SPSS Week 7 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

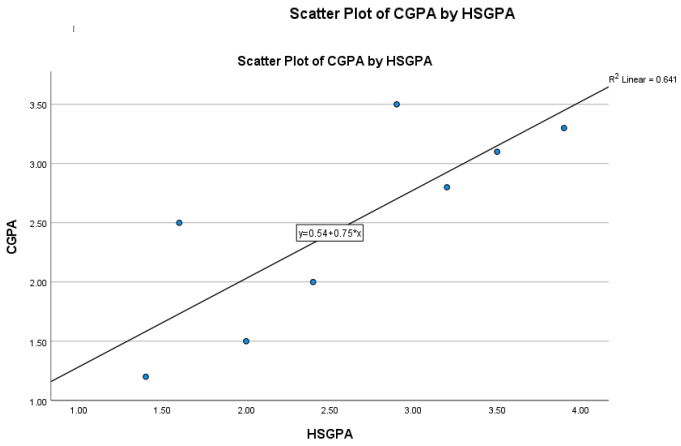
Coefficients[a]

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

GGraph

```
[DataSet2] C:\Users\Karyn\OneDrive\Documents\HSGPA and CGPA.sav
```



Regression

[DataSet3] C:\Users\Karyn\OneDrive\Documents\Video Game Score and Typing.sav

Variables Entered/Removed[a]

Model	Variables Entered	Variables Removed	Method
1	Video Game Score Averages[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 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

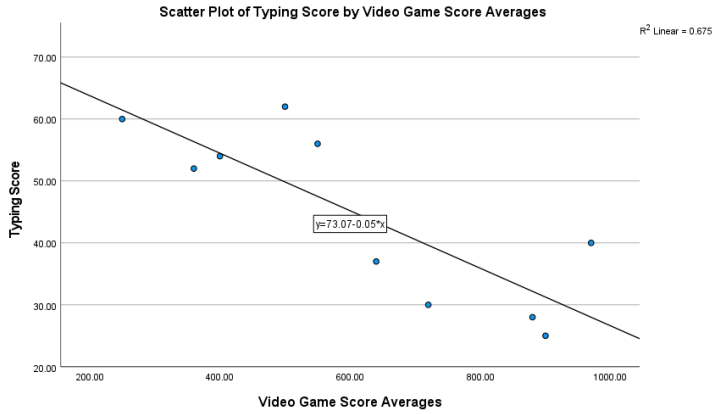
Coefficients[a]

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

a. Dependent Variable: Typing Score

GGraph

[DataSet3] C:\Users\Karyn\OneDrive\Documents\Video Game Score and Typing.sav



Exercise 11-4:

a. The relationship is statistically very significant with an ANOVA of .004. Less than .05 is significant.
b. There is an inverse relationship between the dependent variable of Typing Scores and the independent variable of Video Game scores, as illustrated by a negative slope.
c. The relationship is not perfect, but approximate.
d. Th relationship is linear.
e. The percent of the variation in Typing Score explained by the variation in the Video Game averages is 67.5%.

Exercise 11-5:

Given the data, the regression equation is 73.075 + -.046(570) = 46.86. This translates to a typing score of 46.86 words per minute for a video game score of 570.