

PENNSSTATE



# **The Future of Intro Stat: More Accessible, More Effective, More Relevant, More Fun!**

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**There is a revolution going on in this course, across the country and across all types of institutions**

Driven by

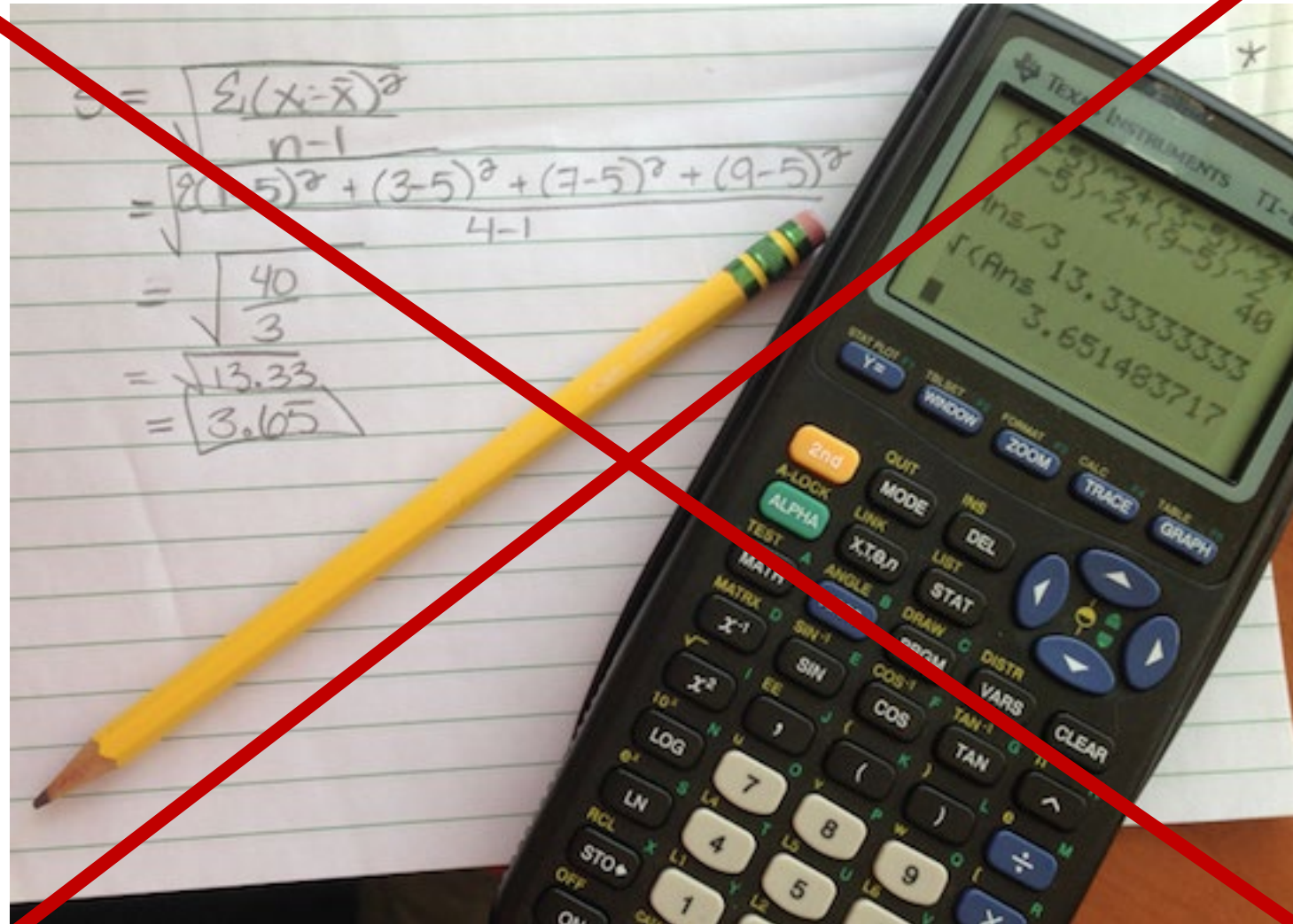
**TECHNOLOGY!!!**

Potential to dramatically enhance student enjoyment and student success!

# Intro Stats: Not This

Consider two events A and B, and assume that  $P(A) = 0.6$  and  $P(B) = 0.5$  and  $P(A \cap B) = 0.2$ .  
Find  $P(A \cup B)$ .

# Intro Stats: Not This



# Intro Stats: Not This

	Confidence Interval	Test Statistic
General	Sample statistic $\pm z^* \cdot SE$	$\frac{\text{Sample statistic} - \text{Null parameter}}{SE}$
Proportion	$\hat{p} \pm z^* \cdot \sqrt{\frac{\hat{p}(1-\hat{p})}{n}}$	$\frac{\hat{p} - p_0}{\sqrt{\frac{p_0(1-p_0)}{n}}}$
Mean	$\bar{x} \pm t^* \cdot s/\sqrt{n}$	$\frac{\bar{x} - \mu_0}{s/\sqrt{n}}$
Difference in Proportions	$(\hat{p}_1 - \hat{p}_2) \pm z^* \cdot \sqrt{\frac{\hat{p}_1(1-\hat{p}_1)}{n_1} + \frac{\hat{p}_2(1-\hat{p}_2)}{n_2}}$	$\frac{(\hat{p}_1 - \hat{p}_2) - 0}{\sqrt{\frac{\hat{p}(1-\hat{p})}{n_1} + \frac{\hat{p}(1-\hat{p})}{n_2}}}$
Difference in Means	$(\bar{x}_1 - \bar{x}_2) \pm t^* \cdot \sqrt{\frac{s_1^2}{n_1} + \frac{s_2^2}{n_2}}$	$\frac{(\bar{x}_1 - \bar{x}_2) - 0}{\sqrt{\frac{s_1^2}{n_1} + \frac{s_2^2}{n_2}}}$
Paired Difference in Means	$\bar{x}_d \pm t^* \cdot \frac{s_d}{\sqrt{n_d}}$	$\frac{\bar{x}_d - \mu_d}{s_d/\sqrt{n_d}}$

# Intro Stats: But This

Are mosquitoes more attracted to beer drinkers?

Are the youngest kids in a class more likely to be diagnosed with ADHD?

Does leaving a light on at night affect weight?

Is there a “commitment” gene?

Does diet cola leach calcium out of the system?

Does drinking red wine boost metabolism?

Does radiation from cell phones affect brain activity?

Are people more likely to attack after full moon?

Do people read faster from a printed book than from an e-reader?

Does tagging penguins for identification purposes harm them?

Does turning up the music in a bar increase beer consumption?

Are city dwellers more likely to have mood and anxiety disorders?

Can dogs smell cancer in humans?

Does sexual frustration increase the desire for alcohol?

How broadly do experiences of parents affect their future children?

What percent of college professors consider themselves “above average” teachers?

AND SO ON!

REAL DATA!!!

# What's Out?

~~Computing statistics by hand~~

~~Drawing graphs by hand~~

~~Probability rules~~

~~Discrete probability distributions~~

~~Abstract random variables~~

# What's In?

## 2016 ASA GAISE Guidelines:

1. Teach **statistical thinking**.
2. Focus on **conceptual understanding**.
3. Integrate **real data** with a context and purpose.
4. Foster **active learning**.
5. Use **technology** to explore concepts and analyze data.
6. Use **assessments** to improve and evaluate student learning.



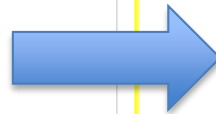
# Ways to Change

1. Make everything about real **data**

# Focus on Real Data

Topics of the day:

- Two-way tables
- Graphical displays for two categorical variables
- Difference in proportions



## Question of the Day

Is cat ownership related to Schizophrenia?

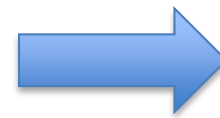
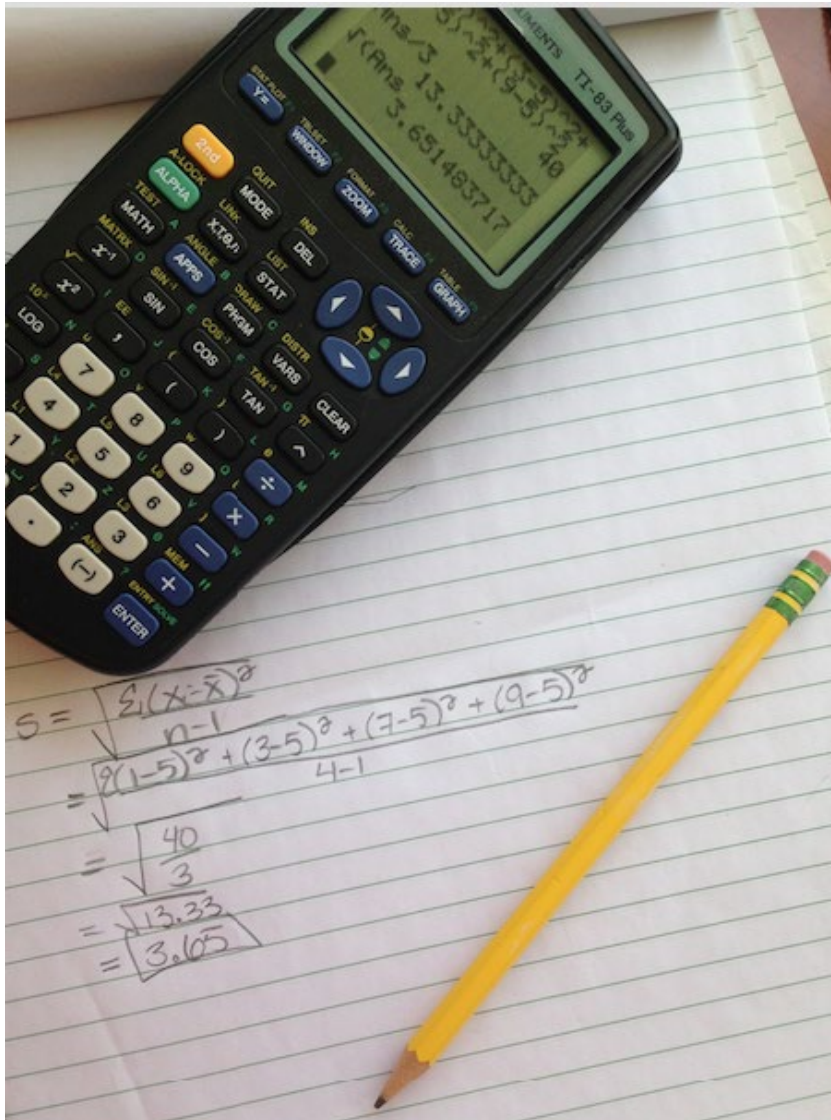


<https://www.youtube.com/watch?v=ahd9Cr0U8XU>

# Ways to Change

1. Make everything about real **data**
2. Reduce tedious “by-hand” work and let **technology** do the heavy-lifting

# Rely on technology



**STATISTICAL  
SOFTWARE!!**

**Larger, real  
datasets!**

**More exciting!**

**Interpretation!**

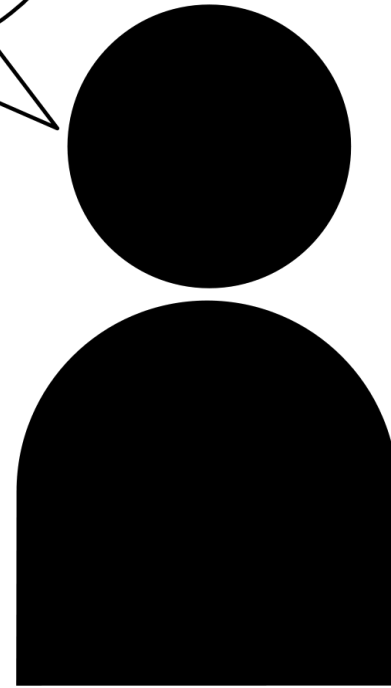
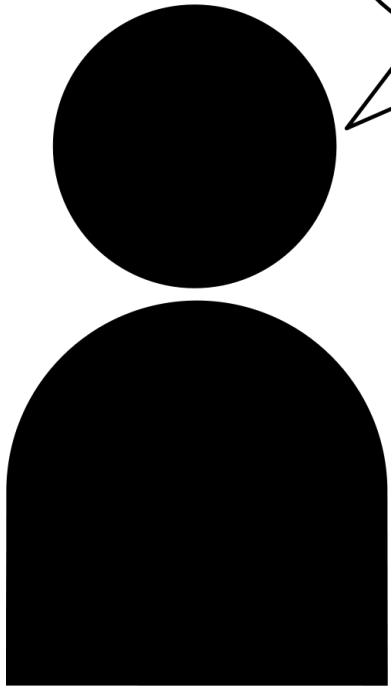
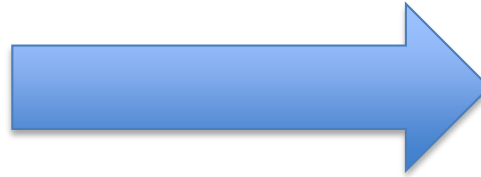
# Ways to Change

1. Make everything about real **data**
2. Reduce tedious “by-hand” work and let **technology** do the heavy-lifting
3. Focus on interpretation and **concepts**

# Interpretation and concepts

How do I  
calculate  
\_\_\_\_\_?

