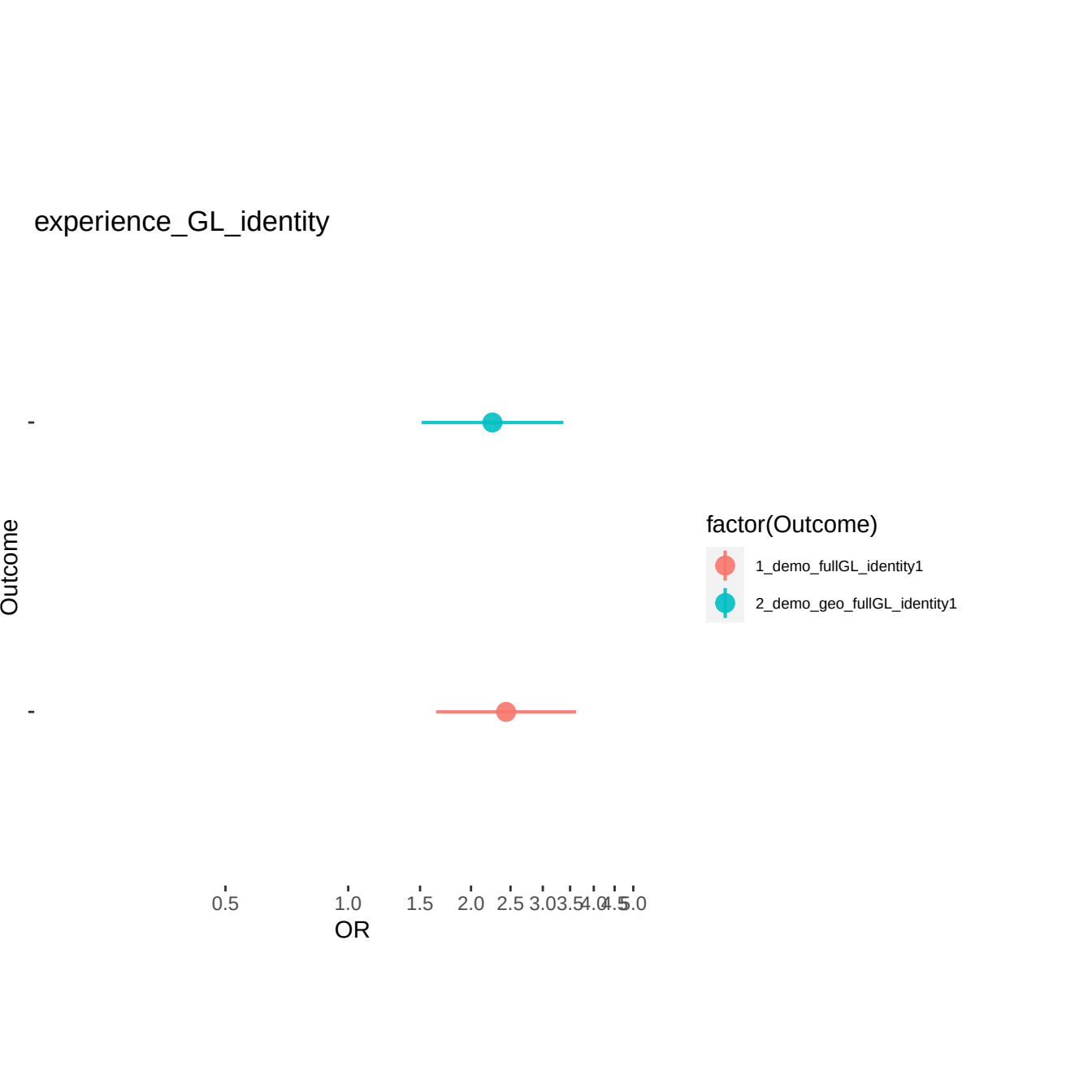
experience_GL_identity
Outcome
-
-
factor(Outcome)
1_demo_fullGL_identity1
2_demo_geo_fullGL_identity1
0.5
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
OR