First Impressions

New Mexico Supercomputing Challenge

Final Report

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1. Abstract

First impressions based on social and fashion status is rising in teenagers at the high school level. Social and fashion based impressions are used when we judge somebody on how they look even before we get to know them. It only takes a glance for us to evaluate an individual.

The purpose of this project is to simulate teenagers' first impression of new teenagers who might be entering their lives. Using images of unknown teens obtained from FreePhotos.com, a PowerPoint was created. Eighty high school students were used as the subjects for collecting the data. After parent permission forms were signed and collected, the students were given a survey sheet and as they watched the PowerPoint and gave their first impression of unknown teenagers. To narrow down the basic factors of fashion, social status, ethnicity, physical appearance and mental ability, it was decided that pictures of just the teens' faces would be used in the PowerPoint.

The data collected from the surveys was placed in a spreadsheet. The average of the subjects' answers and the percentage of the group were then calculated and transferred into the computer model simulation. The simulation was programmed using the software Game Maker.

2. 1. Introduction

"When two people meet, they form impressions of each other, even if they are only in contact with each other for a minute" (Turbre 1). Humans have an instinct to evaluate situations and people. Evaluations of humans occur constantly, even if the meeting is just a glance meeting. People are continually judging others' visual and behavioral appearance. People observe an acquaintance's demeanor, mannerisms, and body language (Sterling 1). It is human nature to develop a first impression in all situations. Within the first few seconds of meeting someone, judgment of that person has been made. "Once the first impression is made, it is virtually irreversible" (Pepad 1).

> Researchers have found the topic of "first impression" interesting and challenging for decades. "Many researchers have conducted research studies that examine dynamics of how and why people form impressions of each other. There are two characteristics that people assess when forming impressions: competence, and physical attractiveness. In general we like people who are socially skilled, intelligent, and competent" (Tubre 2).

Neuroscientists have found that people encode social information and then they evaluate it in making initial judgments. "Making sense of others in a social interaction is not easy – each new person met may be a source of ambiguous and complex information. However, when encountering someone for the first time, people are often too quick to judge whether they truly like that person or not" (Nauert 1).

Janine Willis and Alexander Todorov investigated the minimal conditions under which people make trait inferences from facial appearance of people (1). In five experiments, each focusing on a specific trait judgment, they manipulated the exposure

time of unfamiliar faces. They recorded the subject's responses to the traits – attractiveness, likability, trustworthiness, competence, and aggressiveness – with the time incrementing from 100 ms to 500 ms. The results show that the longer the time, the more negative responses became. Also' the confidence the subject developed toward their decision increased with time (Willis 1). What this means to this study is that the time limit needed for a human being to make a facial "first impression" could be less than a second. Knowing this, a person might need more than a minute to develop a reliable "first impression" when evaluating a person from head to toe.

When comparing the difference between female and male, one needs to know how gender will effect decisions toward physical appearance. Past research has studied the effect of impressions on dating. "Most studies have found that men prefer attractiveness to personality when dating is involved but women prefer personality to attractiveness in a dating relationship" (Tubre 3).

Professors Elizabeth Phelps and James Uleman noted that:

> People have little choice but to create and form impressions based on ambiguous and complicated information. But still, they assert, people have the ability to quickly judge how they feel about other individuals, and the ability to do this is because of the innate abilities of various brain regions. Dr. Phelps says that even when a person only briefly meet or see other people, brain regions that are important in forming evaluations immediately get activated, leading to a quick first impression.

First impressions, the researchers conclude, are largely formed in advance.

Call it forming impressions: call it human instinct: call it brain evaluations. They all mean the same thing – first impression. People have always believed that whenever they meet someone new, their first impression is very important and in fact, crucial. Determining whether it is a good impression or not quite a pleasant one, it may be pretty

hard to overcome it, and therefore this study will examine the affect of gender and age on making good “first impressions”.

3. 1.1 Purpose

The purpose of this project is to simulate first impression on a computer based model while understanding the factors of first impressions. It will also be a base on how to improve oneself on making a better first impression.

4. 1.2 Significance

The significance of this project is to try to simulate a human behavior that happens every day regardless of who you are. It will answer some of the questions that most people ask. For example: “Why do other people get more attention than me?” or “What am I doing wrong? How come I have no friends?” This will be answered in the form of the simulation of first impression.

5. 1.3 Background

For years, human beings have worried about things, which in many cases are not at all important. Throughout the years, first impressions have become very important part of our society and everyday life. Appearance is extremely important. It is not just the appearance of buildings or reports or cars, but the appearance of other people. People are constantly being judged by other people. “Animals have the same reactions, even to the “Slob” aspect. If an animal tries to join a herd or group and it has a rough-looking, patchy, and scraggly coat, other animals take that as a signal this animal is ill. They will refuse to allow it in." (Coping 1). When someone meets a new person, what goes through

his/her mind at that very moment? “It takes just a quick glance, maybe three seconds, for someone to evaluate you when you meet for the first time" (Mindtools 1).

In the fractions of seconds that elapse after you meet someone, your mind is making a mental file of them. After one second, you have already made a first impression of them. This first impression will stick with you and that person forever. Whether you think that they are untrustworthy, honest, greedy, etc... depends on what they look like. Even though one person might dislike someone, another person might like them. Everyone does this; teenagers are not the only ones who are judged on these basis. Employers, parents, and children all judge a person before they actually know them. Employers use this when they have to hire somebody; parents judge adults as well as students, their child's friends, their parents and even their own children. The mind’s standards for setting a first impression vary from person to person. Although, people part of the same group of people (such as Caucasian people) might have similar first impressions.