What does  
\_\_\_\_\_  
mean?



# Ways to Change

1. Make everything about real **data**
2. Reduce tedious “by-hand” work and let **technology** do the heavy-lifting
3. Focus on interpretation and **concepts**
4. Improve conceptual understanding and reduce reliance on prerequisites with **simulation-based inference**

# Simulation-Based Inference

$$t = \frac{\bar{x}_1 - \bar{x}_2}{\sqrt{\frac{s_1^2}{n_1} + \frac{s_2^2}{n_2}}}$$

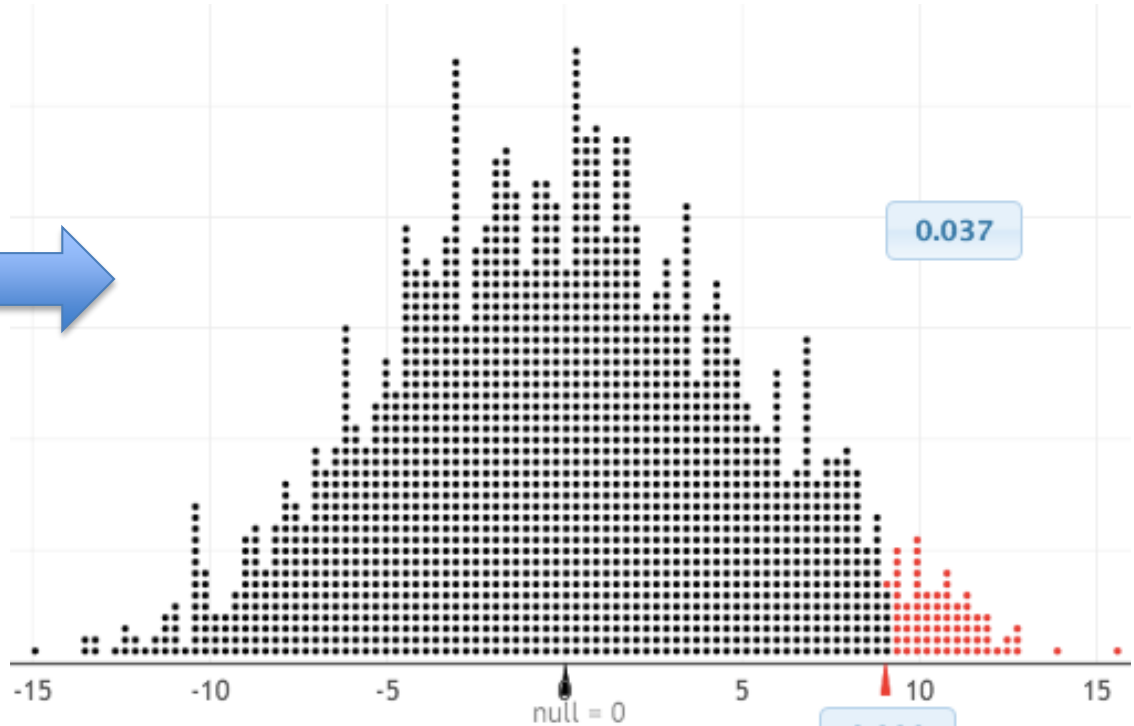
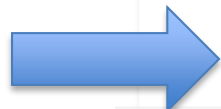


TABLE B: t-DISTRIBUTION CRITICAL VALUES

df	Tail probability p											
	.25	.20	.15	.10	.05	.025	.02	.01	.005	.0025	.001	.0005
1	1.000	1.376	1.963	3.078	6.314	12.71	15.89	31.82	63.66	127.3	318.3	636.6
2	.816	1.061	1.386	1.886	2.920	4.303	4.849	6.965	9.925	14.09	22.33	31.60
3	.765	.978	1.250	1.638	2.353	3.182	3.482	4.541	5.841	7.453	10.21	12.92
4	.741	.941	1.190	1.533	2.132	2.776	2.999	3.747	4.604	5.598	7.173	8.610
5	.727	.920	1.156	1.476	2.015	2.571	2.757	3.365	4.032	4.773	5.893	6.869
6	.718	.906	1.134	1.440	1.943	2.447	2.612	3.143	3.707	4.317	5.208	5.959
7	.711	.896	1.119	1.415	1.895	2.365	2.517	2.998	3.499	4.029	4.785	5.408
8	.706	.889	1.108	1.397	1.860	2.306	2.449	2.896	3.355	3.833	4.501	5.041
9	.703	.883	1.100	1.383	1.833	2.262	2.398	2.821	3.250	3.690	4.297	4.781
10	.700	.879	1.093	1.372	1.812	2.228	2.359	2.764	3.169	3.581	4.144	4.587
11	.697	.876	1.088	1.363	1.796	2.201	2.328	2.718	3.106	3.497	4.025	4.437
12	.695	.873	1.083	1.356	1.782	2.179	2.303	2.681	3.055	3.428	3.930	4.318
13	.694	.870	1.079	1.350	1.771	2.160	2.282	2.650	3.012	3.372	3.852	4.221
14	.692	.868	1.076	1.345	1.761	2.145	2.264	2.624	2.977	3.326	3.787	4.140
15	.691	.866	1.074	1.341	1.753	2.131	2.249	2.602	2.947	3.286	3.733	4.073
16	.690	.865	1.071	1.337	1.746	2.120	2.235	2.583	2.921	3.252	3.686	4.015
17	.689	.863	1.069	1.333	1.740	2.110	2.224	2.567	2.898	3.222	3.646	3.965
18	.688	.862	1.067	1.330	1.734	2.101	2.214	2.552	2.878	3.197	3.611	3.922
19	.688	.861	1.066	1.328	1.729	2.093	2.205	2.539	2.861	3.174	3.579	3.883
20	.687	.860	1.064	1.325	1.725	2.086	2.197	2.528	2.845	3.153	3.552	3.850
21	.686	.859	1.063	1.323	1.721	2.080	2.189	2.518	2.831	3.135	3.527	3.819
22	.686	.858	1.061	1.321	1.717	2.074	2.183	2.508	2.819	3.119	3.505	3.792
23	.685	.858	1.060	1.319	1.714	2.069	2.177	2.500	2.807	3.104	3.485	3.768
24	.685	.857	1.059	1.318	1.711	2.064	2.172	2.492	2.797	3.091	3.467	3.745
25	.684	.856	1.058	1.316	1.708	2.060	2.167	2.485	2.787	3.078	3.450	3.725
26	.684	.856	1.058	1.315	1.706	2.056	2.162	2.479	2.779	3.067	3.435	3.707
27	.684	.855	1.057	1.314	1.703	2.052	2.158	2.473	2.771	3.057	3.421	3.690
28	.683	.855	1.056	1.313	1.701	2.048	2.154	2.467	2.763	3.047	3.408	3.674
29	.683	.854	1.055	1.311	1.699	2.045	2.150	2.462	2.756	3.038	3.396	3.659
30	.683	.854	1.055	1.310	1.697	2.042	2.147	2.457	2.750	3.030	3.385	3.646
40	.681	.851	1.050	1.303	1.684	2.021	2.123	2.423	2.704	2.971	3.307	3.551
50	.679	.849	1.047	1.299	1.676	2.009	2.109	2.403	2.678	2.957	3.261	3.496
60	.679	.848	1.045	1.296	1.671	2.000	2.099	2.390	2.660	2.915	3.232	3.460
80	.678	.846	1.043	1.292	1.664	1.990	2.088	2.374	2.639	2.887	3.195	3.416
100	.677	.845	1.042	1.290	1.660	1.984	2.081	2.364	2.626	2.871	3.174	3.390
1000	.675	.842	1.037	1.282	1.646	1.962	2.056	2.330	2.581	2.813	3.098	3.300
∞	.674	.841	1.036	1.282	1.645	1.960	2.054	2.326	2.576	2.807	3.091	3.291
	50%	60%	70%	80%	90%	95%	96%	98%	99%	99.5%	99.8%	99.9%
	Confidence level C											



# Example: Beer & Mosquitoes

**Question: Does consuming beer attract mosquitoes?**

**Experiment:**

25 volunteers drank a liter of beer,

18 volunteers drank a liter of water

Randomly assigned!

Mosquitoes were caught in traps as they approached the volunteers.<sup>1</sup>

<sup>1</sup> Lefvre, T., et. al., "Beer Consumption Increases Human Attractiveness to Malaria Mosquitoes," *PLoS ONE*, 2010; 5(3): e9546.

# Beer and Mosquitoes

Number of Mosquitoes

Beer

27  
20  
21  
26  
27  
31  
24  
19  
23  
24  
28  
19  
24  
29  
20  
17  
31  
20  
25  
28  
21  
27  
21  
18  
20

Water

21  
22  
15  
12  
21  
16  
19  
15  
24  
19  
23  
13  
22  
20  
24  
18  
20  
22

Beer mean  
= 23.6

Water mean  
= 19.22

**Beer mean - Water mean = 4.38**

Two possible explanations:

- Beer attracts mosquitos
- No difference; random chance

Does drinking beer actually attract mosquitoes or is the difference just due to random chance?

# Beer and Mosquitoes

Number of Mosquitoes

Beer

27  
20  
21  
26  
27  
31  
24  
19  
23  
24  
28  
19  
24  
29  
20  
17  
31  
20  
25  
28  
21  
27  
21  
18  
20

Water

21  
22  
15  
12  
21  
16  
19  
15  
24  
19  
23  
13  
22  
20  
24  
18  
20  
22

*What kinds of results  
would we see, just by  
random chance, if there  
were no difference  
between beer and water?*

**We can simulate to find out!!!**

# Beer and Mosquitoes

Number of Mosquitoes

Beer

27  
20  
21  
26  
27  
31  
24  
19  
23  
24  
28  
19  
24  
29  
20  
17  
31  
20  
25  
28  
21  
27  
21  
18  
20

Water

21  
22  
15  
12  
21  
16  
19  
15  
24  
19  
23  
13  
22  
20  
24  
18  
20  
22

1. Assume no difference (beer/water doesn't matter).
2. Mimic random chance:  
Re-randomize the 43 values into two groups of 25 and 18

# Beer and Mosquitoes

Number of Mosquitoes

Beer

Water

27	19	21	24
<del>20</del>	24	<del>18</del>	19
24	29	<del>20</del>	23
<del>25</del>	20	<del>21</del>	13
<del>27</del>	27	<del>22</del>	22
<del>24</del>	31	<del>25</del>	20
<del>24</del>	20	<del>18</del>	24
<del>19</del>	25	<del>22</del>	18
<del>23</del>	28	<del>16</del>	20
24	21	<del>22</del>	22
<del>23</del>	27	<del>25</del>	
21		20	
18		27	
15		21	
21		17	
16		24	
28		28	
22			
19			
27			
20			
23			
22			
21			

1. Assume no difference (beer/water doesn't matter).
2. Mimic random chance:  
Re-randomize the 43 values into two groups of 25 and 18
3. Compute the beer mean minus the water mean for this simulated sample.

