

The Mightier Dashboard/Hub



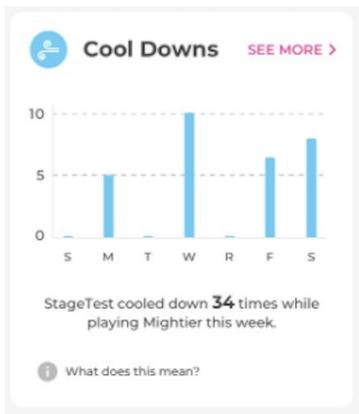
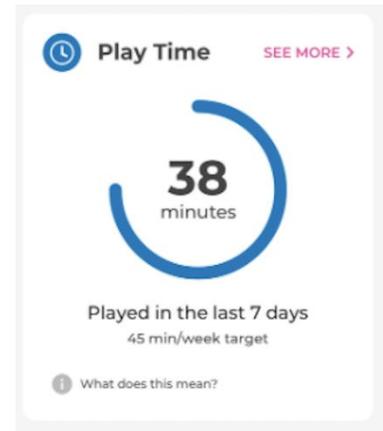
Welcome to the Dashboard/Hub!

Here you can see all of your players' stats under the tab "Player Stats." Data on the dashboard includes the number of minutes played that week, number of cool downs completed for the week, and the child's most-played game. This helps us see that players are getting practice!

To toggle between players and see another player's account, click the drop down menu next to "Select player" in the right hand corner of the screen.

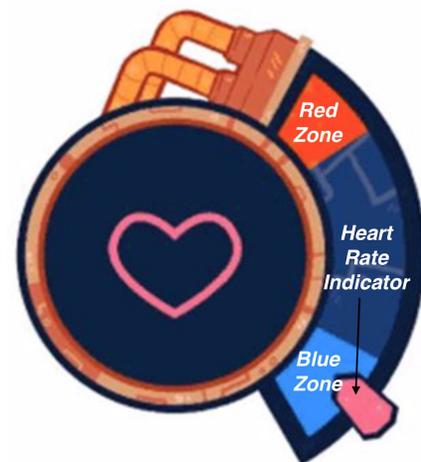
Time

The Play Time graphic gives an overview of how much time a player has played over the **last seven (7) days** from the point in time you are checking. You can see play time for current week, along with past play (up to 3 months) on the Hub Home page. Play Time represents the amount of time spent **actively** playing, which does not include browsing through game achievements, viewing lavalings, or pausing to catch lavalings. That's okay! Kids' heart rates are still being monitored while browsing and sometimes, they will even get into red without playing!

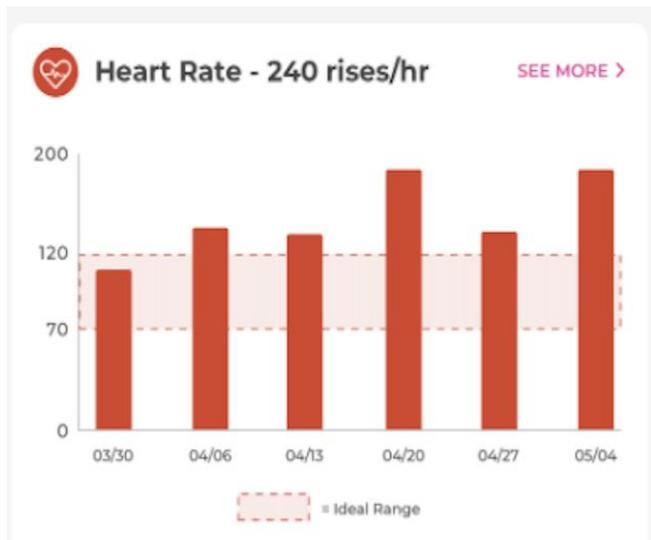


Cool Downs

The cool down graphic gives an overview of how many cool downs (bringing the heart rate back down to the blue zone after a rise into the gray or red zones) a player has during the week.



Heart Rate Rises (Red Graph)



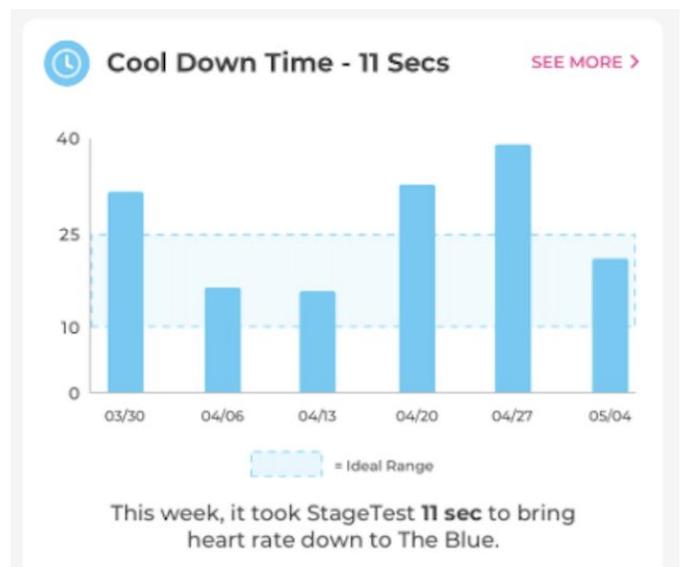
The Heart Rate Rises data is recorded by measuring the number of times that a child gets out of the blue while playing (not how many times the player gets into the red). We find that the ideal range is between 70 and 120 rises per hour. This is to ensure that kids are getting enough challenge when playing Mightier but not so much that they are overly frustrated while playing.

This data should stay consistent across weeks in order to develop and keep challenges for the player. If the average is **lower** it means the player might not be getting enough practice increasing and decreasing their heart rate. If their heart rate is **higher** than our average expected range then it could mean that they are getting frustrated more often which could lead to engagement issues.

Cool Down Time (Blue Graph)

The Cool Down Time graph measures the average number of seconds it takes a player to decrease their heart rate from the gray/red zone to the blue zone while playing. It is recorded anytime a player gets out of the blue, even if they are in gray for just a few seconds. It should take a player between 10 to 25 seconds on average to bring their heart rate down.

We tend to see players decrease the average amount of time it takes them to decrease their heart rate over time, although this is not always the case as players take on more challenges in games.



If heart rate rises or cool down times continue to stay low or high, or if your child expresses playing feels too easy or hard, reach out to a Program Specialist by contacting our [Family Care Team](#), who can speak with you about your child's play experience and adjust the difficulty for that player as necessary.