

Play2Prevent

Efficacy:

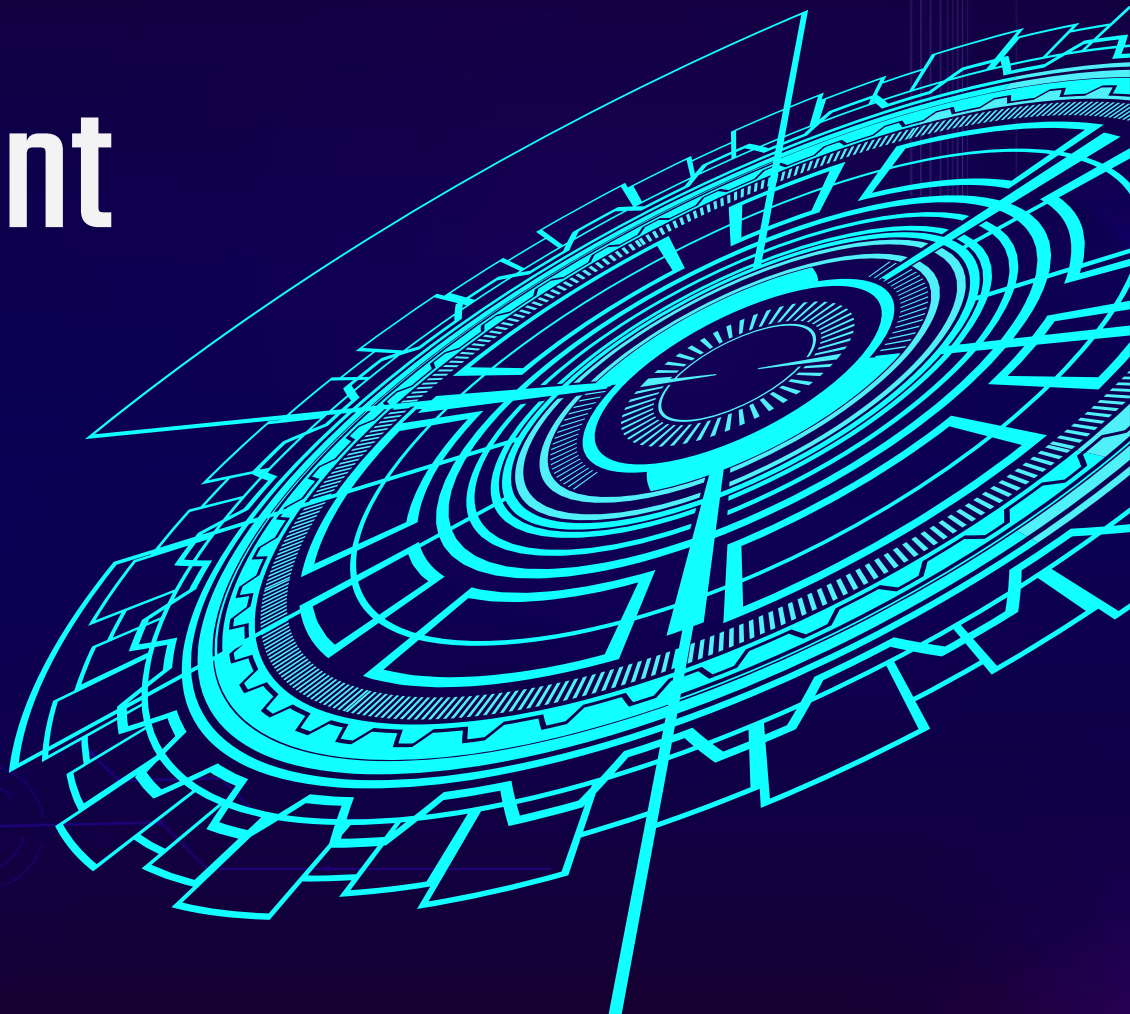
Elm City Stories

Truman Trifecta

Devin Gobble

Madison Nguyen

Madison Fitzgerald-Ingerman






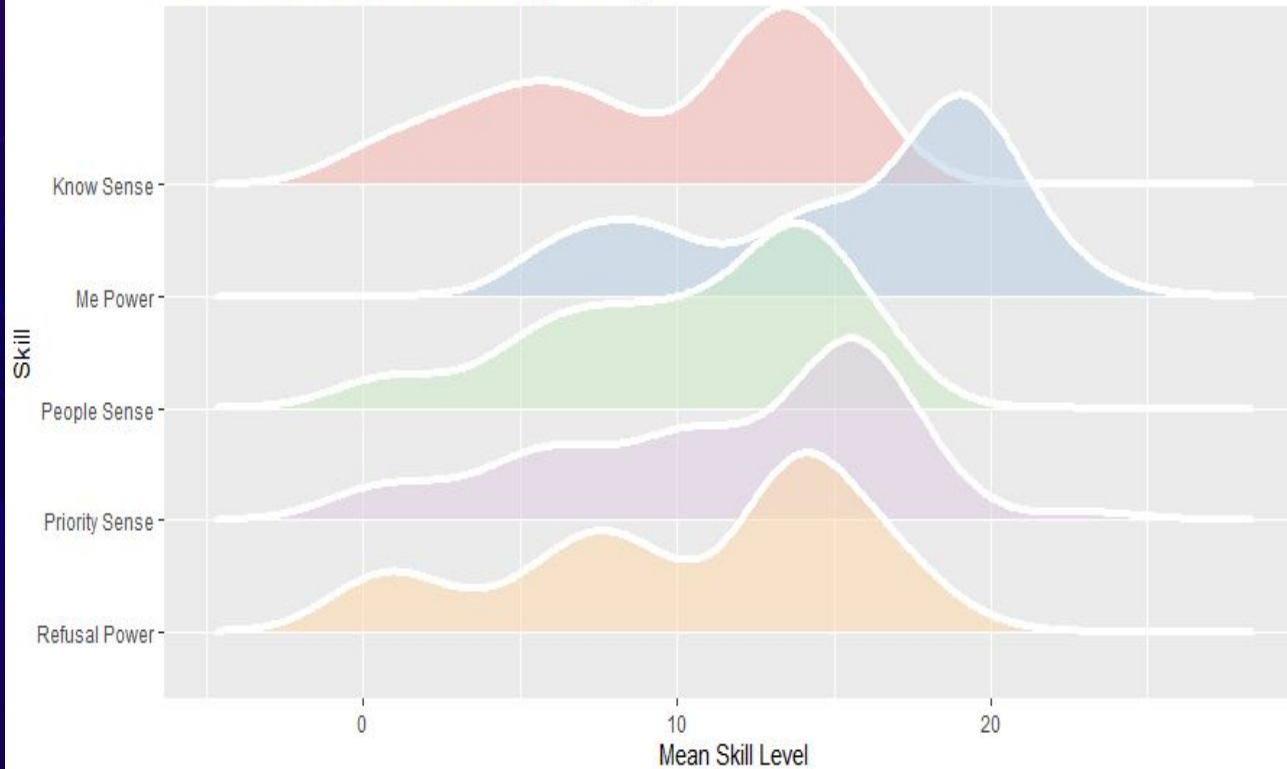
Key Concepts

We looked at the differences in observed efficacy of having played Elm City Stories based on selected avatar gender.

In addition, we looked at differences across skill levels as a way of measuring meaningful progress through the game.