$$\bar{x}_B - \bar{x}_W = -0.84$$

4. Do this thousands of times!

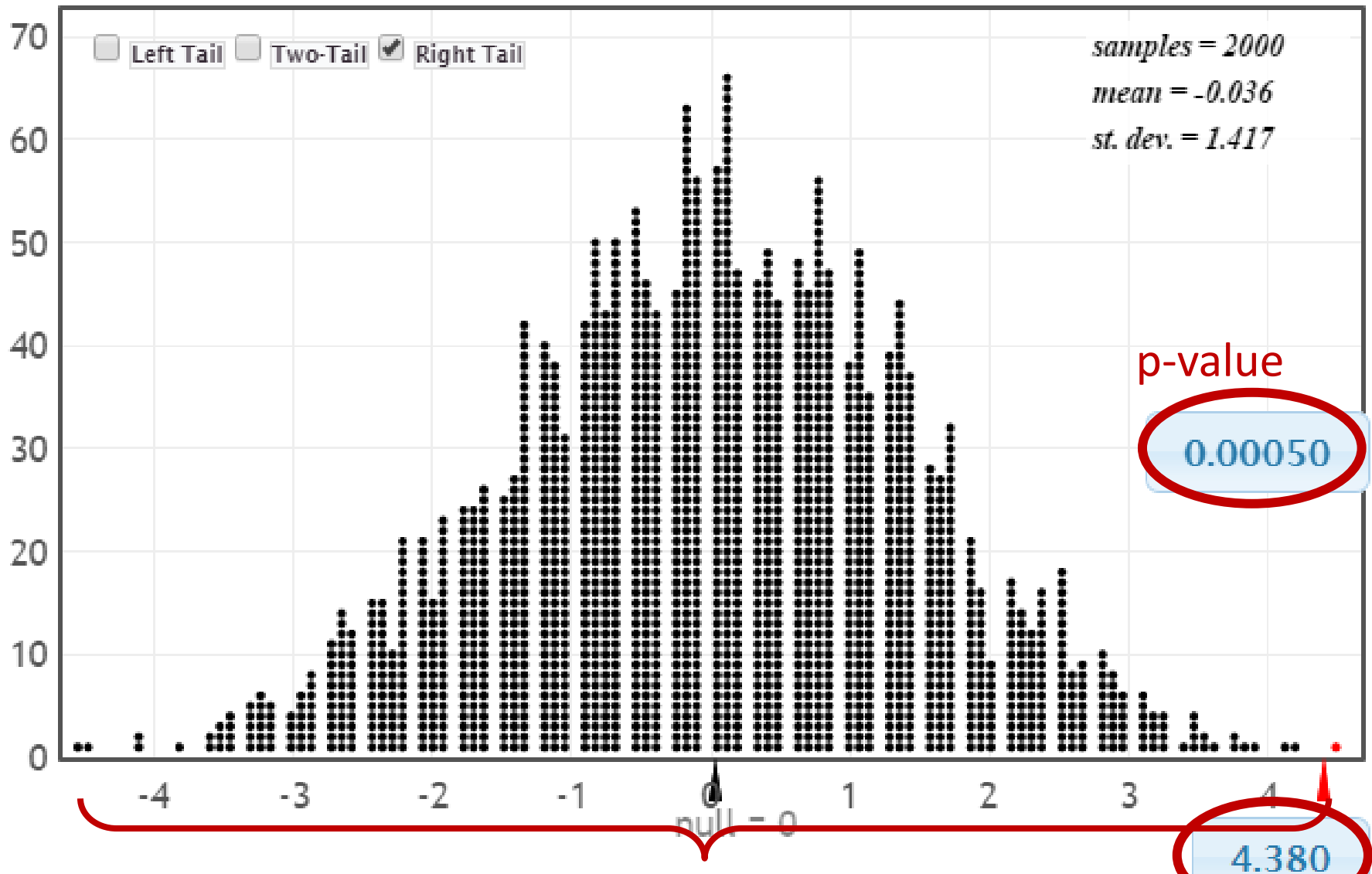
**We need technology!!**

**STATKEY!**

**[www.lock5stat.com/statkey](http://www.lock5stat.com/statkey)**

Free, online, works on all platforms, easy to use

# Randomization Dotplot of $\bar{x}_1 - \bar{x}_2$ , Null hypothesis: $\mu_1 = \mu_2$



**This is what we are likely to see just by random chance if beer/water doesn't matter.**

**This is what we saw in the experiment.**

# **Beer and Mosquitoes**

## **The Conclusion!**

The results seen in the experiment are very unlikely to happen just by random chance (less than 1 out of 1000!)

We have strong evidence that drinking beer does attract mosquitoes!



# Another Look at Beer/Mosquitoes

1. Check conditions
2. Which formula?
5. Which theoretical distribution?

$$t = \frac{\bar{x}_B - \bar{x}_W}{\sqrt{\frac{S_B^2}{n_B} + \frac{S_W^2}{n_W}}}$$

6. df?
7. Find p-value
8. Interpret a decision

3. Calculate numbers and plug into formula

$$t = \frac{23.6 - 19.22}{\sqrt{\frac{4.1^2}{25} + \frac{3.7^2}{18}}}$$

4. Chug with calculator

$$t = 3.68$$

**0.0005 < p-value < 0.001**

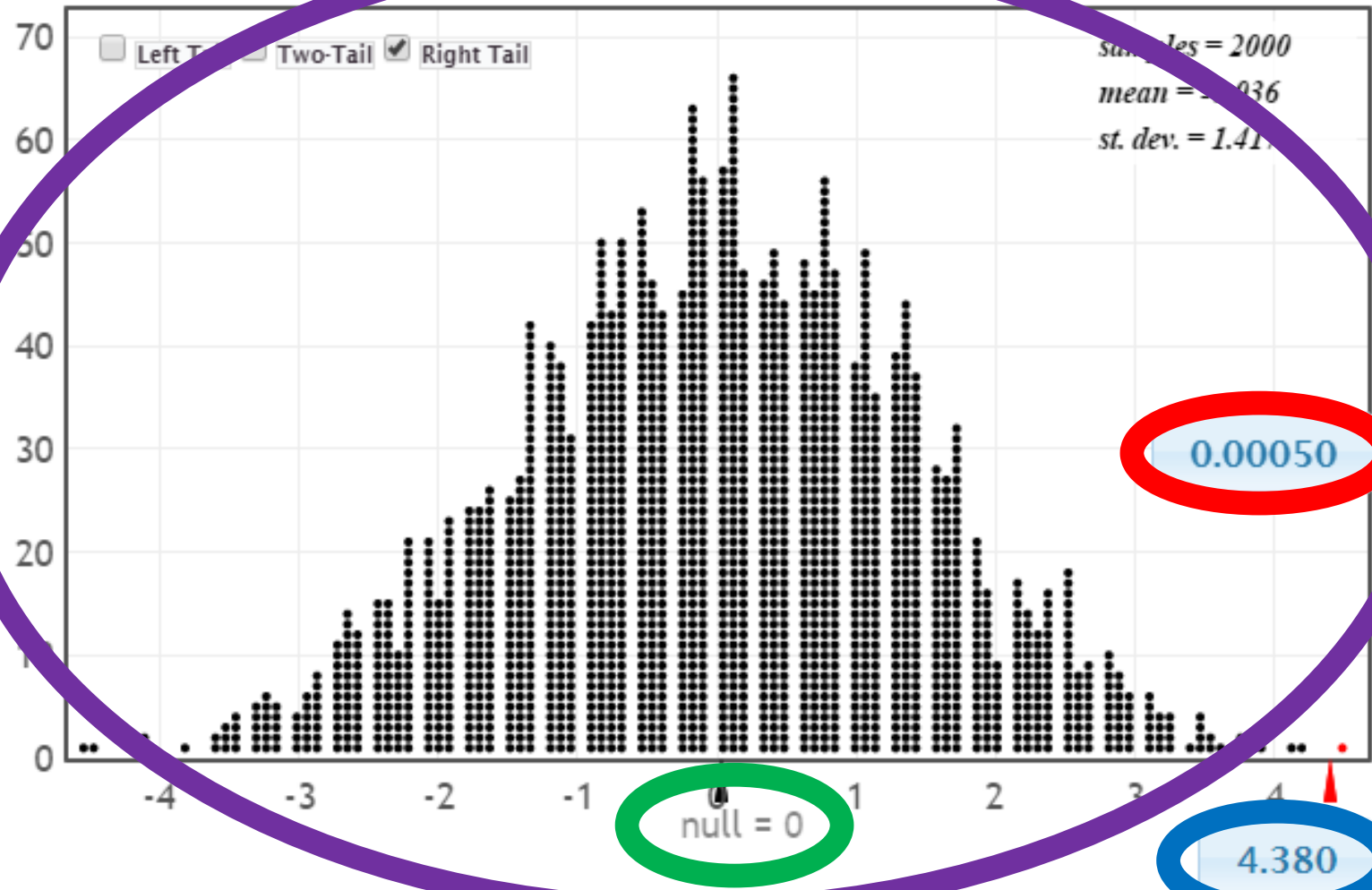
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3	.765	.978	1.250	1.638	2.353	3.182	3.482	4.541	5.841	7.453	10.21	12.92
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20	.687	.860	1.064	1.325	1.725	2.086	2.197	2.528	2.845	3.153	3.552	3.850
21	.686	.859	1.063	1.323	1.721	2.080	2.189	2.518	2.831	3.135	3.527	3.819
22	.686	.858	1.061	1.321	1.717	2.074	2.183	2.508	2.819	3.119	3.505	3.792
23	.685	.858	1.060	1.319	1.714	2.069	2.177	2.500	2.807	3.104	3.485	3.768
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26	.684	.856	1.058	1.315	1.706	2.056	2.163	2.479	2.779	3.066	3.434	3.706
27	.684	.855	1.057	1.314	1.704	2.053	2.159	2.473	2.772	3.055	3.419	3.688
28	.683	.855	1.056	1.313	1.702	2.050	2.156	2.467	2.765	3.044	3.404	3.671
29	.683	.854	1.055	1.312	1.700	2.047	2.152	2.461	2.758	3.033	3.389	3.654
30	.683	.854	1.055	1.311	1.698	2.044	2.149	2.455	2.751	3.022	3.374	3.638
40	.681	.853	1.053	1.308	1.693	2.037	2.141	2.445	2.738	2.999	3.346	3.603
50	.679	.849	1.047	1.299	1.676	2.009	2.109	2.403	2.678	2.937	3.261	3.496
60	.679	.848	1.045	1.296	1.671	2.000	2.099	2.390	2.660	2.915	3.232	3.460
80	.678	.846	1.043	1.292	1.664	1.990	2.088	2.374	2.639	2.887	3.195	3.416
100	.677	.845	1.042	1.290	1.660	1.984	2.081	2.364	2.626	2.871	3.174	3.390
1000	.675	.842	1.037	1.282	1.646	1.962	2.056	2.330	2.581	2.813	3.098	3.300
∞	.674	.841	1.036	1.282	1.645	1.960	2.054	2.326	2.576	2.807	3.091	3.291
50%		60%	70%	80%	90%	95%	96%	98%	99%	99.5%	99.8%	99.9%

**What's a p-value?!?**

p-value: The chance of obtaining a statistic as extreme as that observed, just by random chance, if the null hypothesis is true

Randomization Dotplot of  $x_1 - x_2$ , Null hypothesis:  $\mu_1 = \mu_2$



Conclusions are  
the same, but the  
process is very  
different!

“Students’ approach to p-values ... was procedural ... and [they] did not attach much meaning to p-values”

-- Aquilonius and Brenner, “Students’ Reasoning about P-Values”, SERJ, November 2015

# Simulation-Based Inference

- Visual!
- Intuitive!
- Easily incorporates active learning!
- Ties directly to key concepts!
- Same process for all parameters!
- More generalizable!
- No theoretical distributions! No formulas! No formal probability!
- No algebra!!!

# Intro Stats

Why is there a push now to change?

# Technology!!!

We now have the technological power to do thousands of simulations quickly and easily.