Even if you know them, you still judge that person. The most common judgment that people use is called “Halo and Horns” that can be in first impressions. The Halo and Horns Effect is where the individual presents a positive aspect to another individual show that he will have many more positive attributes without any negatives this is the “Halo Effect.” The “Horn Effect” is where an individual only sees the negative attributes of the individual and assume that he only has negative traits (First Impression, 2009). This also falls under first impression filters on how we judge an individual

6. 2. Description

This project will create a simulation of first impression among teenage students. This project will show how most students react to each other. There are some factors that are involved in making first impression. These factors include fashion, social status, ethnicity, physical appearance and mental ability. All of these factors could have the 'power to make a positive, negative, or life-altering influence' (First Impressions, 2009).

7. 2.1 Scope

The project will be measured on a short parameter rather than on a global scale. It will be on a local scale of first impressions acceptance among teenagers. The scale is based on the Complex Adaptive System, or CAS. The choice of the CAS, rather than doing the project on either an individual scale or global scale, is because the individual scale would not provide enough information and the global scale would be too large to get an accurate data count.

The project gathered data from a local high school. The data population consisted of 80 randomly chosen teens who consisted of 50 males and 30 females. The results of the data were used to create a computer simulation model created by a member of this project.

8. 2.2 Materials

The materials needed to accomplish this "First Impression Among Teenagers" project are as follows:

- A computer or laptop
- Game Maker (GML) software

- Internet connection
- Microsoft PowerPoint
- Microsoft Word
- Survey for the participants
- Permission slips for individuals who participated in surveys
- A record book (spreadsheet) to keep track of all data.

9. 2.3 Methods

The very first thing needed to accomplish this project is a computer or laptop with Game Maker, Microsoft Word, Excel and PowerPoint. If Game Maker is not installed on the computer or laptop, then it can be downloaded from the Internet.

By using PowerPoint, a presentation is prepared for observing first impressions of complete strangers. A variety of backgrounds needs to be considered. Make sure the choices are not copyright (See Appendix A).

The next step is to create the survey for the individuals participating. When this is done, the permission slips should be passed out. When all permission slips are turned back in, the survey can be distributed to the participants.

When all the surveys are done, the next thing to do is to compile the various data from each participant into a spreadsheet. Using simple mathematical functions, the data can be simplified for use in the project.

The data is then incorporated into the computer program. To start the computer simulation, Game Maker needs to be already loaded since it is the program that will be used for this project.

10.2.3.1 Mathematical Model

The data that was collected from the survey was averaged by using simple spreadsheet formulas (See Appendix B). The formula was, =ROUND(AVERAGE(C:R);0). The scores, which were the ratings of the test subjects for a particular characteristic such as agreeableness, of each row were averaged using the above formula. In addition to averaging out the scores of each subject, groups of subjects were put into percentages based upon the total number of subjects in the survey, which was 80 in all, and the number of subjects in a certain order of these 80 subjects. Both the average of the subjects' answers and the percentage of the group were the primary numbers used in the model**.** From there, the computer program randomly selected a group based upon the percentage of that particular group. For example, if one group has a high percentage and another has a low percentage, the computer would most often choose the high percentage group over the low percentage group. When a group has been selected, another, more random selection would be made of a subject in the group selected.

11.2.3.2 Computational Model

After loading Game Maker, sprites or images need to be chosen and loaded for the simulation. Then the sprites are created as objects. Once the spites become objects, it is time to start blocking code and programming the objects. The programmer has the choice of using block coding as in Starlogo or script as in Netlogo or both. It is up to the programmer. The next thing to do is to create a room so the objects can be put in it. Some objects have a set path which they can follow to get to their groups. Not all the objects will get this command; others will get no commands at all so that they will not do anything. Then a time line needs to be created. The time line allows individual objects to

randomly come out and move on the screen, bumping into groups until they get to their assigned groups. This is where the data from the survey will be introduced. With the data, the programmer can set up the groups in accordance to the survey. For example, if the groups were Caucasian and only accepted other Caucasians, then they will reject all other ethnicities or if they were open and accepted anybody, then there will be no rejection. This is not true about the all groups. They will not always accept other individuals even if they were opened to others. In the simulation, it would be wise to have individuals not being accepted. This gives a more accurate simulation. There are a lot of variables to take into consideration; therefore accuracy can never be 100%. But knowing that the purpose of this project is to model real world, it is still consider being accurate because real world also has many variables which cannot be controlled. While writing the program (See Appendix C), the programmer needed to keep this in mind.

12. 3. Results

The program was successful at simulating the data. Revisions to the program are continually being updated. With each revision, the simulation becomes more user-friendly and includes more details. In future revised editions, the program will keep track on all acceptance plus show a scoring sheet which is modeled after the survey sheet used in the data collection.

13. 4. Conclusions

In the very beginning we knew that there were aspects of first impressions that we would not be able to model, or let alone be able to collect through any type of test or

survey. What we got from our research is a “rough draft” of first impressions. As all computer programs, our program can only do what it is programmed to do. A computer program is unable to simulate the unpredictable emotions of humans. Ours is no exception.

We do feel that our simulation was somewhat accurate because it did accomplish a successful simulation of the data collected in our project. Our program simulated how teens living in south-west New Mexico might react to other teens whom they have met for the first time. It has the potential to be used as a template for future studies using a larger population. Using our simulation program as a model or beginning for future studies is an achievement we are proud of.

