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	3.276	.017

a. Dependent Variable: CGPA

Figure 11.1 Excerpt of SPSS Statistics output for HSGPA and CGPA.

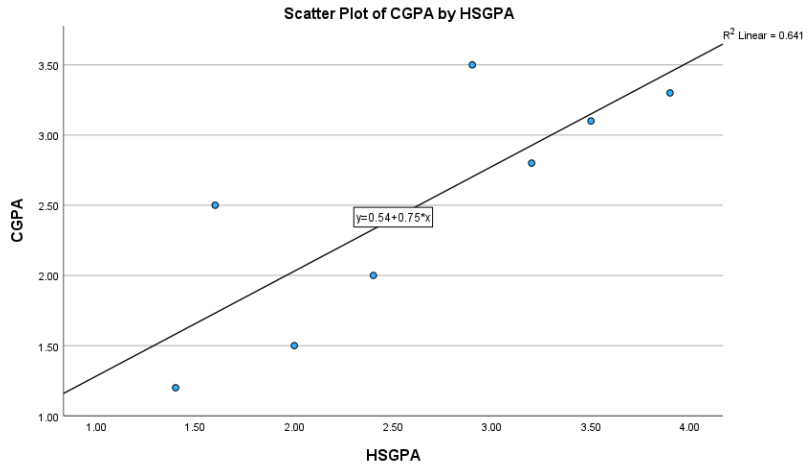

Figure 11.2. SPSS Statistics output showing scattergram with linear fit line superimposed.

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 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 Game Score Average

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 Average	-.046	.011	-.821	-4.072	.004

a. Dependent Variable: Typing Score

Figure 11.3.Excerpt of SPSS Statistics output for Video Game Scores and Typing Scores

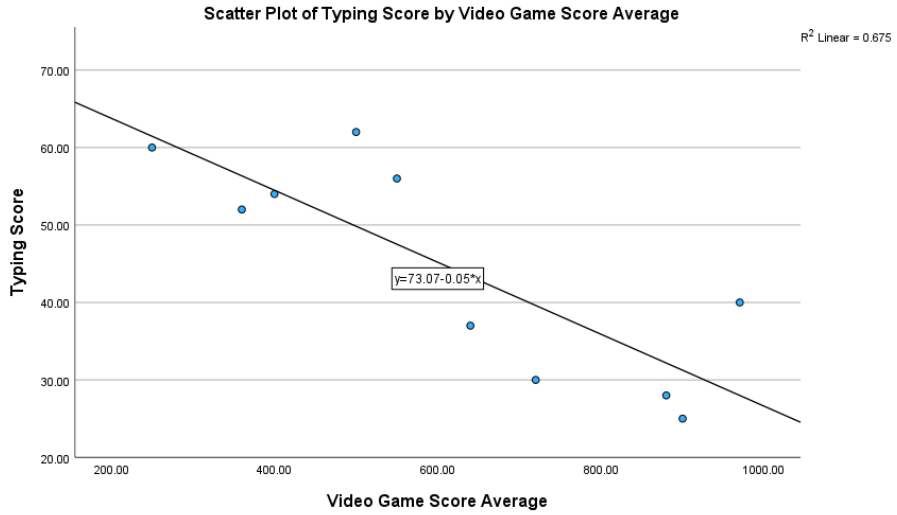

Figure 11.4. SPSS Statistics output showing scattergram with linear fit line superimposed.

4.

a. Is the relationship statistically significant? Yes, the *sig.* is less than .05 which makes the results significant.
b. Is the relationship direct or indirect? Indirect, because the unstandardized coefficient is negative.
c. Is the relationship perfect? It is a perfect inverse relationship because *r* is negative and between -1 and 0.
d. Is the relationship linear? Yes
e. What percent of the variation in Typing Score is explained by the variation in the Video Game Score Average? 67.5%

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

73.05 + (-.046 x 570) = predicted **46. 83 Words Per Minute**