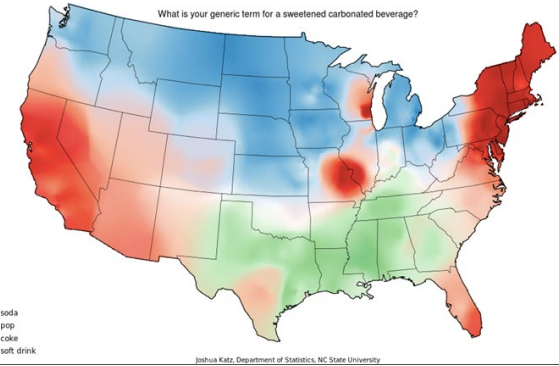
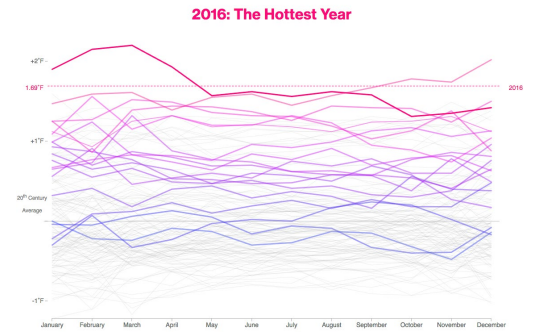
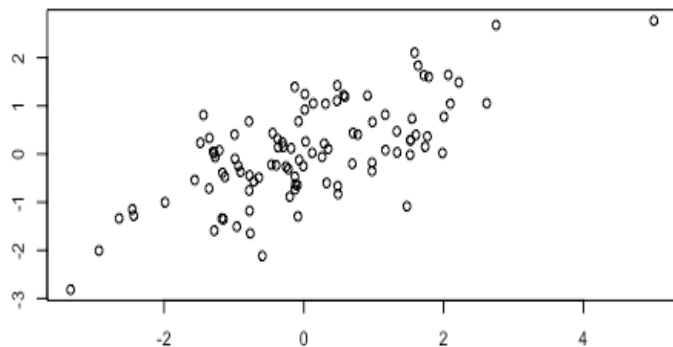
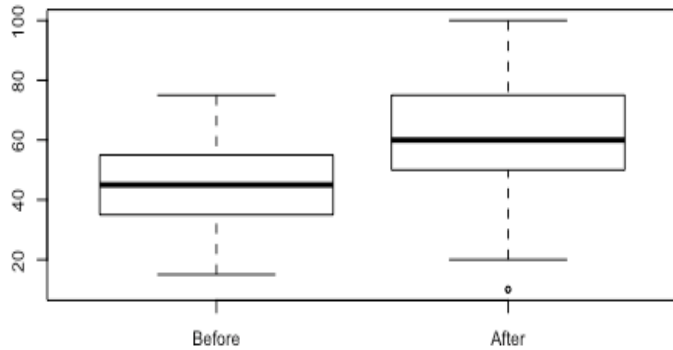
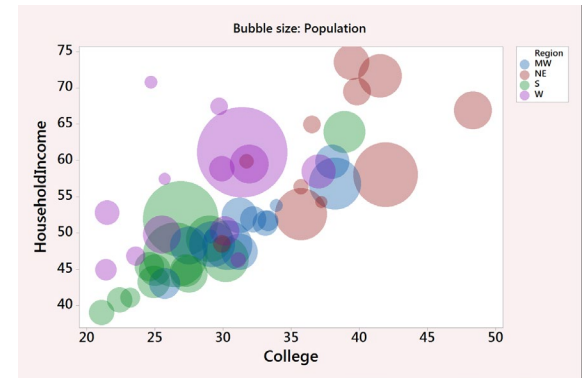
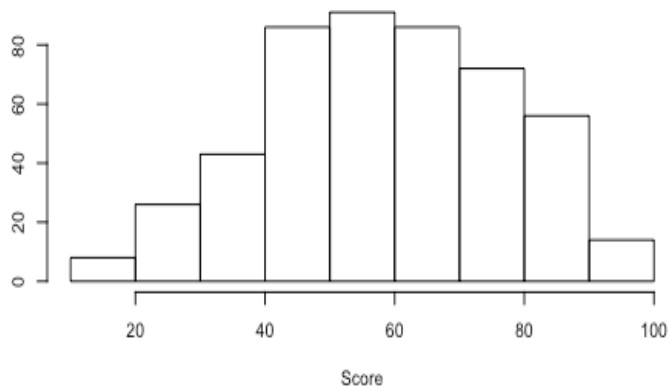
# Ways to Change

1. Make everything about real **data**
2. Reduce tedious “by-hand” work and let **technology** do the heavy-lifting
3. Focus on interpretation and **concepts**
4. Improve conceptual understanding and reduce reliance on prerequisites with **simulation-based inference**
5. Embrace the power of **data visualization** and multivariable thinking

# 2016 GAISE Guidelines

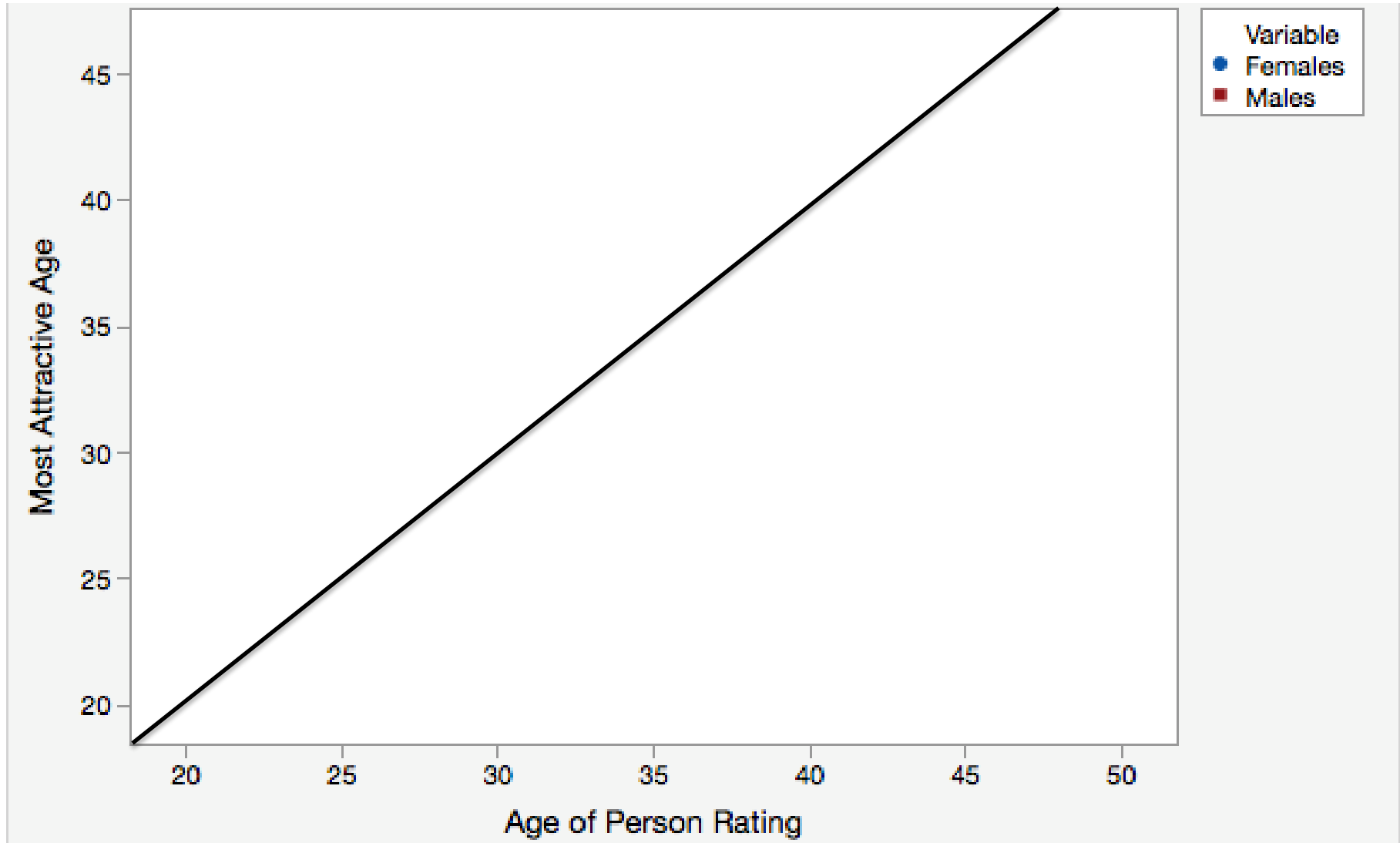
1. Teach statistical thinking.
  - Teach statistics as an investigative process of problem-solving and decision making.
  - Give students experience with multivariable thinking.
2. Focus on conceptual understanding.
3. Integrate real data with a context and purpose.
4. Foster active learning.
5. Use technology to explore concepts and analyze data.
6. Use assessments to improve and evaluate student learning.