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15. Appendix A

Agreement between User and FreePhotos.com

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16. Appendix B

Spreadsheets created using Microsoft Excel

17. Appendix C

Program created using GameMaker Pro Software

Information about object: obj_boy

Sprite: spr_boy
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:
set speed to 2 and direction to random(360)

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_wall:
bounce precisely against solid objects

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_girl2:
bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: obj_boy2

Sprite: spr_1
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: obj_boy
Mask: <same as sprite>

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_girl2:

bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: obj_wall

Sprite: spr
Solid: true
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Information about object: obj_girl1

Sprite: spr_2
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Collision Event with object obj_boy:
bounce precisely against all objects

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_girl2:
bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: obj_girl2

Sprite: spr_3
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: obj_boy
Mask: <same as sprite>

Create Event:
set the relative path to path3 with speed 5 and at the end stop

Collision Event with object obj_boy:
bounce precisely against all objects

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: obj_boy3

Sprite: spr_4
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Collision Event with object obj_boy:
bounce precisely against all objects

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_girl2:
bounce precisely against all objects

Information about object: obj_peoplemoving

Sprite: <no sprite>
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:
set time line timeline0 at position 0

Information about object: object8

Sprite: spr_4
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Collision Event with object obj_boy:
bounce precisely against all objects

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_girl2:
bounce precisely against all objects

Information about object: object9

Sprite: spr_3
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Collision Event with object obj_boy:
bounce precisely against all objects

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: object10

Sprite: spr_2
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Collision Event with object obj_boy:
bounce precisely against all objects

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_girl2:
bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: obj_boypath

Sprite: spr_1
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:
set the relative path to path0 with speed 5 and at the end stop

Collision Event with object obj_boy:
bounce precisely against all objects

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_girl2:
bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: obj_boypath2

Sprite: spr_boy
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:
set the relative path to path2 with speed 5 and at the end stop

Collision Event with object obj_boy2:
bounce precisely against all objects

Collision Event with object obj_wall:
bounce precisely against solid objects

Collision Event with object obj_girl1:
bounce precisely against all objects

Collision Event with object obj_girl2:
bounce precisely against all objects

Collision Event with object obj_boy3:
bounce precisely against all objects

Information about object: object13

Sprite: <no sprite>
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Information about object: obj_poorlydr1

Sprite: spr_poorlydr1
Solid: false
Visible: true
Depth: 0
Persistent: false

Parent: <no parent>
Mask: <same as sprite>

Information about object: obj_poorlydr2

Sprite: spr_poorlydr2
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Information about object: obj_costume1

Sprite: spr_costume1
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Information about object: obj_costume2

Sprite: spr_costume2
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Information about object: obj_boypath3

Sprite: spr_poorlydr2
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:
set the relative path to path1 with speed 5 and at the end stop

---

Information about object: obj_costumepath1

Sprite: spr_costume1
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:
set the relative path to path4 with speed 5 and at the end stop

---

Information about object: obj_title

Sprite: spr_title
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Mouse Event for Right Button:
go to next room with transition effect Blend

Key Press Event for <Escape> Key:
end the game

Information about object: obj_boy2still

Sprite: spr_1
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Asian Male

Survey Population	Rounded Averages	Extra Version	Agreeableness	Conscientiousness	Emotional Stability	Openness
Caucasian:Male:14 1	3	1	12	5	4	2
2	4	4	4	4	3	3
3	3	3	3	3	3	3
4	3	3	2	4	2	3
5	3	4	3	3	2	3
6	3	2	2	4	4	3
Caucasian:Male:15 1	2	22	23	24	4	25
2	4	4	3	4	4	3
3	4	4	4	4	3	3
4	3	3	3	4	4	3
5	2	2	3	2	1	2
6	5	4	5	5	5	4
7	2	2	1	3	2	1
Caucasian:Male:16 1	3	32	2	33	24	35
2	3	3	2	4	4	4
3	3	4	4	3	2	3
4	3	3	3	2	3	3
5	3	4	3	5	1	3
6	3	3	2	4	3	3
7	3	3	2	4	3	2

Caucasian:Male:17						
1	3	32	33	4	2	24
2	4	3	3	4	4	4
3	3	3	2	2	4	2
Caucasian:Male:18						
1	3	4	4	3	1	2
Caucasian:Female:13						
1	3	3	3	3	3	4
Caucasian:Female:14						
1	3	32	4	2	43	34
2	3	3	3	3	2	2
3	3	3	3	4	3	4
4	3	2	3	3	3	2
Caucasian:Female:15						
1	3	4	42	33	34	35
2	3	3	3	3	4	4
3	3	3	2	3	4	1
4	4	4	4	4	3	4
5	3	3	4	4	3	3
Caucasian:Female:16						
1	3	32	4	43	34	2
2	3	3	3	3	3	2
Column1	Column2	Column3	Column4	Column5	Column 6	Column7
Caucasian:Female:17						
1	2	3	2	2	2	1
Caucasian:Female:18	3	2	32	4	43	34

1						
2	3	3	2	3	5	3
Hispanic:Male:14 1	2	3	22	33	24	25
2	3	2	3	3	4	3
3	3	3	4	3	2	1
4	3	3	3	4	2	4
5	2	2	2	2	2	1
Hispanic:Male:15 1	4	42	43	44	5	1
2	2	2	2	2	2	2
3	3	2	2	3	3	3
4	2	1	3	4	2	2
5	2	2	1	1	2	3
6	3	3	3	4	4	3
7	3	3	3	3	3	3
8	3	2	2	3	4	4
9	3	2	3	2	4	4
Hispanic:Male:16 1	3	4	42	2	23	34
2	4	4	4	5	3	5
3	2	1	3	3	2	1
4	3	3	3	3	3	3
5	4	3	5	4	3	4
6	2	3	2	3	2	1
Hispanic:Male:17 1	2	22	23	3	24	1
2	2	1	2	3	2	1

Column1	Column2	Column3	Column4	Column5	Column 6	Column7
Hispanic:Male:18						
1	2	2	1	2	4	1
Hispanic:Female:14						
1	3	32	33	2	5	34
2	1	1	1	1	1	1
Hispanic:Female:15						
1	3	2	22	4	23	44
2	3	1	1	4	5	5
3	3	4	4	2	2	2
4	2	1	2	4	3	1
5	3	3	2	3	3	2
Hispanic:Female:16						
1	5	52	4	53	54	55
2	1	1	1	3	1	1
3	3	2	2	3	3	3
4	4	5	3	2	5	5
5	3	3	3	4	4	3
Hispanic:Female:17						
1	2	1	22	23	5	24
Mixed:Male:15 1	3	32	4	33	2	34
2	3	3	3	4	2	4
Mixed:Male:16 1	2	3	32	23	1	24
Mixed:Female:14						
1	3	32	33	34	35	4
Mixed:Female:15 1	2	22	23	4	24	25

