

1067-Z1-590

Jan O. Case* (jcase@jsu.edu), MCIS Department, 700 Pelham Road North, Jacksonville, AL 36265. *Using Online Survey Tools to Consolidate Game Outcomes.*

Games and puzzles have long been a source of examples for classes in probability and statistics. Discerning patterns in risk and reward based on actual game play can be instructive, but compiling the data can be tedious and time consuming. Using online survey tools, students can enter their results as a lab activity or outside of class and the responses can be easily downloaded and distributed electronically to all members of the class. This paper presents an example using an inexpensive program called InspireData, but a number of free online survey tools are available. In an applied probability class, groups of students are given dice to evaluate. Some groups receive fair dice and others receive unbalanced dice. There are several varieties of unbalanced dice so that each group will have different experimental results. The assignment is to repeatedly roll the die, combine the results with those of the other students in the group, and perform a Chi Square goodness-of-fit hypothesis test with an appropriate conclusion. The process of entering, retrieving and distributing the data will be demonstrated along with an example of typical experiment outcomes. (Received September 10, 2010)