# Data Visualization

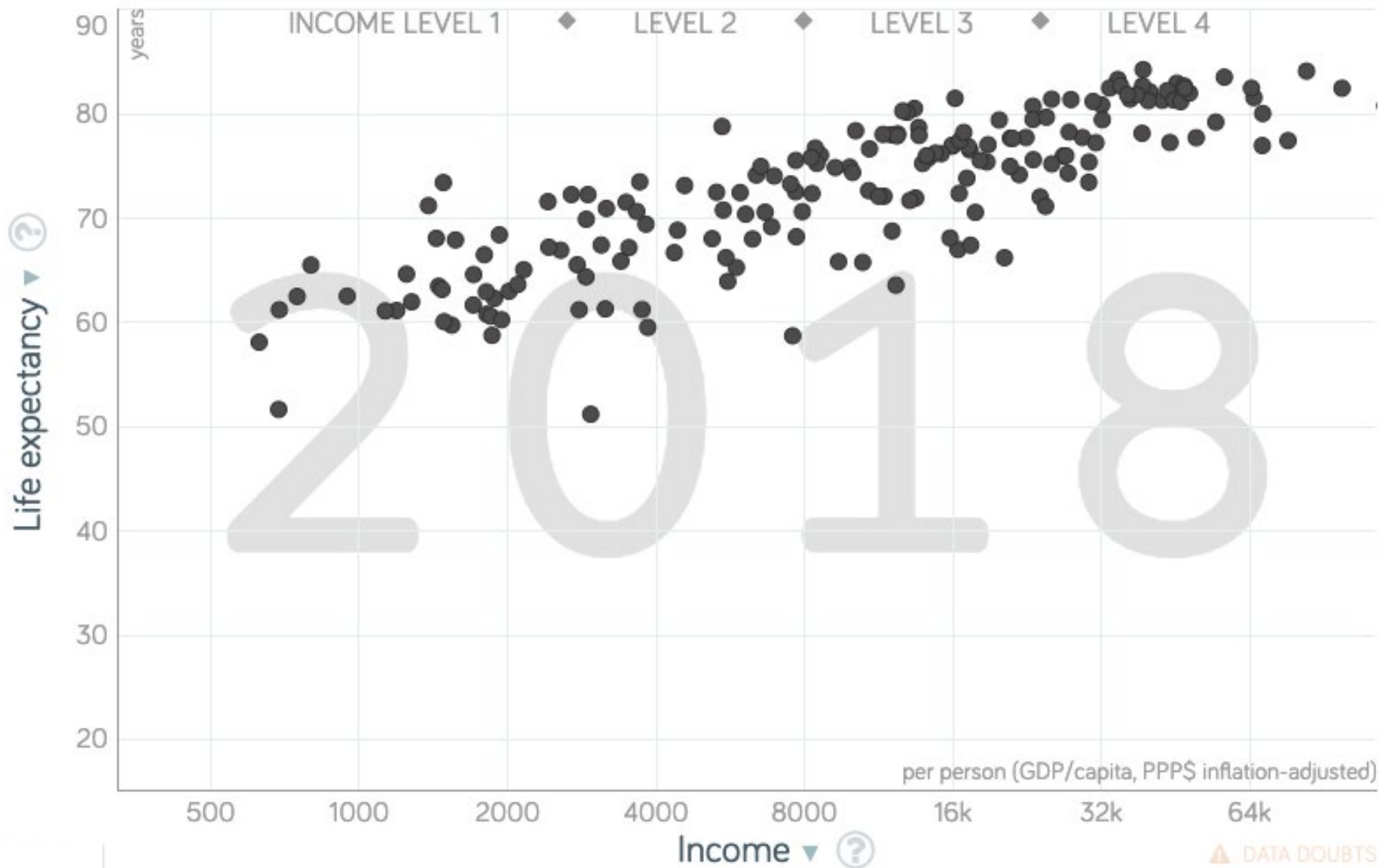




# OK Cupid Data



# Scatterplot

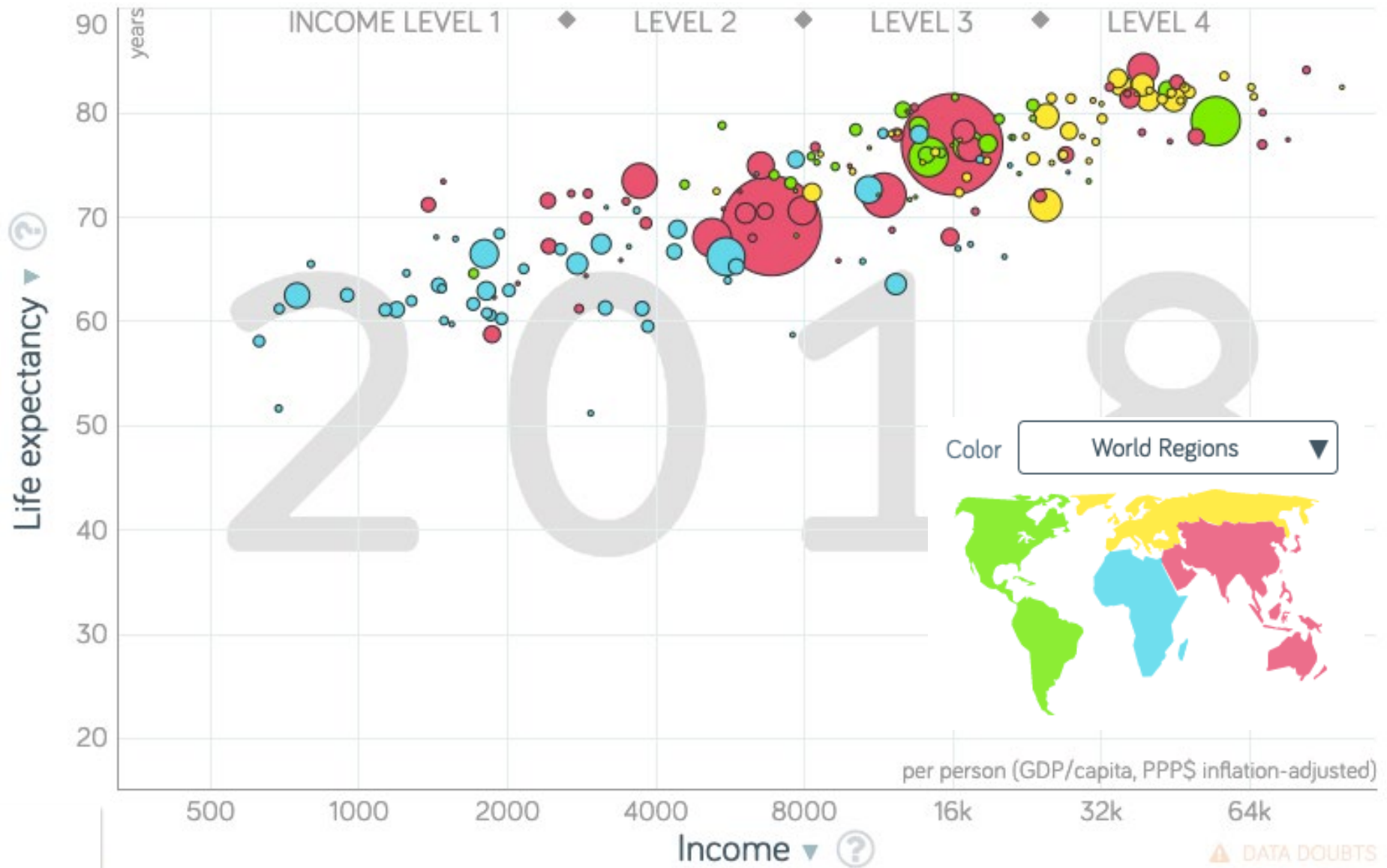


DATA DOUBTS

# Scatterplot: Add a 3<sup>rd</sup> Variable!



# Scatterplot: Add a 4<sup>th</sup> Variable!



But we want more!

Make it INTERACTIVE!

Make it DYNAMIC!

[www.gapminder.com/tools](http://www.gapminder.com/tools)

[Hans Rosling's 200 Countries, 200 Years, 4 Minutes](#)  
The Joy of Stats – BBC Four

# US Population by Age and Sex

NEXT AMERICA

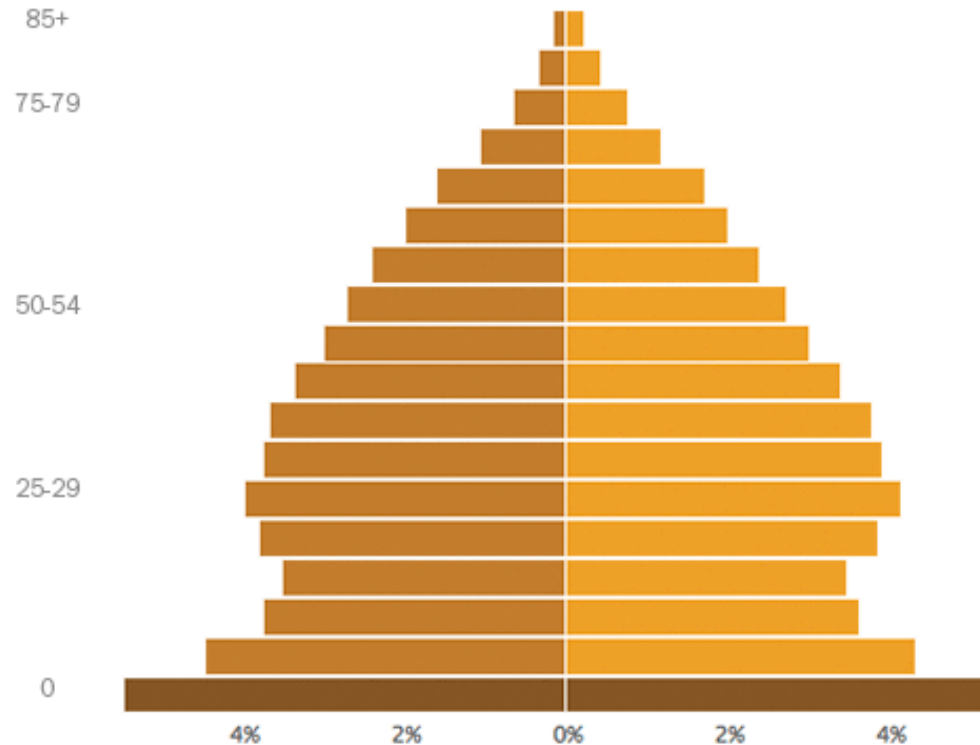
Percent of U.S. Population by Age Group, 1950-2060

■ Baby Boomers

MALE

1950

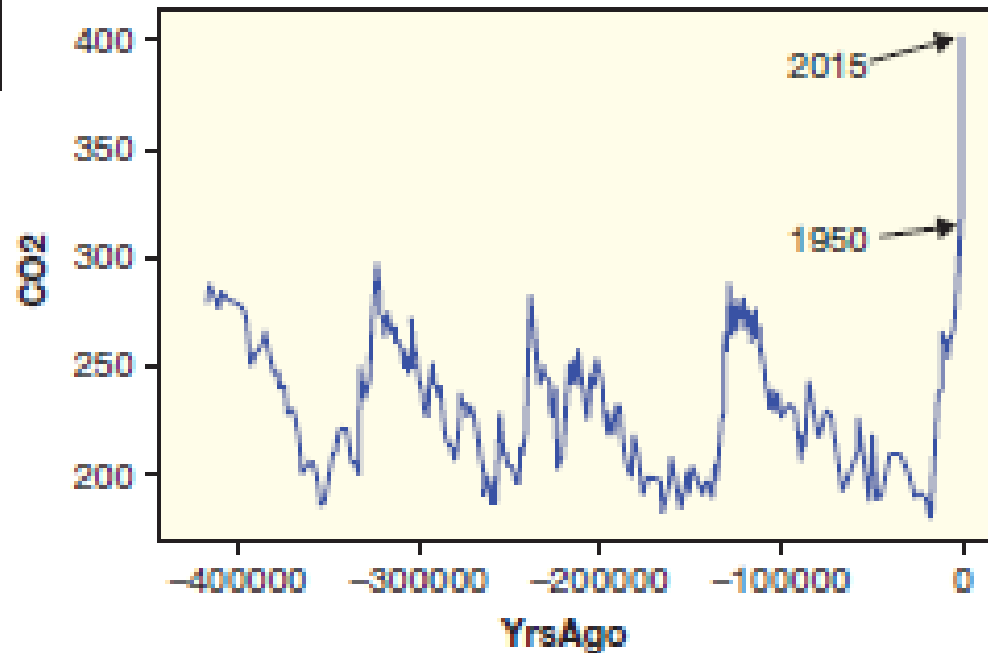
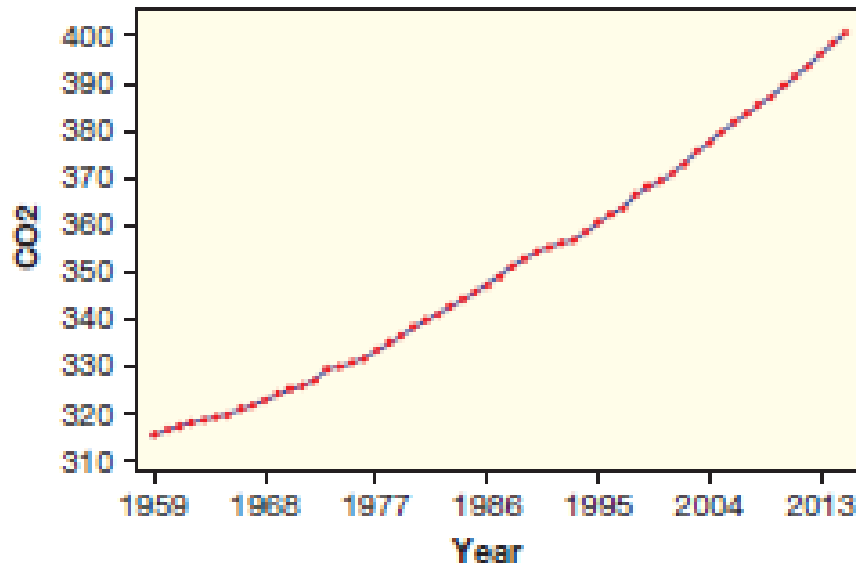
FEMALE



PEW RESEARCH CENTER

[www.pewresearch.org/next-america/#Two-Dramas-in-Slow-Motion](http://www.pewresearch.org/next-america/#Two-Dramas-in-Slow-Motion)

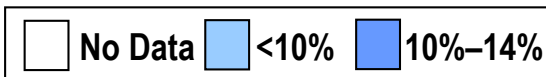
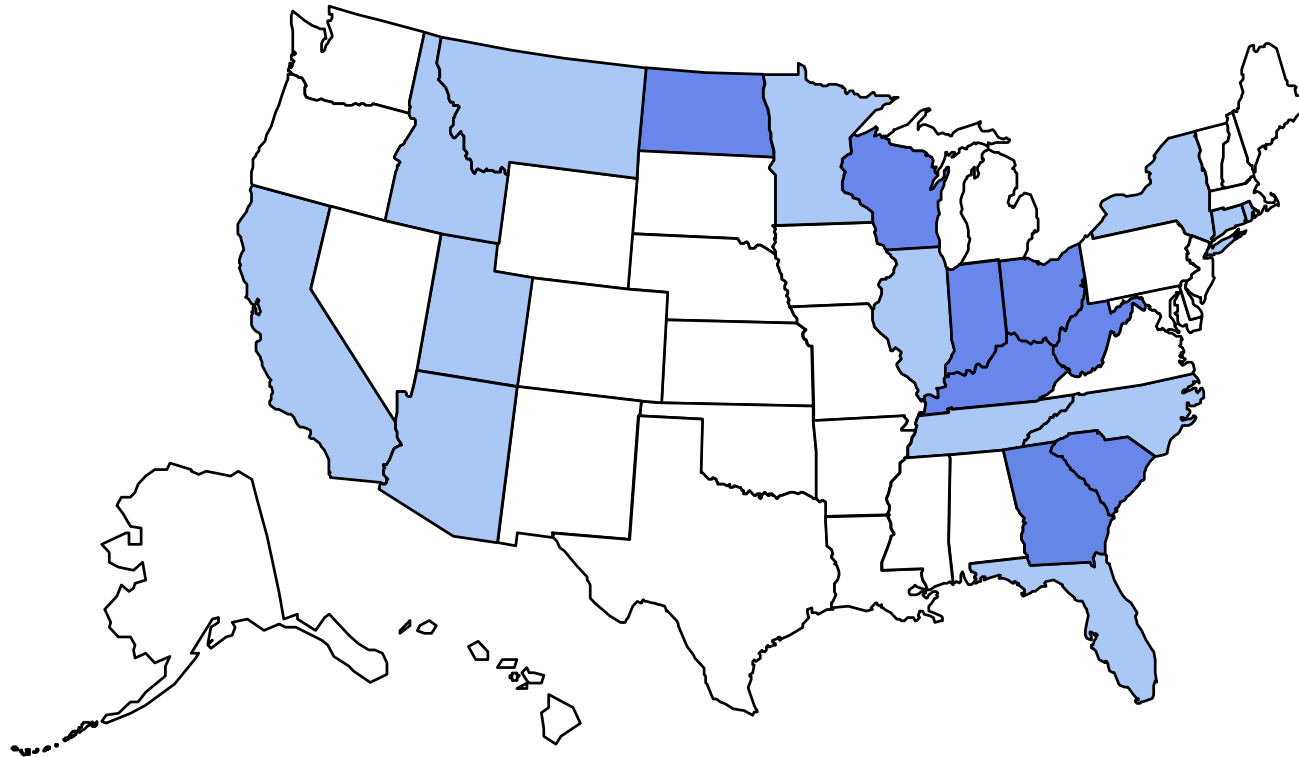
# Data Over Time: CO<sub>2</sub> Levels



[A whole class of global warming data visualizations](#)