Hispanic Female

Survey Population	Rounded Averages	Extra Version	Agreeableness	Conscientiousness	Emotional Stability	Openness
Caucasian:Male:14 1	**3**	3	4	3	2	2
2	**3**	4	3	4	3	2
3	**3**	3	3	3	3	3
4	**5**	5	5	5	3	5
5	**4**	3	4	4	4	4
6	**3**	4	3	3	2	4
	4					
Caucasian:Male:15 1	**3**	2	2	2	5	2
2	**3**	2	3	3	3	2
3	**3**	4	4	3	2	4
4	**4**	5	5	5	1	5
5	**2**	5	2	2	2	1
6	**2**	1	1	4	2	1
7	**3**	5	4	2	4	1
	3					
Caucasian:Male:16 1	**3**	3	5	3	2	1

2	**3**	3	3	4	3	4
3	**3**	5	3	2	4	2
4	**3**	2	2	5	3	4
5	**4**	4	4	4	3	3
6	**3**	4	4	3	3	3
7	**3**	4	3	3	3	3
	3					
Caucasian:Male:17 1	**4**	4	5	4	3	4
2	**3**	4	3	2	2	2
3	**3**	2	3	2	4	3
	3					
Caucasian:Male:18 1	**3**	3	2	2	3	3
	3					
Caucasian:Female:13 1	**3**	2	3	3	3	3
	3					
Caucasian:Female:14 1	**4**	4	5	3	3	3
2	**3**	4	4	3	3	2
3	**4**	5	3	3	4	4
4	**3**	4	4	4	2	2
	4					
Caucasian:Female:15 1	**3**	3	4	3	1	4
2	**4**	4	4	5	3	3
3	**2**	1	2	1	2	3
4	**2**	2	3	1	2	3

5	**3**	2	4	3	3	2
	3					
Caucasian:Female:16 1	**3**	4	4	4	3	2
2	**5**	5	5	5	4	4
	4					
Caucasian:Female:17 1	**3**	4	3	3	1	2
	3					
Caucasian:Female:18 1	**4**	4	3	4	3	4
2	**4**	4	4	4	3	3
	4					
Hispanic:Male:14 1	**3**	3	3	3	3	2
2	**3**	4	4	3	2	4
3	**2**	2	2	3	2	2
4	**4**	4	4	5	3	4
5	**4**	4	4	3	4	4
	3					
Hispanic:Male:15 1	**4**	5	4	4	4	3
2	**4**	3	3	4	4	4
3	**3**	4	3	3	3	4
4	**4**	5	3	3	4	3
5	**2**	2	2	2	2	3
6	**4**	4	3	4	4	3
7	**3**	3	2	3	3	3
8	**3**	3	2	2	3	3
9	**4**	4	4	4	2	4

	3					
Hispanic:Male:16						
1	4	5	4	3	3	4
2	3	3	2	2	5	3
3	5	3	5	5	5	5
4	4	4	4	4	3	4
5	2	2	2	2	2	3
6	3	3	4	3	3	2
	4					
Hispanic:Male:17						
1	3	3	3	3	2	2
2	4	4	4	3	4	3
	4					
Hispanic:Male:18						
1	5	5	5	5	5	5
	5					
Hispanic:Female:14						
1	3	2	2	3	3	3
2	1	1	1	1	1	1
	2					
Hispanic:Female:15						
1	2	4	3	1	3	1
2	4	5	4	2	5	3
3	2	3	2	3	2	1
4	4	4	3	3	4	4
5	3	3	2	3	2	4
	3					
Hispanic:Female:16						
1	3	4	2	3	5	2

2	**4**	5	4	5	2	4
3	**3**	3	3	2	3	3
4	**1**	1	1	2	1	1
5	**4**	4	4	4	3	3
	3					
Hispanic:Female:17						
1	**3**	3	3	3	2	3
	3					
Mixed:Male:15						
1	**3**	3	4	2	3	2
2	**4**	4	5	4	3	5
	4					
Mixed:Male:16						
1	**3**	4	3	4	3	3
	3					
Mixed:Female:14						
1	**3**	3	1	1	5	3
	3					
Mixed:Female:15						
1	**3**	5	3	3	2	3
	3					

African-American Male

Survey Population	Rounded Averages	Extra Version	Agreeableness	Conscientiousness	Emotional Stability	Openness
Caucasian:Male:14 1	**2**	1	1	3	2	2
2	**2**	2	2	2	2	2
3	**3**	3	3	3	3	3
4	**3**	5	2	2	5	3
5	**4**	3	3	4	4	5
6	**3**	2	3	3	4	3
Caucasian:Male:15 1	**3**	3	3	3	4	3
2	**3**	2	4	4	4	2
3	**4**	4	4	4	3	3
4	**3**	4	3	3	3	2
5	**4**	4	4	4	3	3
6	**3**	3	2	3	5	1
7	**3**	2	2	3	5	4
Caucasian:Male:16 1	**1**	1	2	1	1	1
2	**3**	3	3	2	4	3
3	**3**	4	4	4	4	1