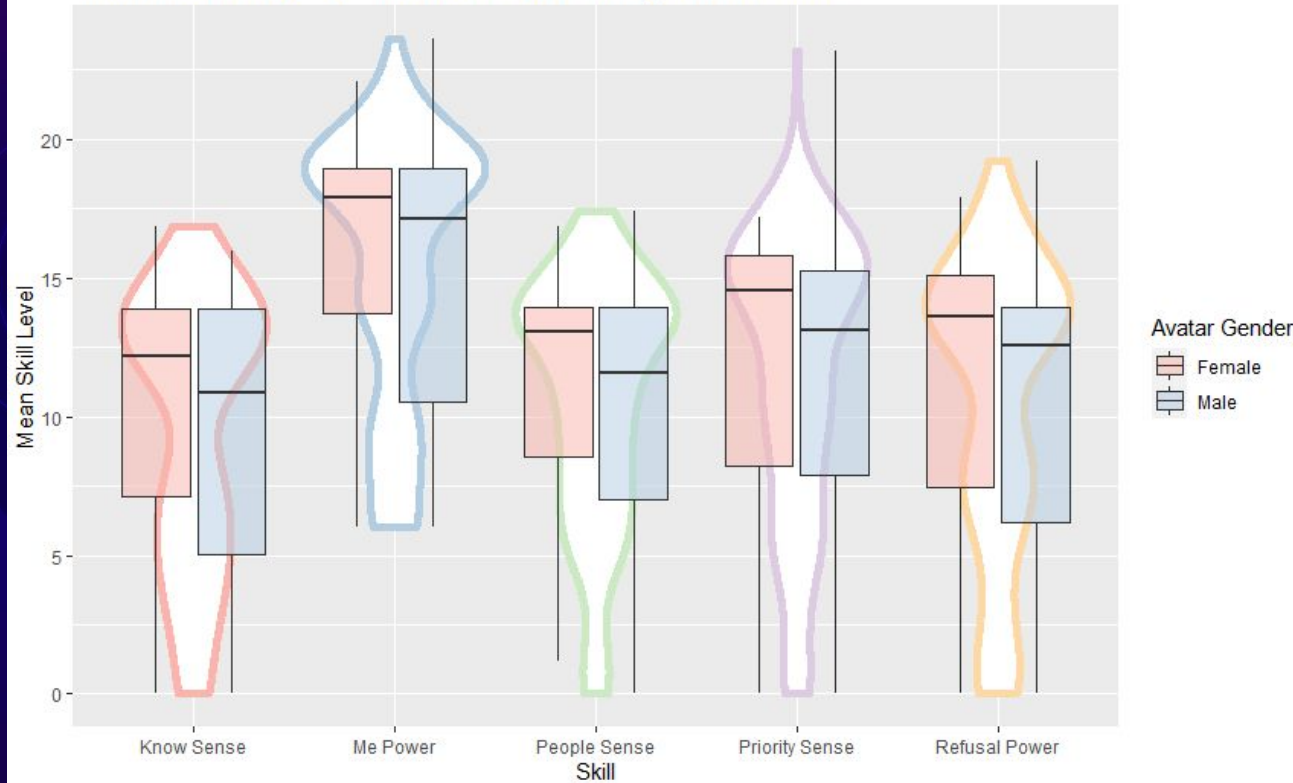


Distribution of Mean Skill Level by Skill Type



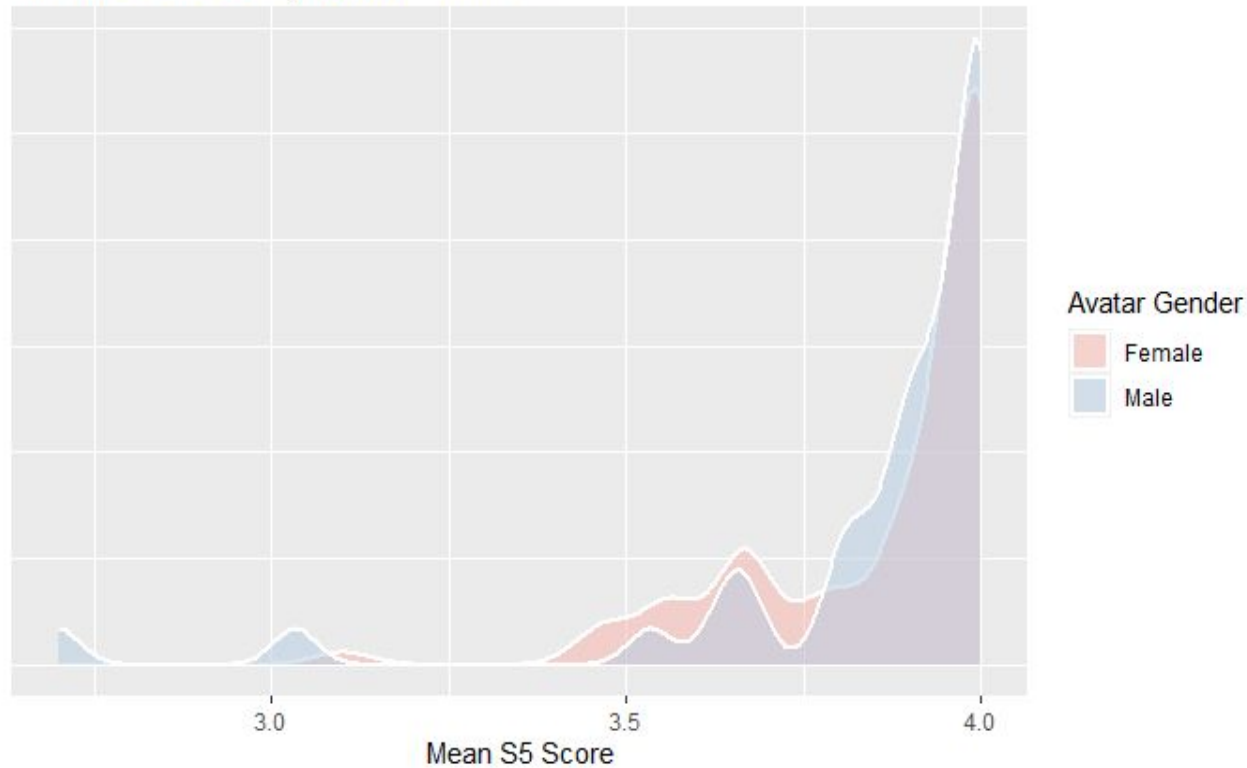
- **Distributions of mean skill level per skill type**
- **Mean Skill created by pivoting**
- **Mean Skill ranges from 0 to 24**

