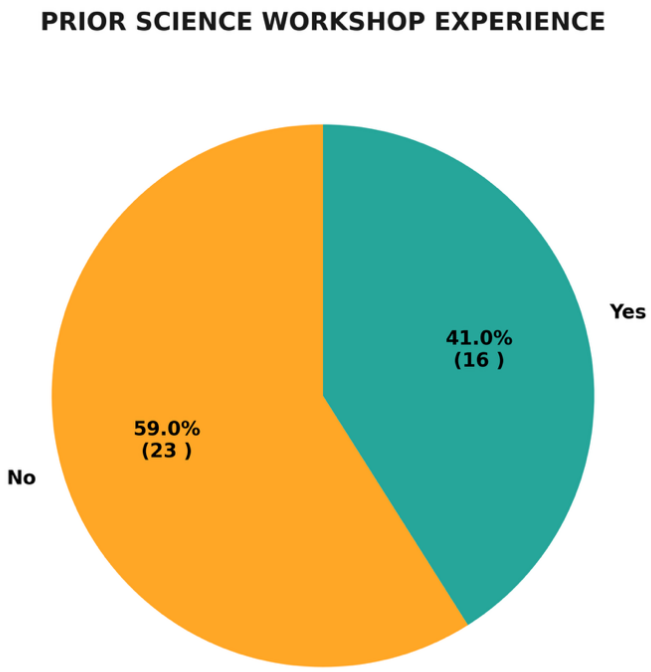
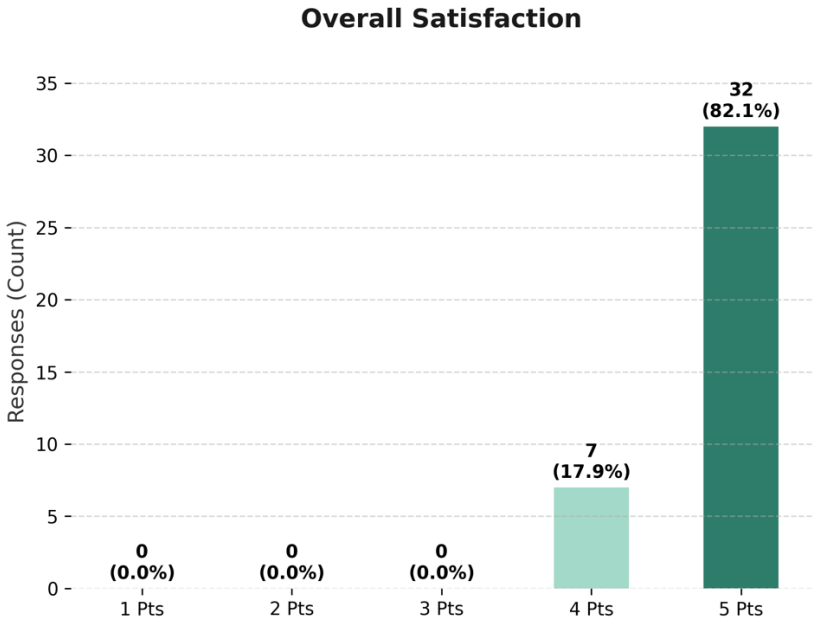
This report provides an empirical analysis of the 3D 玩家出任務 - Discover × Design × Detect workshop feedback collected from 39 participants.

Original dataset: https://docs.google.com/spreadsheets/d/1eCUJRSh3erFdO90KVCfsmKicq9pnPbZqlAWigMNC-RM/edit?gid=617979799#gid=617979799