4	**4**	4	3	5	2	4
5	**4**	4	4	3	5	5
6	**4**	5	3	3	2	5
7	**4**	4	3	3	3	3
Caucasian:Male:17						
1	**3**	4	2	3	4	3
2	**3**	4	4	3	3	3
3	**4**	5	5	4	3	2
Caucasian:Male:18						
1	**3**	3	3	3	3	3
Caucasian:Female:13						
1	**1**	1	1	1	3	1
Caucasian:Female:14						
1	**4**	5	4	3	3	3
2	**3**	3	3	3	2	3
3	**4**	4	4	4	5	4
4	**3**	4	4	4	2	2
Caucasian:Female:15						
1	**3**	4	3	4	2	2
2	**4**	4	4	4	5	5
3	**4**	5	5	2	5	3
4	**4**	4	3	5	4	2
5	**4**	4	3	4	4	3
Caucasian:Female:16						
1	**3**	3	2	3	3	2
2	**5**	5	5	5	4	4

Caucasian:Female:17						
1	**1**	2	1	1	1	2
Caucasian:Female:18						
1	**4**	4	5	4	4	4
2	**3**	4	3	3	4	3
Hispanic:Male:14						
1	**3**	3	4	3	2	2
2	**3**	3	4	2	3	4
3	**3**	4	3	3	3	2
4	**2**	2	2	1	4	1
5	**2**	1	3	2	1	4
Hispanic:Male:15						
1	**4**	4	3	3	5	4
2	**3**	3	3	4	3	4
3	**3**	3	3	3	3	3
4	**4**	5	5	4	4	4
5	**2**	2	1	2	2	3
6	**3**	3	4	3	4	3
7	**3**	2	2	3	3	3
8	**2**	2	2	2	2	1
9	**3**	2	2	3	2	4
Hispanic:Male:16						
1	**3**	3	2	3	3	3
2	**4**	3	3	4	5	5
3	**3**	2	3	2	5	4
4	**3**	3	3	3	3	2
5	**3**	3	3	3	3	3
6	**4**	4	4	3	3	4

Hispanic:Male:17						
1	**3**	2	3	3	3	2
2	**4**	4	3	4	4	3
Hispanic:Male:18						
1	**4**	4	3	3	4	4
Hispanic:Female:14						
1	**3**	3	3	3	2	3
2	**2**	2	2	1	3	4
Hispanic:Female:15						
1	**4**	3	3	4	4	4
2	**4**	2	4	3	5	5
3	**2**	5	2	2	1	1
4	**4**	5	4	4	4	5
5	**3**	4	3	3	2	3
Hispanic:Female:16						
1	**3**	3	3	4	4	3
2	**3**	3	3	4	1	4
3	**3**	4	3	4	2	3
4	**2**	1	2	2	1	4
5	**2**	2	1	3	4	2
Hispanic:Female:17						
1	**3**	1	2	3	5	3
Mixed:Male:15						
1	**3**	4	3	2	3	5
2	**1**	1	2	2	1	1
Mixed:Male:16						
1	**5**	5	5	5	4	5

Mixed:Female:14 1	**3**	2	2	2	4	3
Mixed:Female:15 1	**3**	4	3	2	2	3

Obese Female

Survey Population	Rounded Averages	Extra Version	Agreeableness	Conscientiousness	Emotional Stability	Openness
Caucasian:Male:14 1	**3**	2	2	3	4	3
2	**3**	1	2	2	5	5
3	**3**	3	3	3	3	3
4	**2**	1	2	4	1	1
5	**2**	1	2	3	1	1
6	**2**	2	2	3	2	1
Caucasian:Male:15 1	**2**	1	1	2	1	3
2	**3**	2	2	3	2	4
3	**3**	3	3	3	2	3
4	**2**	2	2	2	2	3
5	**2**	1	2	3	1	2
6	**3**	2	1	4	5	3
7	**3**	2	4	2	1	5
Caucasian:Male:16	**1**	1	1	1	1	1

1						
2	**3**	3	2	3	3	4
3	**2**	2	2	2	2	2
4	**4**	5	4	3	5	4
5	**1**	1	1	3	1	1
6	**4**	4	4	5	4	4
7	**3**	4	3	4	4	4
Caucasian:Male:17						
1	**1**	1	1	2	1	1
2	**2**	1	1	4	3	3
3	**3**	2	4	4	1	5
Caucasian:Male:18						
1	**2**	2	2	3	2	3
Caucasian:Female:13						
1	**1**	1	1	1	1	1
Caucasian:Female:14						
1	**2**	1	4	1	2	1
2	**1**	1	1	1	1	1
3	**2**	1	1	3	2	2
4	**2**	2	3	3	1	1
Caucasian:Female:15						
1	**3**	2	3	3	4	2
2	**2**	2	2	2	2	2
3	**2**	1	1	5	1	1
4	**3**	1	4	3	2	3
5	**3**	1	2	4	3	4
Caucasian:Female:16	**2**	2	2	2	2	2

1						
2	**4**	5	4	4	2	3
Caucasian:Female:17						
1	**2**	1	1	3	2	3
Caucasian:Female:18						
1	**3**	3	4	4	2	4
2	**2**	2	3	2	3	2
Hispanic:Male:14						
1	**3**	3	4	3	2	2
2	**2**	1	2	3	4	2
3	**2**	1	1	3	1	3
4	**2**	2	3		1	3
5	**2**	2	3	3	1	3
Hispanic:Male:15						
1	**2**	2	2	2	5	1
2	**1**	1	1	1	1	1
3	**2**	2	1	3	2	2
4	**2**	2	3	5	1	1
5	**2**	1	1	2	2	3
6	**2**	3	2	3	1	2
7	**1**	2	1	1	1	2
8	**2**	2	2	2	2	1
9	**2**	1	2	3	2	3
Hispanic:Male:16						
1	**3**	2	2	2	3	4
2	**2**	1	1	5	1	1
3	**3**	1	3	2	4	5
4	**2**	1	3	2	1	1

