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EDG500

3/7/23

SPSS Chapter 11

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.801 ^a	.641	.582	.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	.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)	.537	.626	.858	.424
	HSGPA	.746	.228	.801	.017

a. Dependent Variable: CGPA

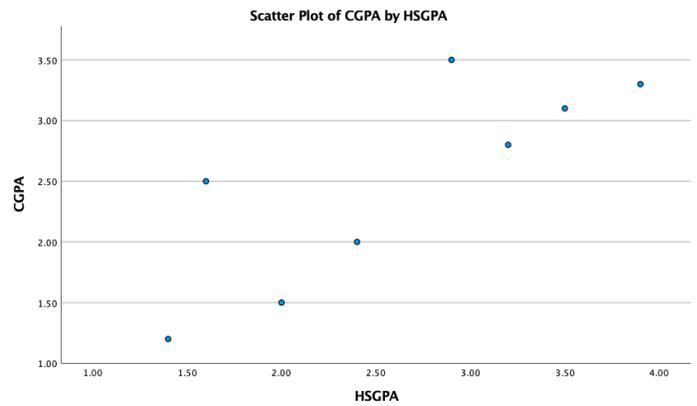


Figure 11.7. Excerpt of SPSS Statistics output

Figure 11.14. Scattergram for the relationship between High School GPA and College GPA (strong, direct, linear).

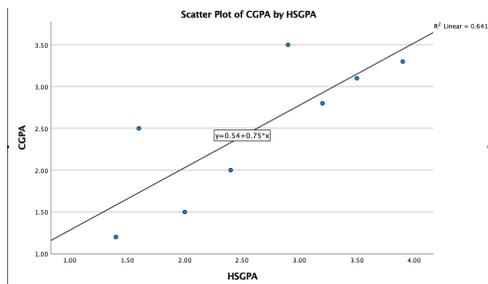


Figure 11.18. SPSS Statistics output showing scattergram with linear fit line superimposed.

Chapter 11 Exercise

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.821 ^a	.675	.634	8.47258

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

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 Game Score Averages

Coefficients^a

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

Figure 11.15. SPSS Statistics output showing regression analysis of Video Game Scores and Typing Scores.

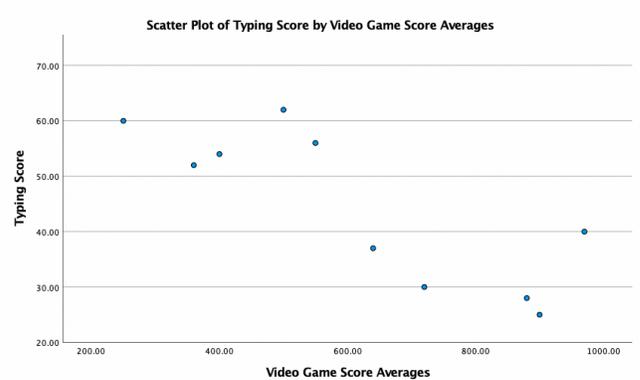


Figure 11.16. Scattergram for the relationship between **Video Game Score Averages** and **Typing Score** (strong, inverse, linear relationship).

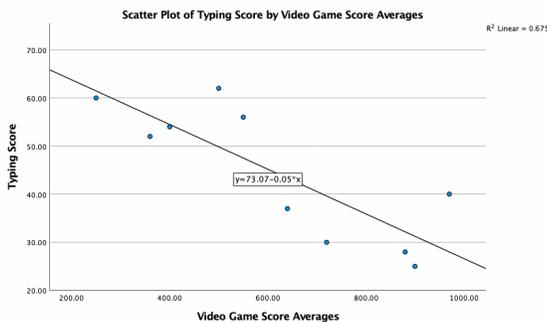


Figure 11.17. Scattergram with linear fit line superimposed for the relationship between **Video Game Score Averages** and **Typing Score** (strong, inverse, linear Relationship)

- 4a) The Sig value of .004 being well below 0.05 shows that the relationship between Video Game Score averages and Typing scores is statistically significant.
- 4b) The relationship is inverse.
- 4c) The relationship is not perfect. It is strong.
- 4d) The relationship is linear.
- 4e) The coefficient of determination found in the column headed R Square shows a value of .675 which indicates that 67.5% of the variation in Typing score can be explained by the variation in the Video Game score averages.
- 5) Given the regression equation, a person with a Game Score average of 570 would type 46.86 words per minute. Rounded up to 47 words per minute.