

StatQuest: A Digital Game-Based Learning Workshop

Location: Data Catalyst Studio at the University of Arizona Library or
Zoom (asynchronous)

Date: June 9 – 12, 2025 from 10 am to 11 am

Day #	Workshop Meetings	Topics
Day 1	45-min. Lecture	Introduction to Statistics & Research Design
	15-.min. Break	
	30-min. R-workshop	
	30-min. Game Module	
Day 2	45-min. Lecture	Data Analyses Techniques: descriptive, correlations, t-test, ANOVA
	15-.min. Break	
	30-min. R-workshop	
	30-min. Game Module	
Day 3	45-min. Lecture	Basic Data Visualization Methods
	15-.min. Break	
	30-min. R-workshop	
	30-min. Game Module	
Day 4	45-min. Lecture	Communicating Research Findings: Best practices for writing and presenting research
	15-.min. Break	
	30-min. R-workshop	
	30-min. Game Module	

WORKSHOP DESCRIPTION:

Welcome to StatQuest! This course will cover the fundamental descriptive statistics (frequencies, central tendencies, and variability of data) and inferential statistics (t-test and ANOVA*) students will encounter in different fields of research. Students of this course will be introduced to an open-source statistical program to analyze and interpret quantitative data (*R*).

MATERIALS:

1. Download [R](#) and [RStudio](#)
2. Download the Twine Game from the website
3. Computer (can take a loan from the UA Library Resources)