5	**2**	1	2	3	2	3
6	**2**	2	1	2	3	3
Hispanic:Male:17						
1	**2**	2	2	2	1	2
2	**1**	1	1	1	1	1
Hispanic:Male:18						
1	**3**	4	3	3	1	4
Hispanic:Female:14						
1	**2**	2	1	3	2	1
2	**2**	2	2	1	3	1
Hispanic:Female:15						
1	**2**	2	1	1	1	3
2	**3**	1	2	3	5	5
3	**2**	3	3	2	2	1
4	**2**	2	1	1	1	3
5	**3**	3	3	3	2	4
Hispanic:Female:16						
1	**2**	1	4	4	1	1
2	**1**	1	1	1	1	1
3	**3**	4	3	3	3	3
4	**1**	1	1	2	1	2
5	**1**	1	1	2	2	1
Hispanic:Female:17						
1	**3**	1	2	3	4	3
Mixed:Male:15						
1	**3**	3	2	3	4	4

2	**2**	1	3	3	2	1
Mixed:Male:16 1	**2**	2	1	2	1	2
Mixed:Female:14 1	**2**	4	3	2	2	1
Mixed:Female:15 1	**2**	1	1	2	1	3

Caucasian Male

Survey Population	Rounded Averages	Extra Version	Agreeablenes s	Conscientiousness	Emotional Stability	Openness
Caucasian:Male:14 1	**1**	1	1	1	1	1
2	**3**	3	2	3	4	5
3	**3**	3	3	3	3	3
4	**3**	3	2	4	2	4
5	**3**	3	3	3	3	3
6	**3**	3	3	3	4	4
	2					
Caucasian:Male:15 1	**2**	3	2	2	2	1
2	**3**	3	3	4	3	3
3	**2**	2	3	2	3	2
4	**3**	4	3	3	4	3

5	**3**	3	2	3	4	2
6	**2**	1	2	3	3	2
7	**4**	5	3	4	5	1
	3					
Caucasian:Male:16 1	**2**	2	3	1	1	1
2	**3**	3	2	3	3	3
3	**3**	2	2	3	4	2
4	**3**	3	3	3	3	3
5	**3**	4	3	5	1	1
6	**3**	3	3	3	3	3
7	**3**	3	3	2	3	3
	3					
Caucasian:Male:17 1	**2**	2	2	2	1	3
2	**3**	2	3	2	3	3
3	**3**	3	3	2	2	3
	3					
Caucasian:Male:18 1	**4**	4	4	4	4	4
	4					
Caucasian:Female:13 1	**1**	1	1	1	1	1
	1					
Caucasian:Female:14 1	**3**	2	3	4	4	3
2	**3**	3	3	3	2	3
3	**4**	4	3	4	4	4

4	**2**	2	3	2	2	3
	3					
Caucasian:Female:15 1	**4**	4	3	4	3	4
2	**3**	3	2	3	4	3
3	**2**	3	3	3	2	1
4	**4**	3	2	5	4	5
5	**3**	3	3	4	2	3
	4					
Caucasian:Female:16 1	**2**	2	2	3	3	2
2	**4**	4	4	3	4	3
	3					
Caucasian:Female:17 1	**1**	1	1	1	1	1
	1					
Caucasian:Female:18 1	**3**	3	3	3	4	3
2	**2**	2	2	2	3	2
	3					
Hispanic:Male:14 1	**3**	3	4	4	3	2
2	**4**	3	3	4	5	3
3	**2**	1	3	3	3	2
4	**3**	4	3	2	4	4
5	**3**	3	4	3	2	4
	3					
Hispanic:Male:15 1	**3**	4	3	3	3	1

2	**3**	3	3	3	3	3
3	**2**	2	2	2	1	2
4	**3**	3	2	2	4	2
5	**2**	1	1	1	2	3
6	**4**	4	4	3	3	4
7	**2**	2	2	2	2	2
8	**3**	3	3	3	3	2
9	**3**	2	2	2	4	3
	3					
Hispanic:Male:16 1	**2**	2	2	1	3	3
2	**3**	2	3	2	4	5
3	**3**	2	3	4	4	2
4	**2**	2	1	1	5	2
5	**4**	4	3	4	4	4
6	**2**	3	2	2	1	1
	2					
Hispanic:Male:17 1	**3**	3	2	3	3	3
2	**2**	1	2	1	2	2
	3					
Hispanic:Male:18 1	**1**	1	1	2	1	1
	1					
Hispanic:Female:14 1	**2**	2	2	2	3	2
2	**3**	1	4	3	3	2
	3					
Hispanic:Female:15 1	**2**	2	2	3	3	2

2	**3**	2	3	2	5	3
3	**1**	1	1	1	1	1
4	**3**	4	4	2	3	1
5	**3**	2	3	3	3	2
	3					
Hispanic:Female:16 1	**2**	1	2	2	3	1
2	**2**	2	2	1	2	2
3	**3**	3	3	4	4	2
4	**3**	2	1	4	4	2
5	**3**	2	1	3	4	3
	3					
Hispanic:Female:17 1	**2**	2	2	2	4	2
	2					
Mixed:Male:15 1	**3**	4	2	5	2	4
2	**3**	2	4	4	2	4
	3					
Mixed:Male:16 1	**2**	2	2	3	2	2
	2					
Mixed:Female:14 1	**3**	4	4	3	2	3
	3					
Mixed:Female:15 1	**3**	3	3	4	2	3
	3					

