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William H Rybolt* (rybolt@babson.edu), M/S Department, 231 Forest Street, Babson Park, MA 02457. *"Two-Third of the Average" a Simple Day One Game to Jump Start an Introductory Statistics Course.*

TTA is a game that can be played with students on the first day of an introductory statistics class to capture their attention and introduce key course concepts. The rules of the game are very simple. Each member of the class picks a number between 0 and 100 inclusive. The average value of all numbers is calculated. The student who picks the value closest to $2/3$ of the class average wins. To increase interest, a twenty dollar bill is placed on front table as the prize.

Copies of the collected data set are given to the students and they are asked to calculate the winner. During the data analysis, a number of important questions emerge about the data and the data analysis. This process can be used to illustrate a number of key concepts such as problems associated with data collection, the need to cleanse data, population versus a sample, parameter versus statistic, primary versus secondary data source, and descriptive versus inferential statistics.

When this data set is compared with similar data from other groups, some interesting patterns emerge. In the second class this game is played again, and the second data set is compared with the first. This gives a chance to reviews the concepts discussed during the first class. Once again some interesting insights emerge. (Received September 20, 2007)