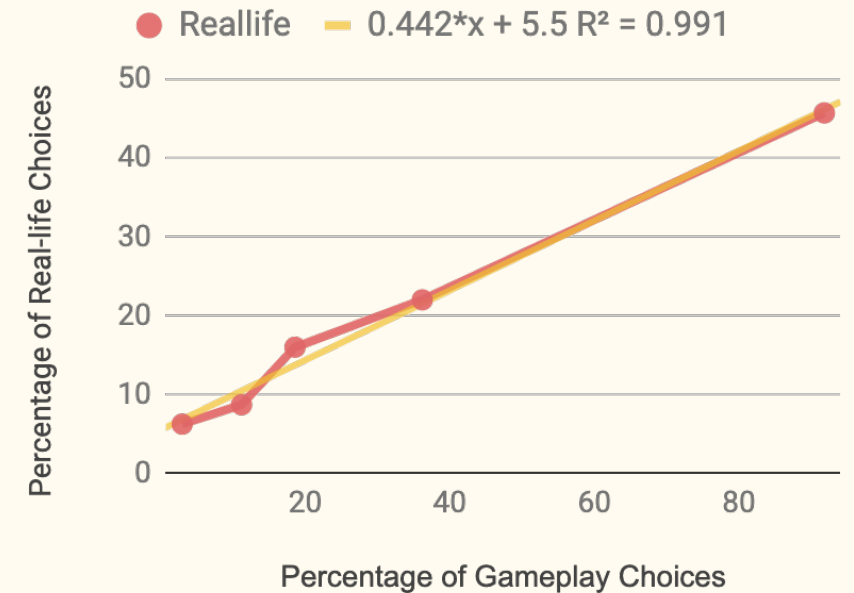


**22%** 8th-graders reported having had casual sexual intercourse



**45.7%** middle schoolers reported unprotected sexual intercourse

## Real-life Choices vs. Gameplay Choices



**Players' decisions are highly correlated with teenagers' real-life choices.**  
**The data can potentially be used by researchers to predict potential risky behavior.**