

# Lab 1 Report

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2/11/2021

## Introduction

In this lab, we are exploring response times the Shapesplosion game at <https://stat2games.sites.grinnell.edu>. Our study consists of four subjects, each of whom has played each matching scheme one time and recorded their times.

## Methods

## Results

For our analysis, we conducted a one-way blocked analysis of variance. Taking a look at Figure 1, we can

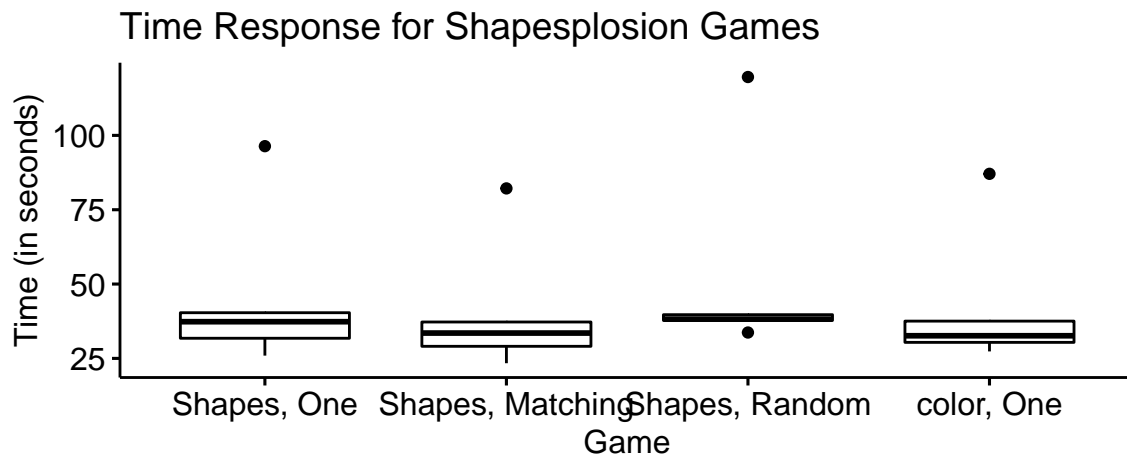


Figure 1: Boxplot of Response Times by Game

In Table 1, we can see, at the  $\alpha = 0.05$  level that there is evidence to suggest that the response times are different across the Shapesplosion Games.

term	df	sumsq	meansq	statistic	p.value
shapesplosion	3	471.3338	157.1113	3.5750	0.047
participant	4	12859.9070	3214.9767	73.1556	0.000
Residuals	12	527.3653	43.9471	NA	NA

## Discussion and Conclusion