

# Chapter 11

**Model Summary**

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.801 <sup>a</sup>	.641	.582	.54818

a. Predictors: (Constant), HSGPA

**ANOVA<sup>a</sup>**

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	3.226	1	3.226	10.735	.017 <sup>b</sup>
	Residual	1.803	6	.300		
	Total	5.029	7			

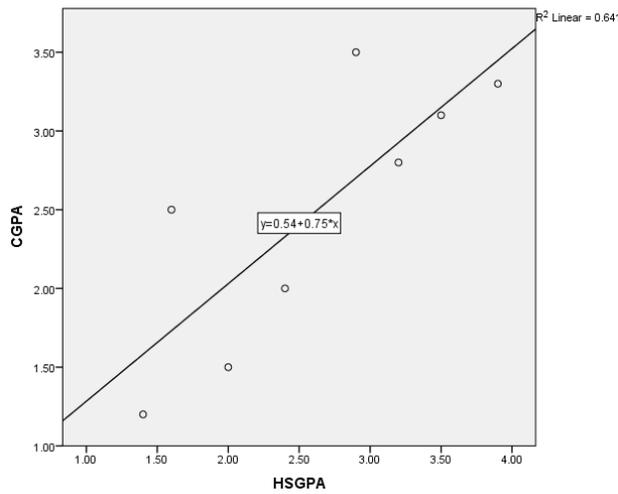
a. Dependent Variable: CGPA

b. Predictors: (Constant), HSGPA

**Coefficients<sup>a</sup>**

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	.537	.626		.858	.424
	HSGPA	.746	.228	.801	3.276	.017

a. Dependent Variable: CGPA



# Chapter 11 Exercise

**Model Summary**

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.821 <sup>a</sup>	.675	.634	8.47258

a. Predictors: (Constant), Video Game Score Averages

**ANOVA<sup>a</sup>**

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	1190.123	1	1190.123	16.579	.004 <sup>b</sup>
	Residual	574.277	8	71.785		
	Total	1764.400	9			

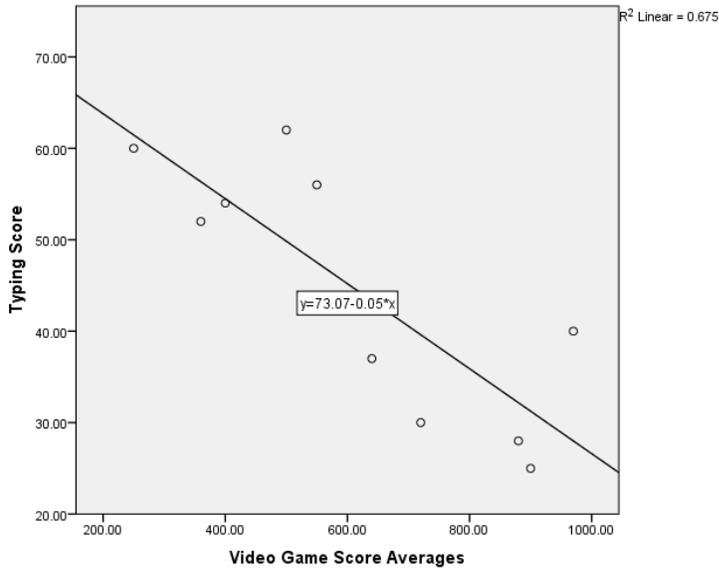
a. Dependent Variable: Typing Score

b. Predictors: (Constant), Video Game Score Averages

**Coefficients<sup>a</sup>**

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	73.075	7.535		9.698	.000
	Video Game Score Averages	-.046	.011	-.821	-4.072	.004

a. Dependent Variable: Typing Score



4. a) Yes, Sig. is .004, when this value is less than .05 it indicates a significant result.

are is .675

b) Inverse, Unstandardized Coefficient is -.046

c) No, this is not a perfect relationship

d) Yes, this relationship is linear

e) R Square is .675, therefore 67.5 percent of variation in Typing scores is explained by the variation in the Video Games Score Averages.

$$5. y = 73.07 - (0.05 * x) , x = 570$$

$$y = 73.07 - (0.05 * 570)$$

$$y = 73.07 - 28.5$$

$$y = 44.57$$

Based on the regression line, a person who has an average game score of 570 would type about 44.57 words per minute.