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EDG 500

March 5, 2023

SPSS chapter 11

Variables Entered/Removed[a]

Model	Variables Entered	Variables Removed	Method
1	HSGPA[b]	.	Enter

a. Dependent Variable: CGPA

b. All requested variables entered.

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

a. Dependent Variable: CGPA

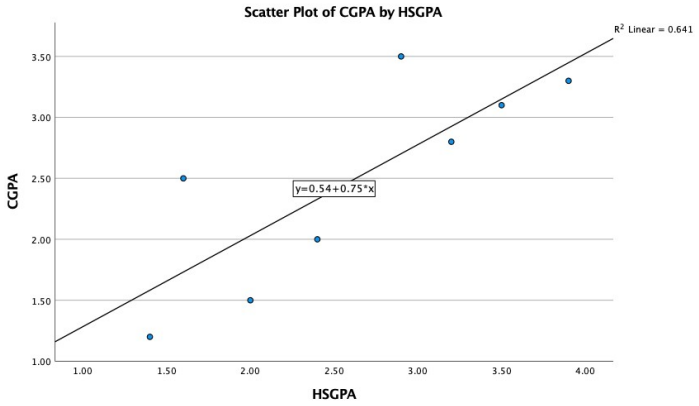


Figure 11.18. **SPSS** statistics output showing scattergram with linear fit line superimposed.

Exercise for Chapter 11

Variables Entered/Removed[a]

Model	Variables Entered	Variables Removed	Method
1	Video Game Score Avarages[b]	.	Enter

a. Dependent Variable: Typing Score

b. All requested variables entered.

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 Avarages

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			

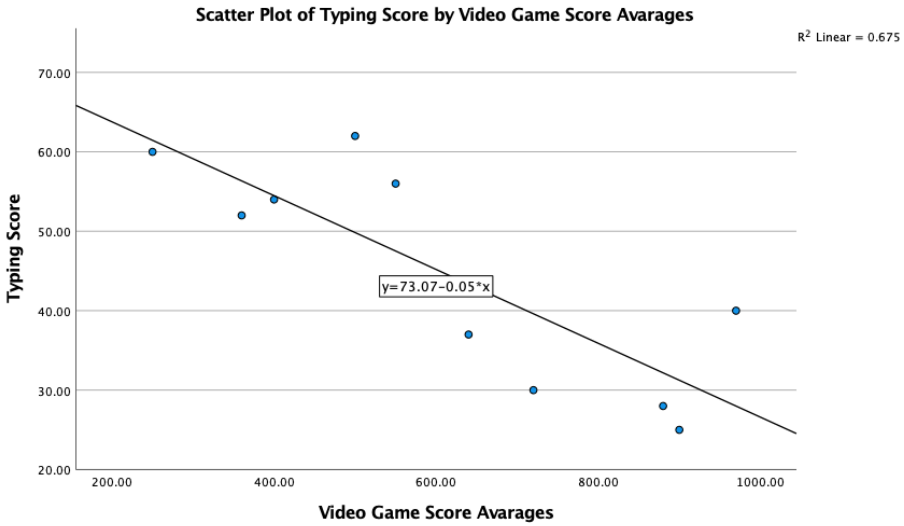
a. Dependent Variable: Typing Score

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

Coefficients[a]

Model		Unstandardized Coefficients B	Unstandardized Coefficients Std. Error	Standardized Coefficients Beta	t	Sig.
1	(Constant)	73.075	7.535		9.698	<.001
	Video Game Score Avarages	-.046	.011	-.821	-4.072	.004

a. Dependent Variable: Typing Score



4.a. is the relationship statically significant? Yes, because the value is .004 which means if it is less than .05 it indicates a significant result.

4.b. is the relationship direct or inverse? The relationship is inverse since there is a negative value.

4.c. is the relationship perfect? No

4.d. is the relationship linear? - yes

4.e. what percentage of the variation in typing score is explained by the variation in the video game score average?

- 67.5%

5. Given a regression equation, how many words per minute would a person type who posed game score average of 570?

- I would say around 46 words per minute.

- This was my equation y= 73.075 + (-.046x 570) (I am not sure if I was right)