# Obesity\* in U.S. Adults: 1985

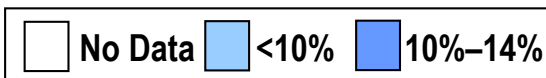
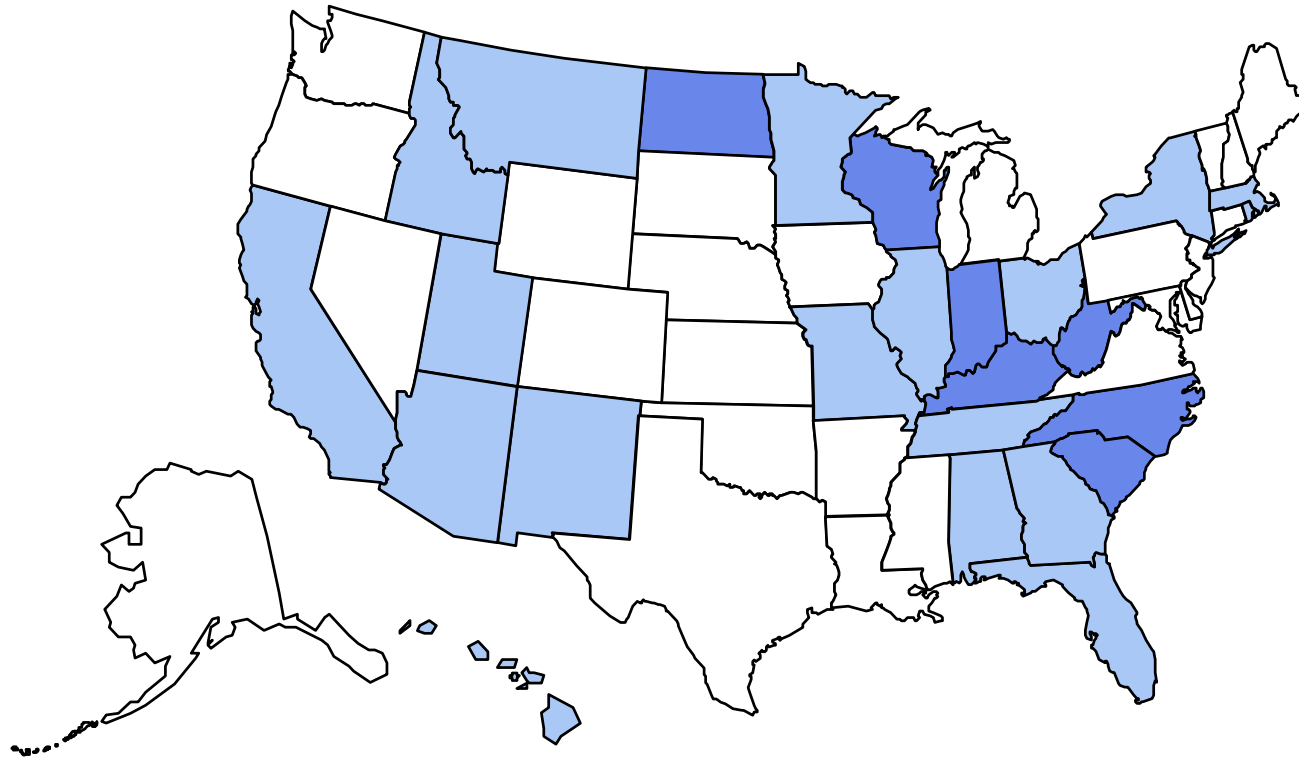
(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)





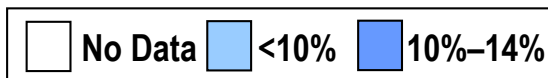
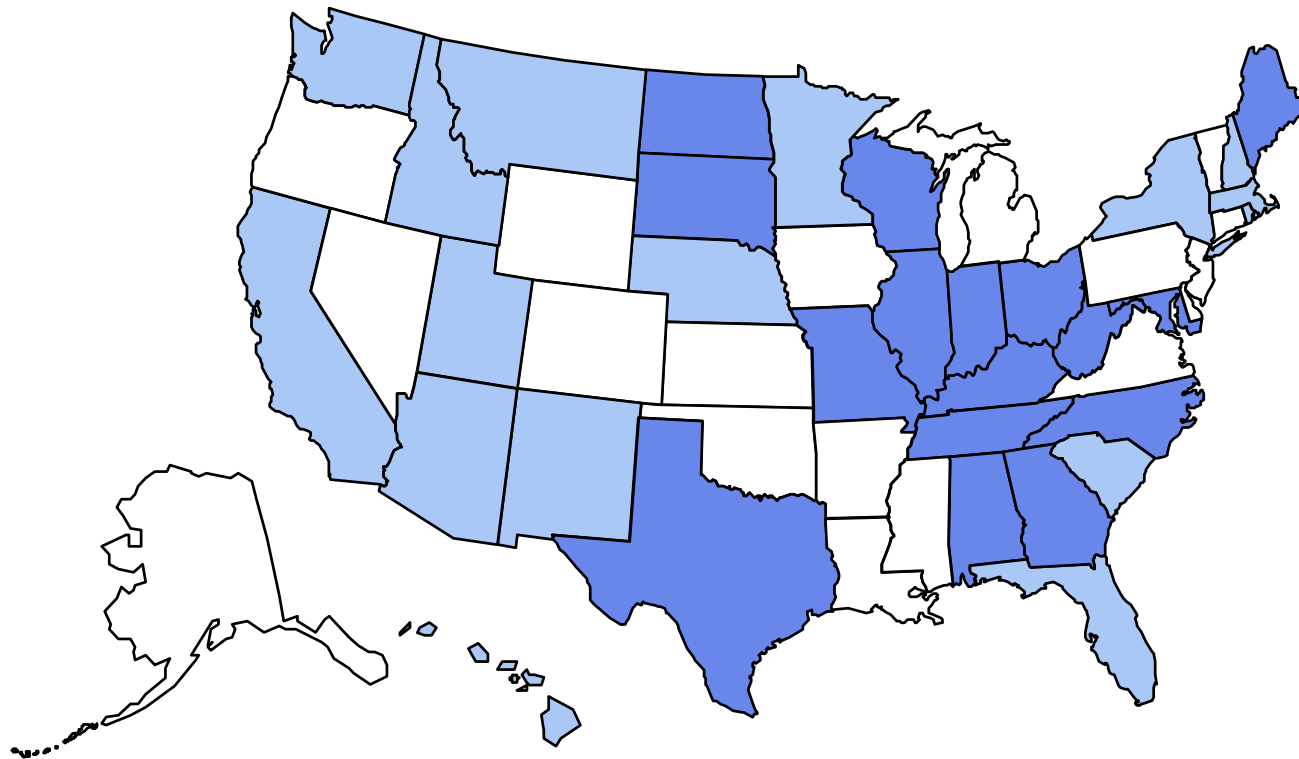
# Obesity\* in U.S. Adults: 1986

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



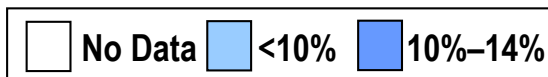
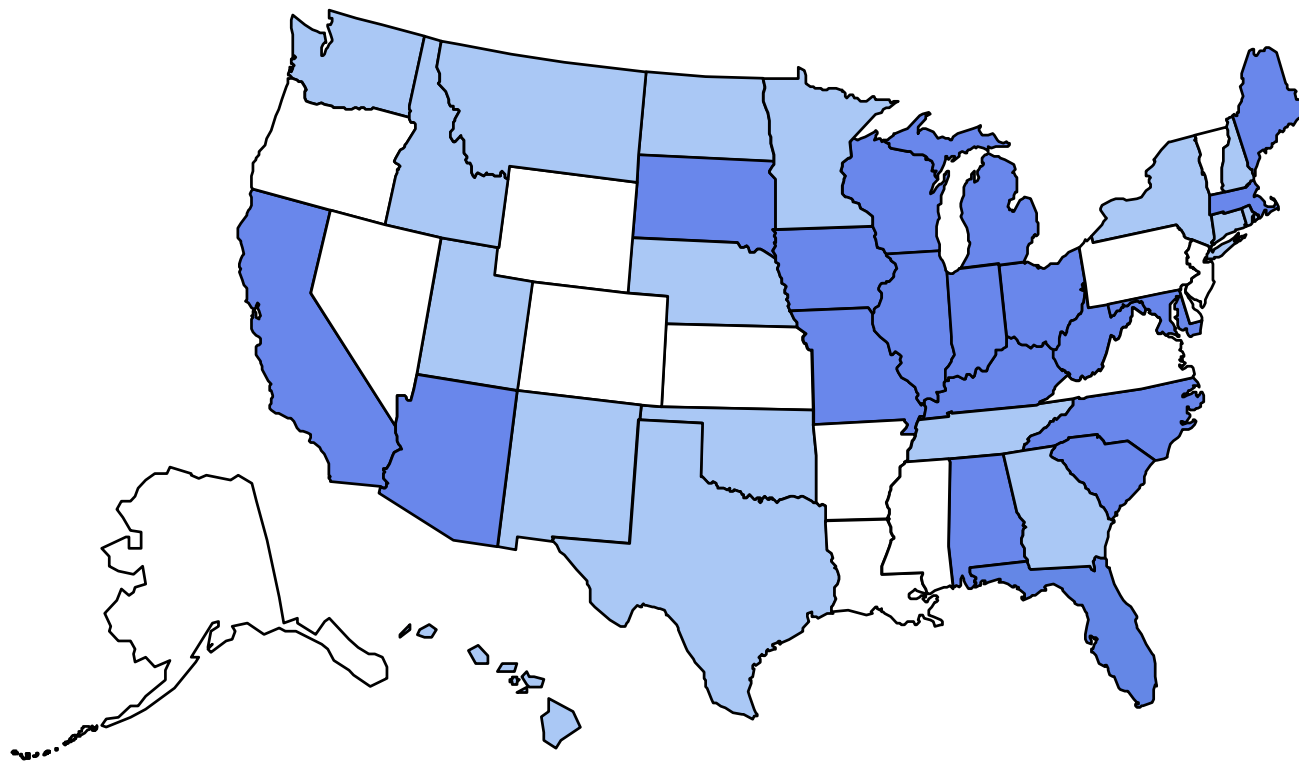
# Obesity\* in U.S. Adults: 1987

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



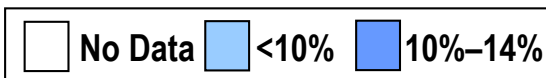
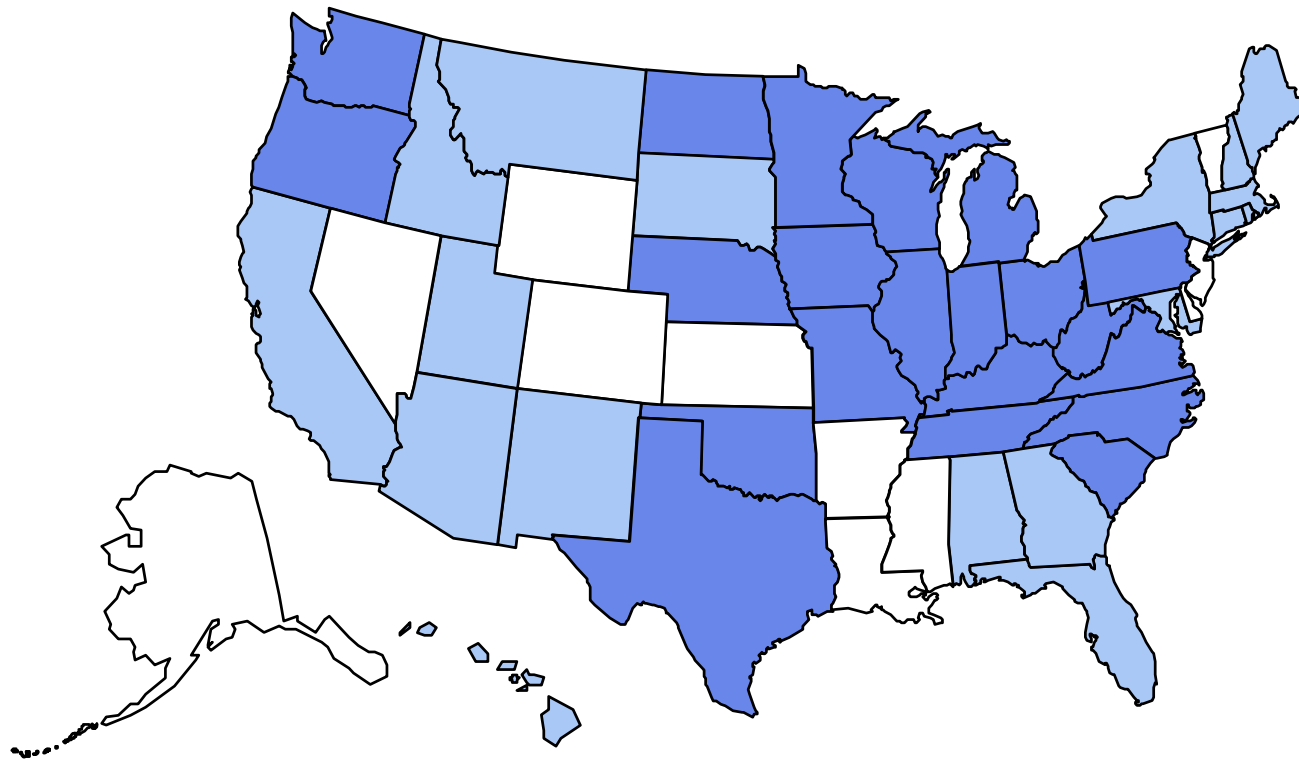
# Obesity\* in U.S. Adults: 1988

