

10. Video games

No, this was not a controlled experiment, so no determination of cause and effect can be made. Perhaps there is something about teens who play video games that make them good at video games and at spatial reasoning, or maybe teens with good spatial reasoning enjoy games more.

11. College students' spending

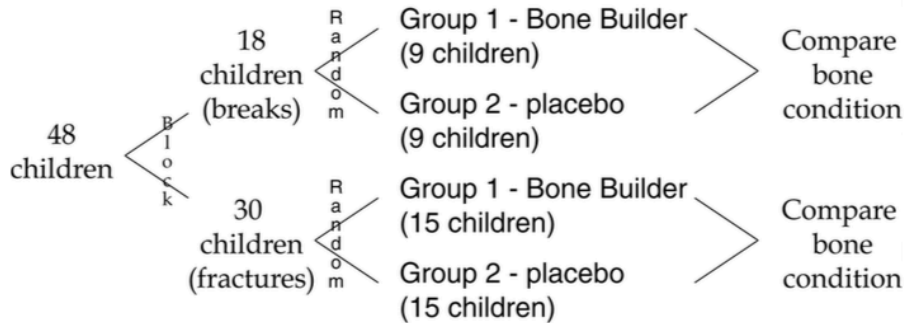
- a. The subjects are the students in the economics class.
- b. There is one factor (course on spending habits) with three levels.
- c. Since there is only one factor at three levels, there are three treatments.
- d. The response variable is the spending habits of the students.

12. Good CDs

- a. Let the digits 00-04 represent bad CDs and the digits 05-99 represent good CDs. Look at pairs of digits in the random number table to determine if the CD is good or bad. Continue this until you get five good CDs.
- b. Let B = bad and G = good.
- c. According to my simulation, it will take an average of 5.7 CDs to get five good CDs.

Trial	Simulation	Outcome
#1	03 24 25 06 92 18 977 28370 B G G G G G	6 CDs
#2	78 69 52 14 02 85 525 81183 G G G G B G	6 CDs
#3	60 80 90 67 65 39996 81915 G G G G G	5 CDs

13. Bone Builder



Blocking is employed since breaks and fractures have different initial bone condition. This experiment can be double blind, if patients and bone evaluators don't know whether or not the patient was given Bone Builder.

14. Military funding

The first question will elicit greater support for increased military funding. The wording of the question appeals to the feelings of safety of the respondent. The second question does not do this – it is more neutral and will elicit less response. This is a form of response bias.

15. Convenience sample