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EDG500

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SPSS Chapter 11 Step by Step:

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.801 ^a	0.641	0.582	0.54818

a. Predictors: (Constant), HSGPA

ANOVA^a

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	3.226	1	3.226	10.735	.017 ^b
	Residual	1.803	6	0.300		
	Total	5.029	7			

a. Dependent Variable: CGPA

b. Predictors: (Constant), HSGPA

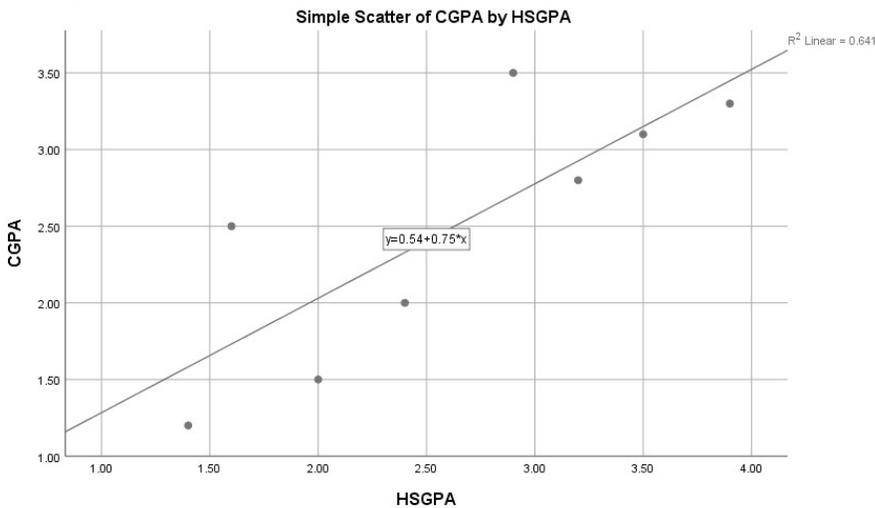
Coefficients^a

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	0.537	0.626		0.858	0.424
	HSGPA	0.746	0.228	0.801	3.276	0.017

a. Dependent Variable: CGPA

b. Predictors: (Constant), HSGPA

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SPSS Chapter 11 Step by Step:

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.821 ^a	0.675	0.634	8.47258

a. Predictors: (Constant), Video Games Scores Average

ANOVA^a

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

a. Dependent Variable: Typing Score

b. Predictors: (Constant), Video Games Scores Average

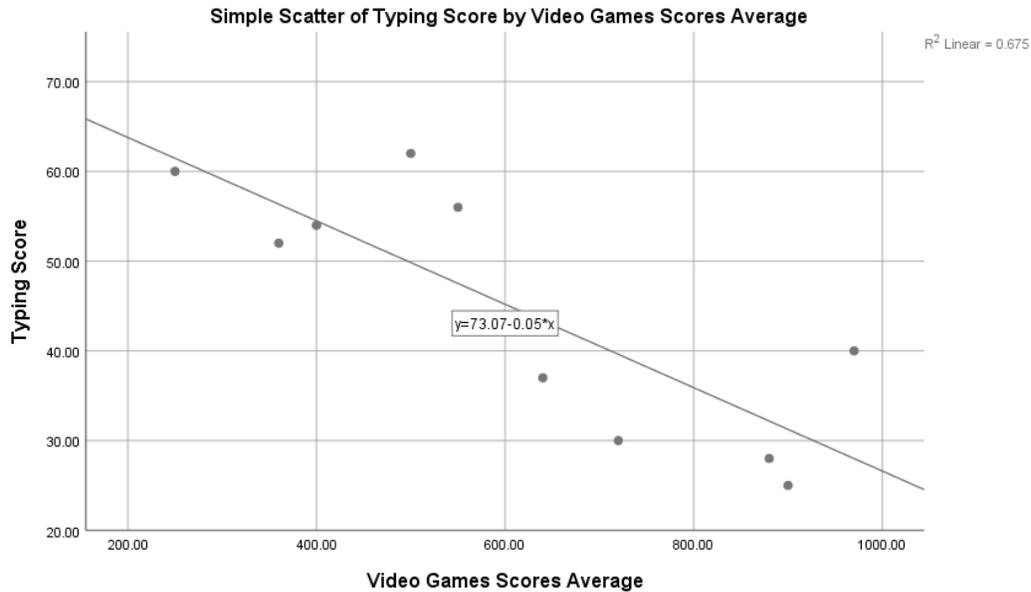
Coefficients^a

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	73.075	7.535		9.698	0.000
	Video Games Scores Average	-0.046	0.011	-0.821	-4.072	0.004

a. Dependent Variable: Typing Score

b. Predictors: (Constant), Video Games Scores Average

GGraph



4.

- a. Is the relationship statistically significant? Yes
- b. Is the relationship direct or inverse? Inverse
- c. Is the relationship perfect? No
- d. Is the relationship linear? Yes
- e. What percentage of the variation in **Typing Score** is explained by the variation in the **Video Game Score Averages**? 67.5%

5. Given the regression equation, how many words per minute would a person type who possessed a game score average of 570? For a video game score average of 570, our equation **Typing** = 73.08 + (-.05 x -4.1) predicts a person would type 73.285 words per minute.