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



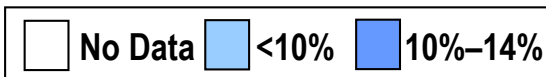
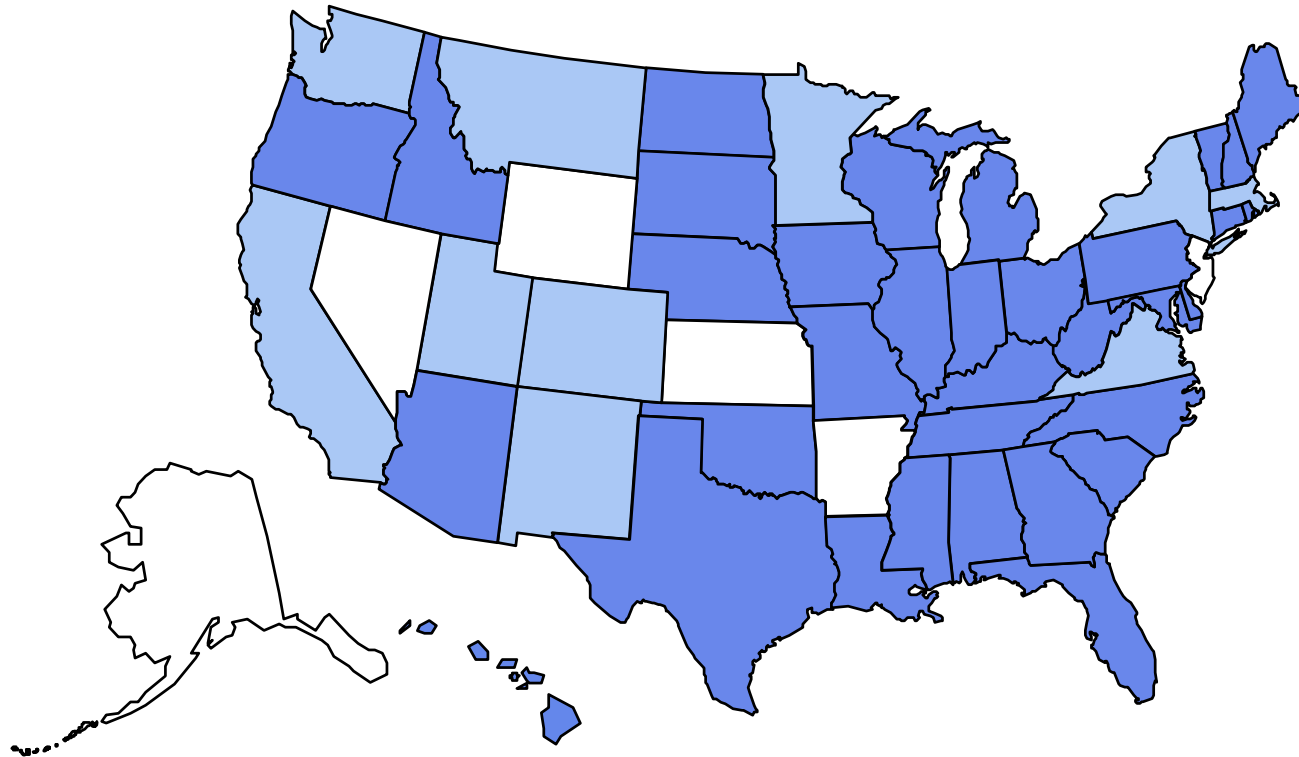
# Obesity\* in U.S. Adults: 1989

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



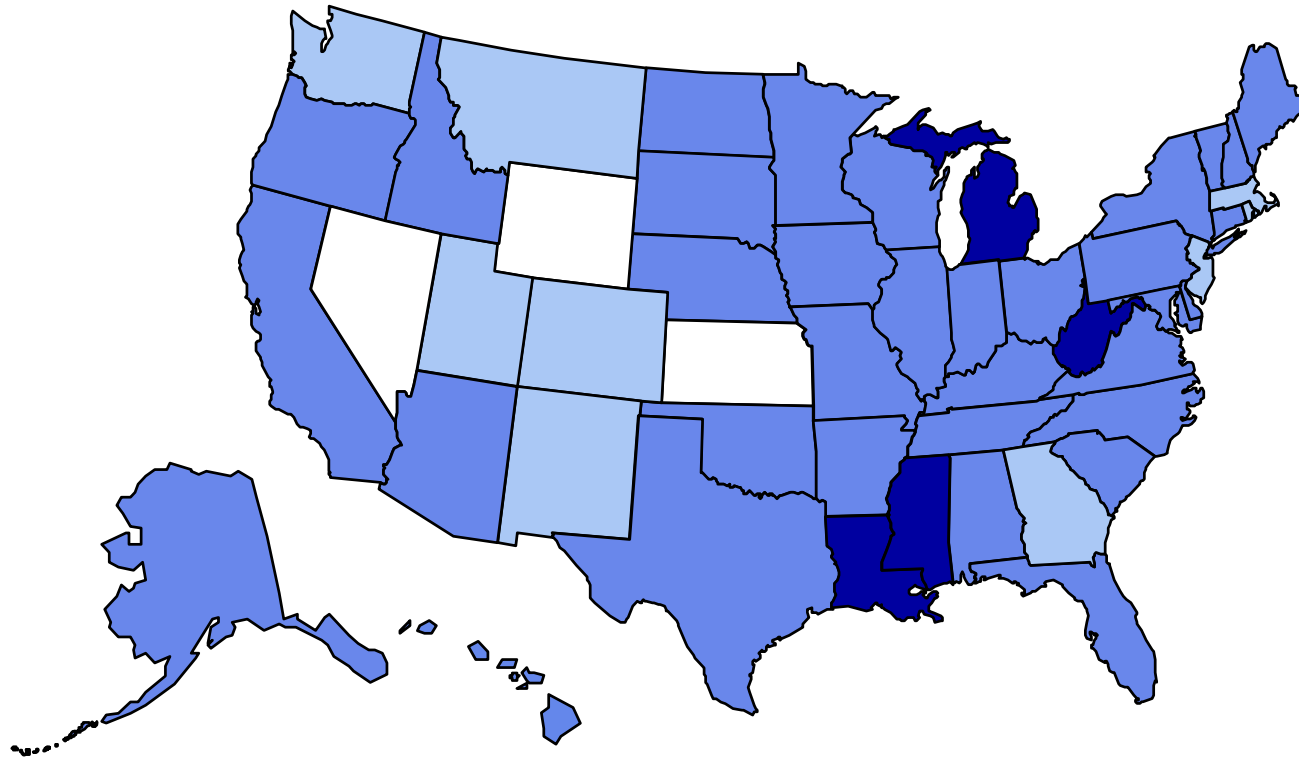
# Obesity\* in U.S. Adults: 1990

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



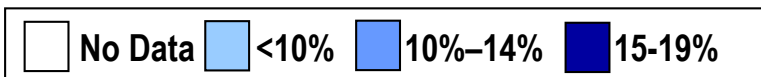
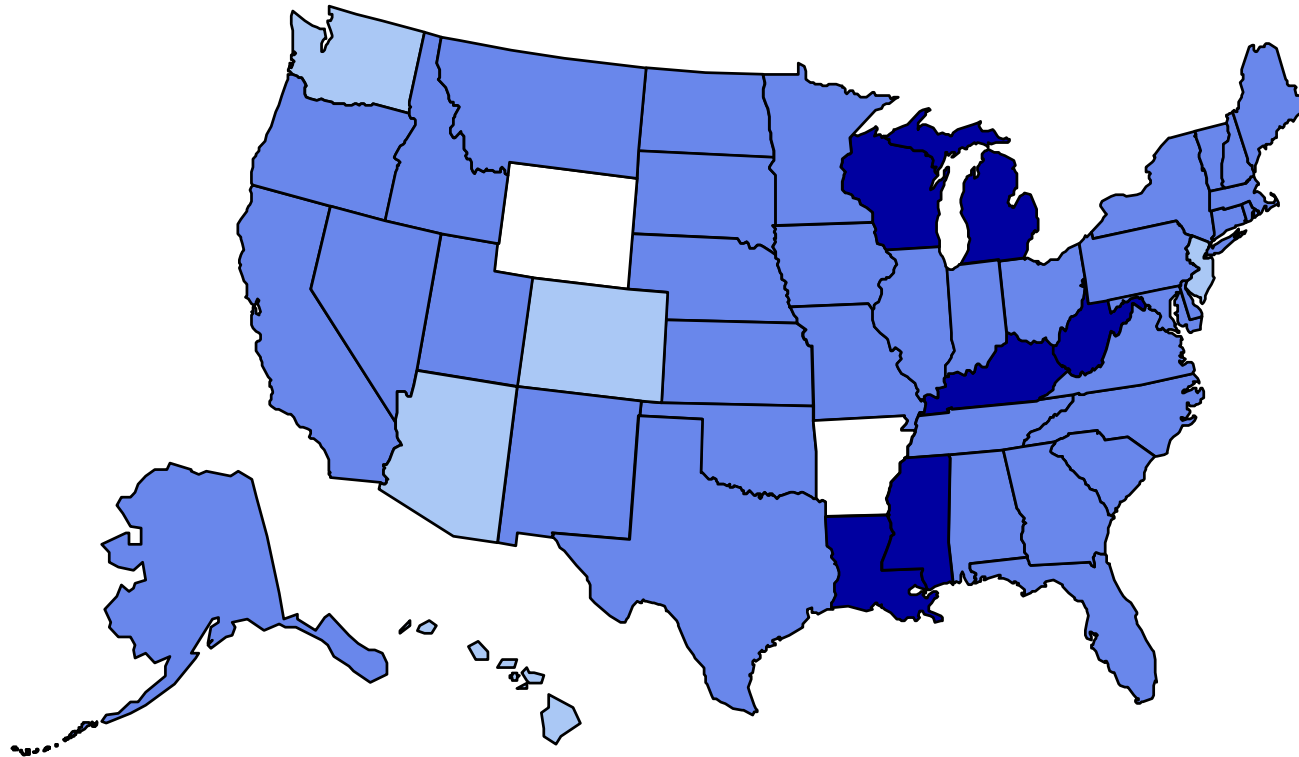
# Obesity\* in U.S. Adults: 1991