Caucasian Female

Survey Population		Rounded Averages	Extra Version	Agreeableness	Conscientiousness	Emotional Stability	Openness
Caucasian:Male:14	**1**	**3**	3	3	4	3	4
	2	**3**	4	3	3	2	2
	3	**3**	3	3	3	3	3
	4	**4**	3	5	5	1	4
	5	**2**	2	3	3	1	2
	6	**3**	2	3	4	3	4
Caucasian:Male:15	1	**3**	4	4	4	2	3
	2	**3**	4	3	3	3	3
	3	**3**	4	3	3	2	3
	4	**3**	3	3	3	4	2
	5	**3**	4	5	3	2	3
	6	**4**	4	2	5	5	5
	7	**3**	4	2	3	2	4
Caucasian:Male:16	1	**3**	2	2	4	3	3
	2	**3**	3	2	3	2	3
	3	**4**	3	3	4	5	3
	4	**2**	2	2	2	3	3
	5	**3**	1	3	3	5	1
	6	**2**	2	2	2	1	1
	7	**2**	2	2	2	2	2
Caucasian:Male:17	1	**4**	3	3	4	3	5
	2	**2**	3	3	2	2	2
	3	**4**	4	4	5	4	4
Caucasian:Male:18	1	**4**	4	5	3	3	4

Caucasian:Female:13						
1	**2**	2	1	2	3	1
Caucasian:Female:14						
1	**3**	4	2	4	2	2
2	**3**	3	4	3	3	3
3	**3**	4	2	3	4	3
4	**3**	3	3	4	3	2
Caucasian:Female:15						
1	**3**	3	2	3	2	3
2	**3**	3	3	2	2	3
3	**2**	1	1	1	4	1
4	**4**	4	5	4	2	4
5	**3**	3	3	3	3	3
Caucasian:Female:16						
1	**3**	4	3	4	3	3
2	**4**	4	4	4	4	4
Caucasian:Female:17						
1	**2**	2	1	2	1	3
Caucasian:Female:18						
1	**3**	3	2	3	3	2
2	**3**	3	4	3	4	3
Hispanic:Male:14						
1	**3**	4	3	3	3	2
2	**3**	3	4	2	4	2
3	**2**	1	2	3	3	1
4	**4**	3	4	4	3	4
5	**3**	2	3	2	4	2
Hispanic:Male:15						
1	**3**	3	3	3	5	1
2	**2**	2	2	2	2	2

3	**3**	2	3	3	2	3
4	**3**	3	5	4	1	2
5	**2**	1	1	1	2	3
6	**4**	4	4	3	4	3
7	**3**	3	3	3	3	3
8	**2**	3	3	2	2	1
9	**3**	2	2	4	3	4
Hispanic:Male:16 1	**3**	4	4	3	3	3
2	**3**	1	3	2	5	5
3	**3**	5	3	1	3	4
4	**3**	3	2	3	4	1
5	**3**	2	2	3	4	3
6	**3**	3	3	2	2	3
Hispanic:Male:17 1	**2**	3	2	3	2	2
2	**2**	2	1	2	2	4
Hispanic:Male:18 1	**2**	2	2	3	3	1
Hispanic:Female:14 1	**2**	3	2	3	1	1
2	**1**	2	1	1	1	1
Hispanic:Female:15 1	**3**	3	3	4	2	3
2	**3**	1	3	3	4	2
3	**1**	2	2	1	1	1
4	**3**	3	4	3	1	3
5	**3**	3	3	3	4	4
Hispanic:Female:16 1	**3**	4	3	4	3	2
2	**4**	4	3	5	3	4
3	**4**	4	4	3	4	4
4	**2**	1	1	1	1	5

	5	**3**	3	3	4	2	2
Hispanic:Female:17	1	**3**	2	2	3	4	3
Mixed:Male:15	1	**3**	3	2	3	4	3
	2	**4**	4	4	4	4	5
Mixed:Male:16	1	**4**	4	5	4	3	5
Mixed:Female:14	1	**2**	2	2	2	3	2
Mixed:Female:15	1	**1**	1	2	1	2	1

Hispanic Male

Survey Population		Rounded Averages	Extra Version	Agreeableness	Conscientiousness	Emotional Stability	Openness
Caucasian:Male:14	**1**	**2**	1	2	2	2	1
	2	**3**	3	1	2	4	4
	3	**3**	3	3	3	3	3
	4	**2**	1	1	2	5	1
	5	**2**	2	3	2	3	2
	6	**2**	1	1	1	4	1
Caucasian:Male:15	**1**	**2**	2	1	1	4	1
	2	**3**	3	3	3	4	3

3	**3**	3	3	2	4	2
4	**3**	4	3	2	3	2
5	**2**	2	2	2	3	2
6	**3**	4	2	3	4	2
7	**2**	2	1	2	4	1
Caucasian:Male:16 1	**1**	1	1	1	2	1
2	**3**	3	3	3	2	2
3	**3**	4	3	3	4	3
4	**4**	3	4	4	4	4
5	**3**	2	3	4	2	3
6	**4**	5	4	5	3	4
7	**4**	5	3	4	3	4
Caucasian:Male:17 1	**2**	2	2	1	3	1
2	**2**	3	3	3	2	1
3	**1**	2	1	1	1	1
Caucasian:Male:18 1	**2**	3	2	2	3	2
Caucasian:Female:13 1	**2**	3	2	1	2	1
Caucasian:Female:14 1	**3**	2	4	3	3	3
2	**3**	3	3	3	3	2
3	**3**	3	2	3	3	2
4	**3**	2	3	2	4	2

Caucasian:Female:15						
1	**3**	3	3	2	4	3
2	**4**	4	3	4	4	3
3	**2**	2	2	1	5	1
4	**2**	1	1	4	3	1
5	**2**	2	2	2	3	3
Caucasian:Female:16						
1	**2**	2	2	3	3	2
2	**3**	4	3	2	4	2
Caucasian:Female:17						
1	**2**	3	2	1	2	1
Caucasian:Female:18						
1	**2**	2	2	2	2	1
2	**2**	2	2	3	2	3
Hispanic:Male:14						
1	**4**	4	4	5	2	4
2	**3**	2	3	2	4	3
3	**2**	1	2	3	3	2
4	**2**	3	3	2	3	1
5	**3**	3	2	2	4	2
Hispanic:Male:15						
1	**3**	3	3	3	4	1
2	**2**	3	2	2	2	2
3	**3**	1	2	3	3	4
4	**2**	1	3	2	3	3
5	**2**	2	2	2	2	3
6	**4**	4	4	4	4	4
7	**2**	2	2	2	3	2

