

*Model Summary*

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.801 <sup>a</sup>	.641	.582	.54818

a. Predictors: (Constant), HSGPA  
EDG 500

*ANOVA<sup>a</sup>*

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	3.226	1	3.226	10.735	.017 <sup>b</sup>
	Residual	1.803	6	.300		
	Total	5.029	7			

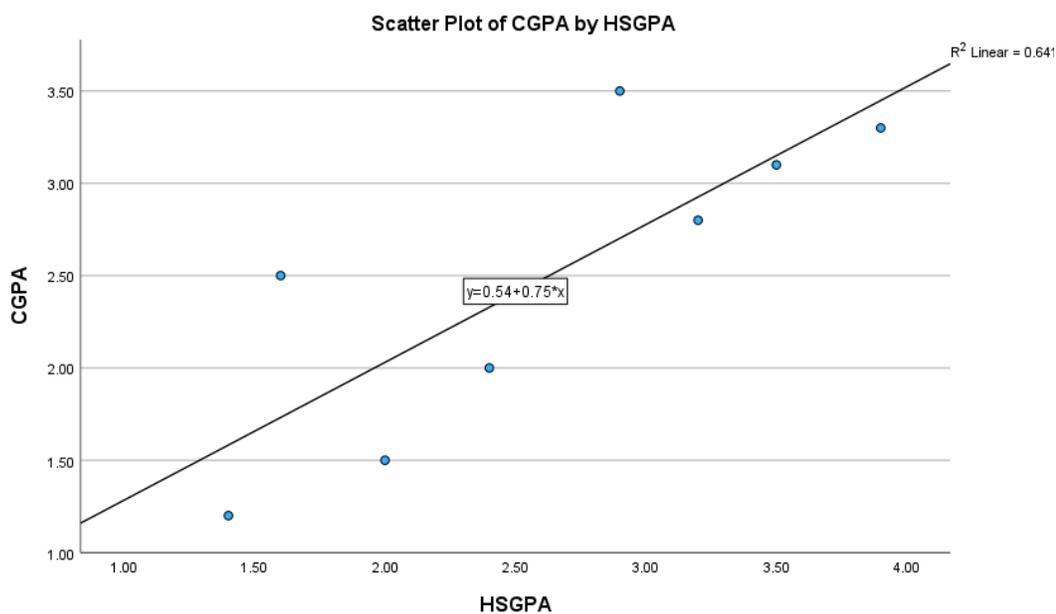
a. Dependent Variable: CGPA  
b. Predictors: (Constant), HSGPA

*Coefficients<sup>a</sup>*

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

a. Dependent Variable: CGPA

Figure 11.8



*Model Summary*

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.821 <sup>a</sup>	.675	.634	8.47258

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

*ANOVA<sup>a</sup>*

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

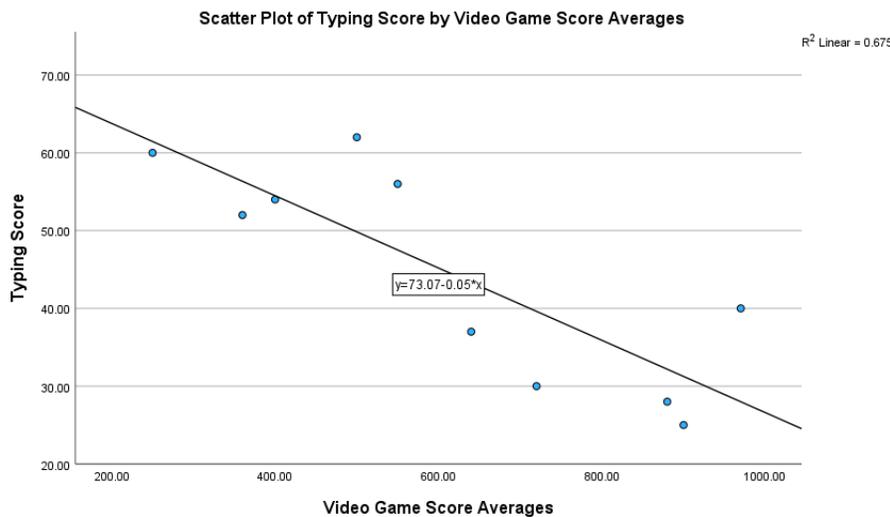
a. Dependent Variable: Typing Score

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

*Coefficients<sup>a</sup>*

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

a. Dependent Variable: Typing Score



- a. The relationship is statistically significant since it is 0.004 which is way less than 0.05.
- b. The relationship is inverse.
- c. The relationship is not perfect.

d. The relationship is linear.

e. 67.5% of the variation in typing score is explained by the variation in the video game score averages.

5. A person that possessed a game score average of 570 would type 44.57 words per minute given the regression equation.