Distribution of Mean Skill Levels for each Skill by Avatar Gender



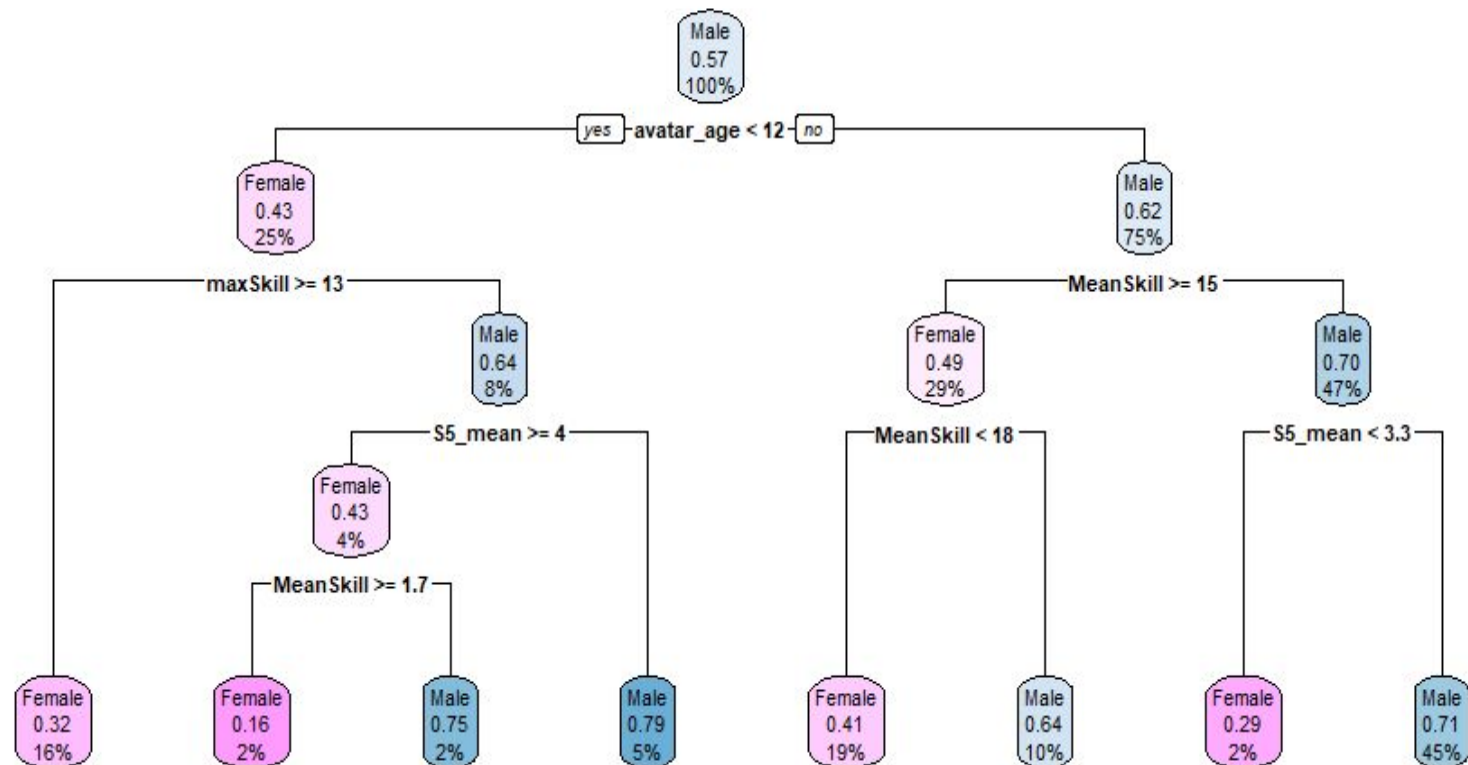
- Same graph as before flipped with avatar gender added
- Players who selected female have higher median skill levels in all categories

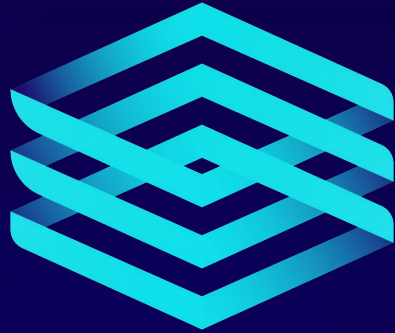
Mean S5 Scores by Avatar Gender



- **Distribution of S5 scores by avatar gender**
- **Similar distributions**
- **Female-selected avatars still seem to score higher**

CART model predicting avatar gender selection





Outside Research: Gender and Risk-Taking Behavior

According to a study published in the Journal of Pediatric Psychology that was done at the University of Guelph, boys engage in significantly more risk-taking behaviors than girls.