8	**4**	4	4	3	4	3
9	**3**	3	2	2	3	4
Hispanic:Male:16						
1	**2**	3	3	2	2	1
2	**3**	2	3	1	5	5
3	**3**	2	3	2	4	3
4	**2**	1	1	2	4	3
5	**2**	2	2	2	3	2
6	**2**	2	2	1	2	1
Hispanic:Male:17						
1	**3**	2	3	3	2	3
2	**2**	2	1	2	3	2
Hispanic:Male:18						
1	**3**	4	4	3	2	1
Hispanic:Female:14						
1	**3**	3	3	3	4	3
2	**2**	2	2	2	2	3
Hispanic:Female:15						
1	**2**	1	2	1	3	2
2	**4**	3	4	3	5	3
3	**2**	2	2	3	1	3
4	**2**	2	2	2	2	2
5	**3**	3	3	3	4	3
Hispanic:Female:16						
1	**2**	2	2	1	1	4
2	**3**	3	3	1	4	5
3	**3**	3	4	3	3	2

4	**2**	1	2	2	1	3
5	**1**	1	1	1	1	1
Hispanic:Female:17 1	**3**	3	3	3	4	2
Mixed:Male:15 1	**3**	2	4	3	4	2
2	**2**	1	3	1	2	2
Mixed:Male:16 1	**2**	2	2	3	1	1
Mixed:Female:14 1	**2**	2	2	3	4	1
Mixed:Female:15 1	**2**	3	2	2	2	2

Asian Female

Survey Population	**Rounded Averages**	**Extra Version**	**Agreeableness**	**Conscientiousness**	**Emotional Stability**	**Openness**
Caucasian:Male:14 1	**4**	4	4	5	5	2
2	**3**	4	5	4	2	2
3	**3**	3	3	3	3	3
4	**3**	5	3	2	5	1

5	**4**	4	4	4	3	3
6	**4**	4	4	3	5	4
Caucasian:Male:15 1	**4**	4	5	5	4	4
2	**3**	2	3	4	2	3
3	**4**	4	4	4	3	4
4	**5**	5	5	4	5	5
5	**4**	4	3	4	4	3
6	**4**	4	4	5	5	2
7	**3**	5	4	3	1	2
Caucasian:Male:16 1	**3**	5	3	3	2	1
2	**4**	4	5	4	3	3
3	**4**	4	4	3	4	3
4	**1**	1	1	1	3	1
5	**3**	4	3	4	2	1
6	**4**	4	4	3	3	4
7	**4**	4	3	3	3	3
Caucasian:Male:17 1	**4**	4	4	4	2	5
2	**4**	4	4	4	3	4
3	**4**	5	5	5	4	3
Caucasian:Male:18 1	**4**	4	4	4	3	4
Caucasian:Female:13 1	**5**	5	5	5	5	5
Caucasian:Female:14	**4**	5	5	4	3	3

1						
2	**4**	4	4	4	4	4
3	**4**	4	4	4	5	3
4	**3**	3	4	4	2	4
Caucasian:Female:15						
1	**4**	4	4	4	2	4
2	**4**	5	4	4	2	3
3	**3**	3	5	4	2	1
4	**5**	5	5	5	5	4
5	**3**	3	4	3	3	4
Caucasian:Female:16						
1	**4**	5	4	4	3	3
2	**3**	2	2	5	3	4
Caucasian:Female:17						
1	**4**	4	5	4	4	4
Caucasian:Female:18						
1	**3**	3	4	3	2	2
2	**3**	3	2	3	4	2
Hispanic:Male:14						
1	**4**	4	4	4	3	3
2	**3**	4	3	3	4	2
3	**2**	1	1	1	5	3
4	**4**	5	4	5	4	3
5	**3**	4	5	2	4	2
Hispanic:Male:15						
1	**4**	4	5	5	4	3
2	**5**	5	5	5	5	5

3	**4**	4	5	3	3	3
4	**5**	5	5	5	5	5
5	**2**	2	1	2	2	3
6	**4**	4	4	4	4	4
7	**3**	3	3	4	3	4
8	**3**	3	3	5	2	2
9	**4**	4	4	4	3	3
Hispanic:Male:16						
1	**4**	4	4	4	3	3
2	**4**	5	3	3	2	5
3	**4**	4	4	3	5	3
4	**4**	4	4	4	3	4
5	**3**	4	4	3	3	3
6	**4**	5	4	4	4	2
Hispanic:Male:17						
1	**3**	4	4	3	2	3
2	**3**	3	3	4	2	4
Hispanic:Male:18						
1	**4**	3	5	4	3	4
Hispanic:Female:14						
1	**4**	5	4	4	2	3
2	**1**	1	1	1	1	1
Hispanic:Female:15						
1	**4**	4	4	4	3	3
2	**4**	4	4	4	2	5
3	**3**	3	4	3	1	5
4	**3**	4	4	3	4	1
5	**3**	3	3	2	3	3

Hispanic:Female:16						
1	**5**	5	5	5	4	5
2	**4**	5	4	1	4	5
3	**4**	3	4	5	5	5
4	**4**	2	4	3	5	5
5	**5**	4	5	5	4	5
Hispanic:Female:17						
1	**4**	5	4	5	3	5
Mixed:Male:15						
1	**3**	3	4	3	4	2
2	**4**	4	5	4	3	2
Mixed:Male:16						
1	**5**	5	5	5	5	4
Mixed:Female:14						
1	**4**	4	3	3	5	3
Mixed:Female:15						
1	**3**	4	4	3	3	2