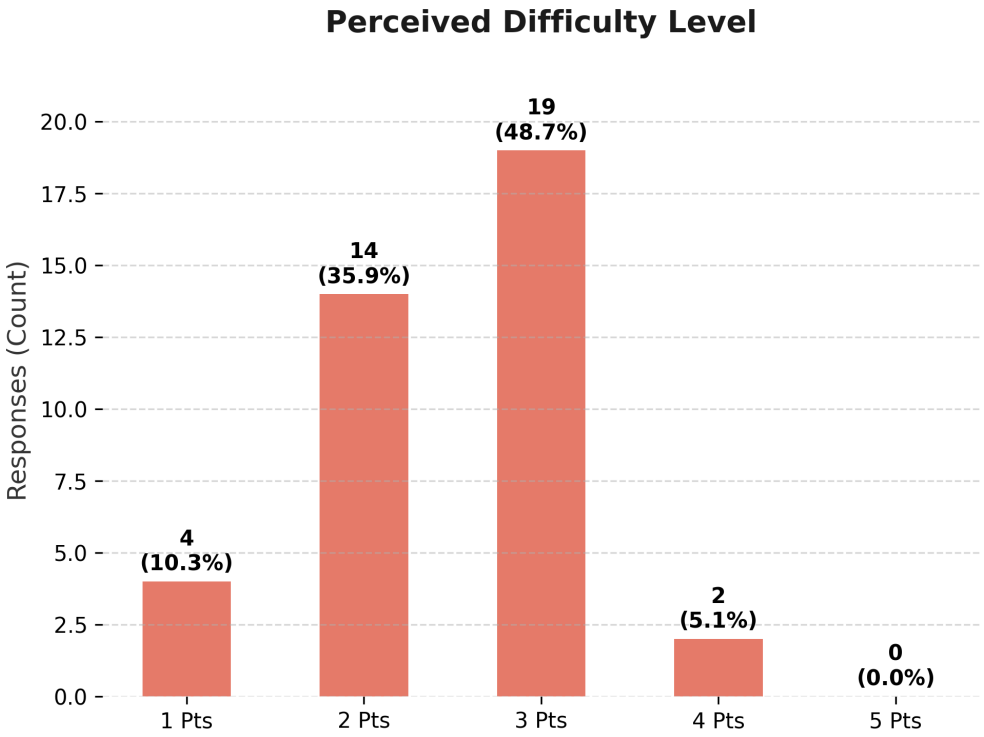
1. Prior science workshop experience



2. Overall satisfaction



3.Difficulty



4. Educational Effectiveness & Statistical Analysis (pre Vs. Post)

To evaluate the educational impact, a Paired Samples t-test was conducted to compare the pre-camp and post-camp scores. The data reveals highly significant knowledge expansion across both domains:

Synthetic Biology Track

Pre-Camp Mean Score: 2.56 / 5.00

Post-Camp Mean Score: 3.69 / 5.00

Net Growth Contribution: +1.13 (+44.1% improvement)

Statistical Significance: $t(38) = 7.20$, $p < 0.001$ (Highly Significant)

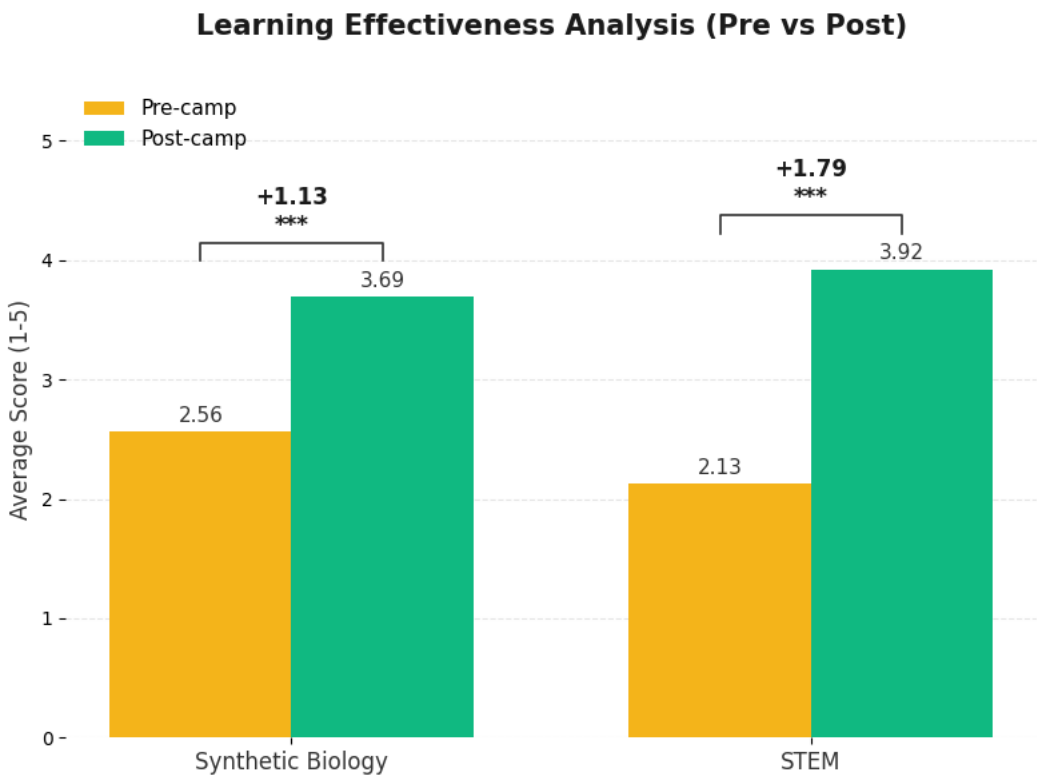
STEM Integration Track

Pre-Camp Mean Score: 2.13 / 5.00

Post-Camp Mean Score: 3.92 / 5.00

Net Growth Contribution: +1.79 (+84.0% improvement)

Statistical Significance: t(38) = 8.36, p < 0.001 (Highly Significant)



5. Willingness to Join Similar Activities Again

