



Long Exercise Solution

The Manic Mango games company is testing two brand-new games. They've asked a group of volunteers to choose the game they most want to play, and then tell them how satisfied they were with game play afterwards.

80 percent of the volunteers chose Game 1, and 20 percent chose Game 2. Out of the Game 1 players, 60 percent enjoyed the game and 40 percent didn't. For Game 2, 70 percent of the players enjoyed the game and 30 percent didn't.

Your first task is to fill in the probability tree for this scenario.

We know the probability that a player chose each game, so we can use these for the first set of branches.

We also know the probability of a player being satisfied or dissatisfied with the game they chose