Conclusions

Female Avatars:



More meaningful progress



Better scores on S5 follow-up survey

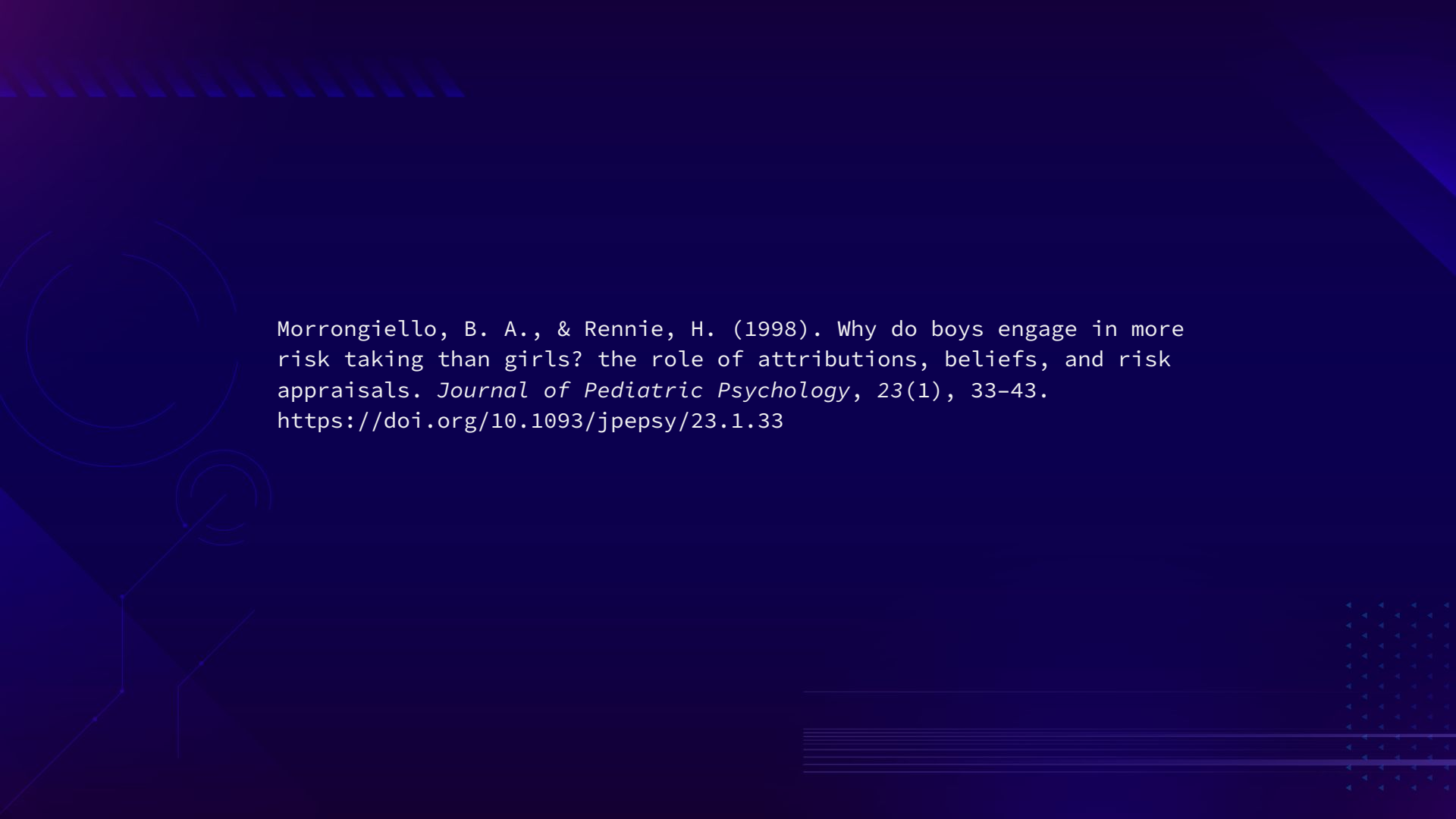
Male Avatars:



Less meaningful progress



Worse scores on S5 follow-up survey



Morrongiello, B. A., & Rennie, H. (1998). Why do boys engage in more risk taking than girls? the role of attributions, beliefs, and risk appraisals. *Journal of Pediatric Psychology*, 23(1), 33-43.
<https://doi.org/10.1093/jpepsy/23.1.33>