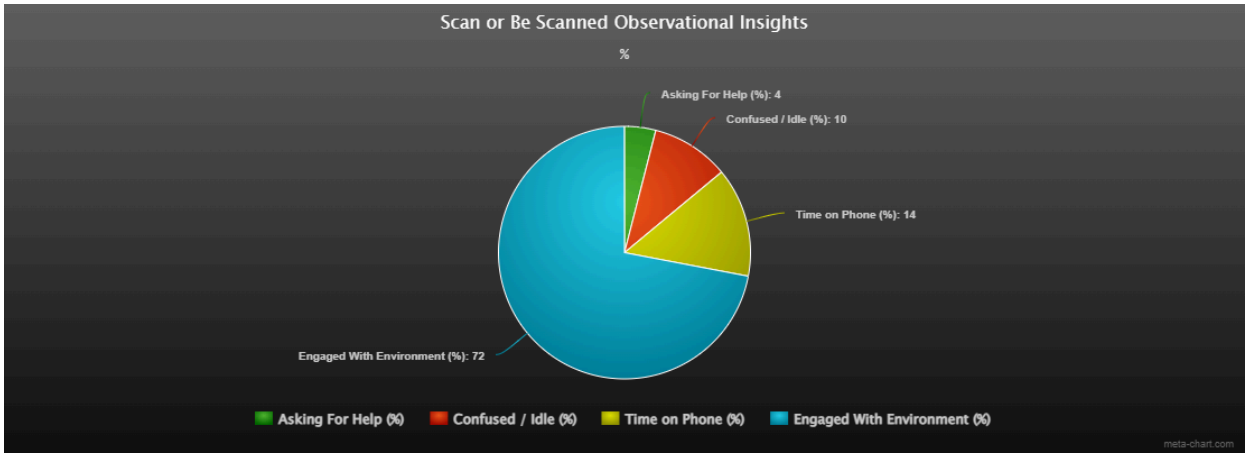
The Percentage the player was doing certain activities while playing the game. (Calculated using full game time and phone screen time while playing the game)



Most common words used while playing the game. (Calculated using full game recordings and getting the captions from the video. Also asked the players to state what feelings they felt before and after the test)