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



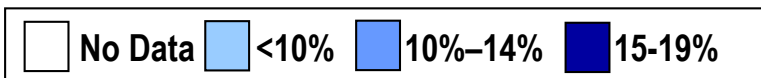
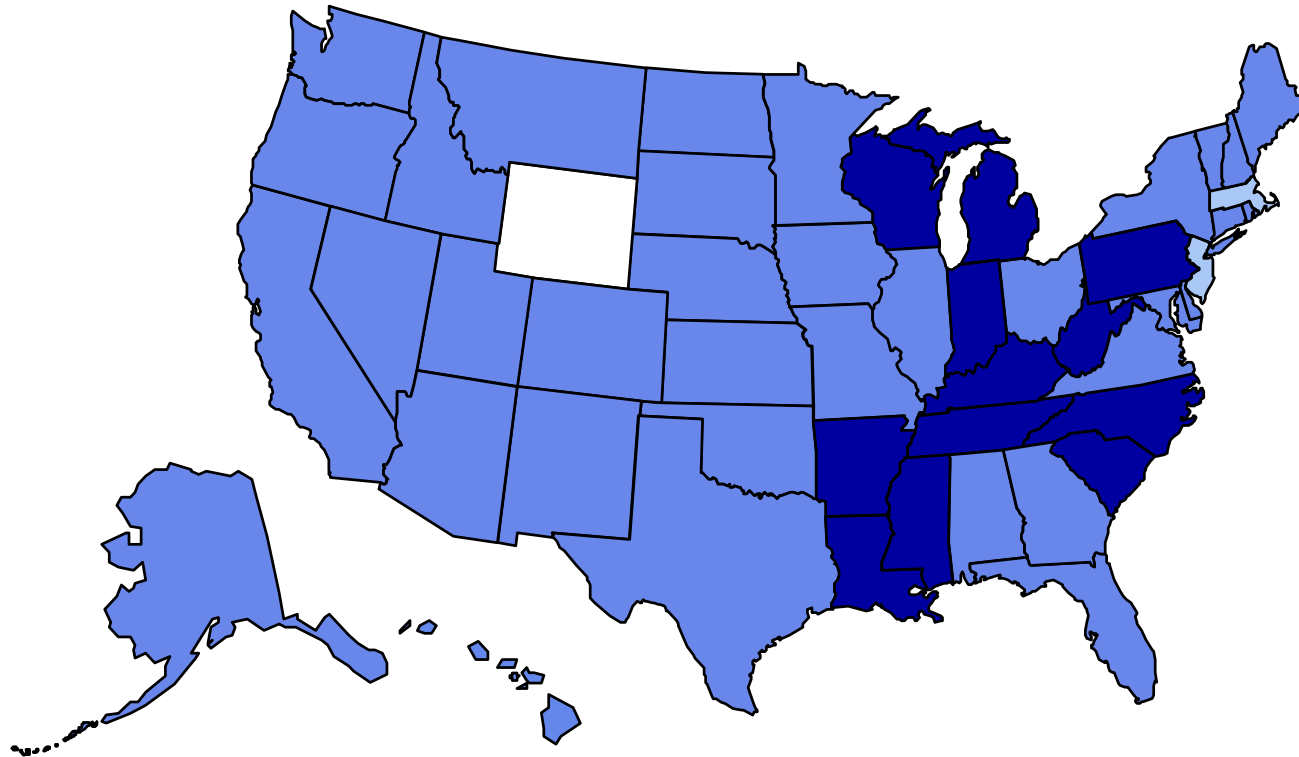
# Obesity\* in U.S. Adults: 1992

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



# Obesity\* in U.S. Adults: 1993

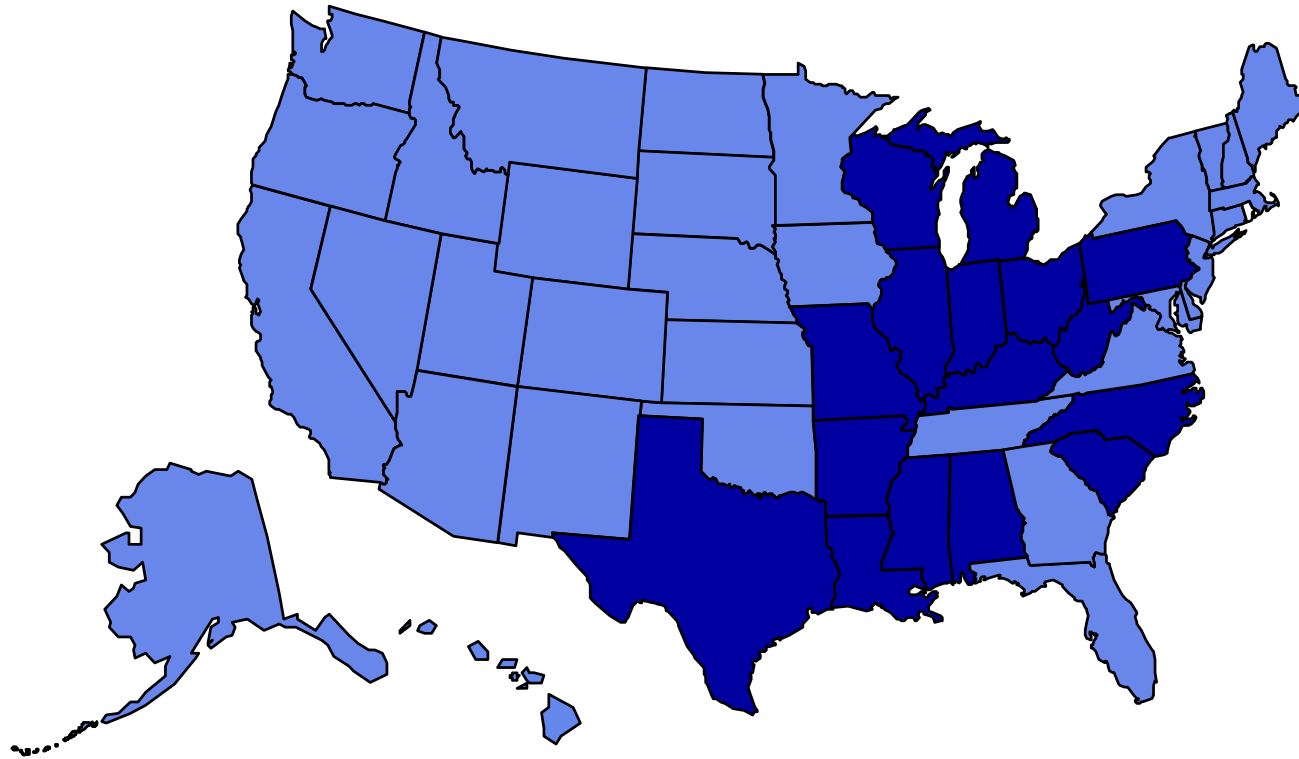
(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)





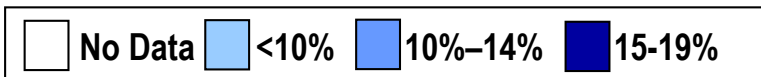
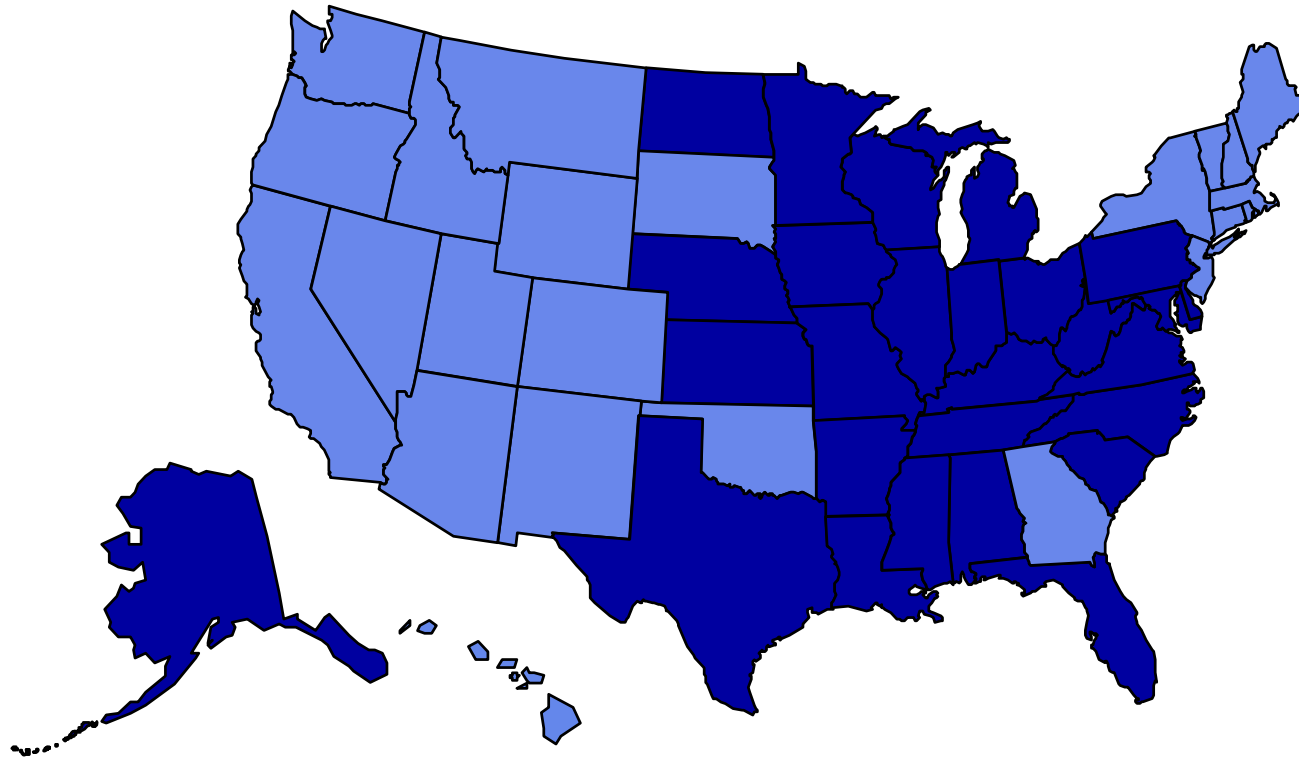
# Obesity\* in U.S. Adults: 1994

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



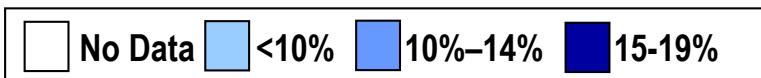
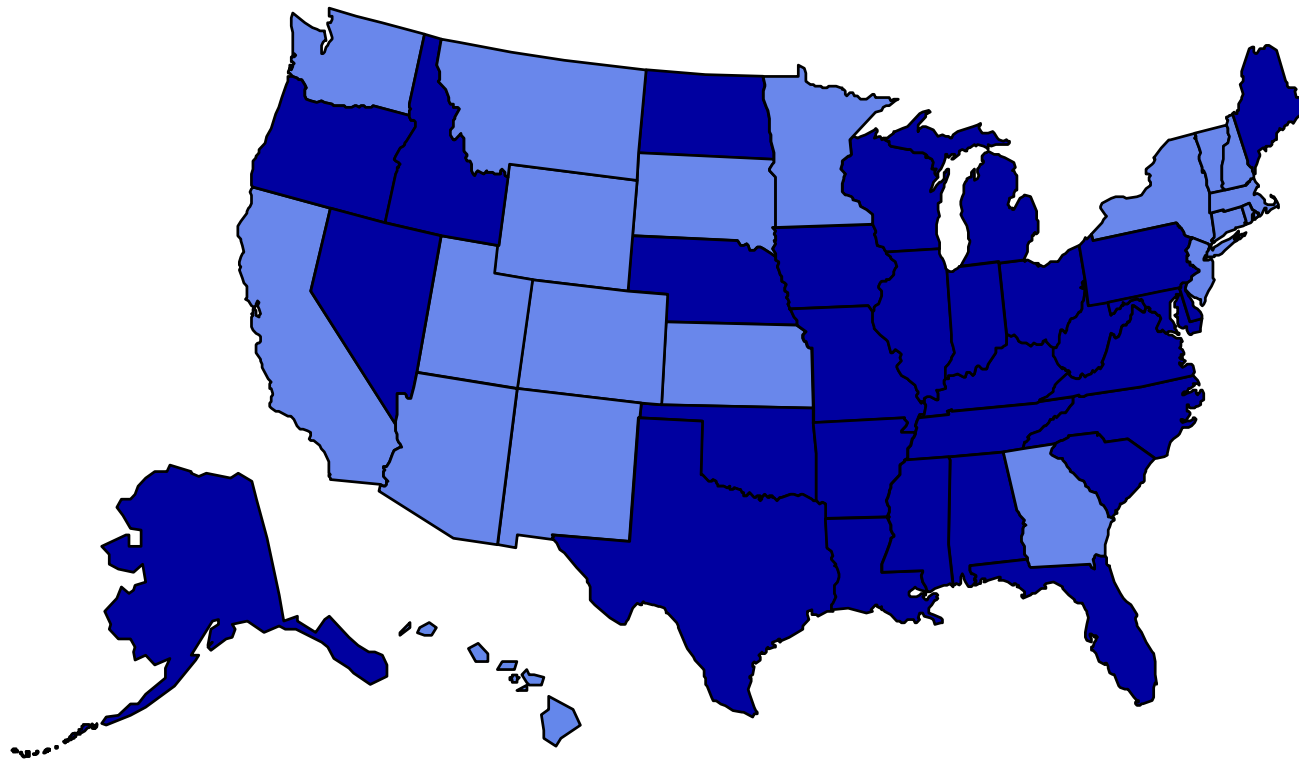
# Obesity\* in U.S. Adults: **1995**

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



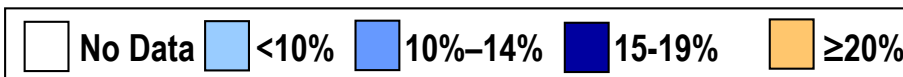
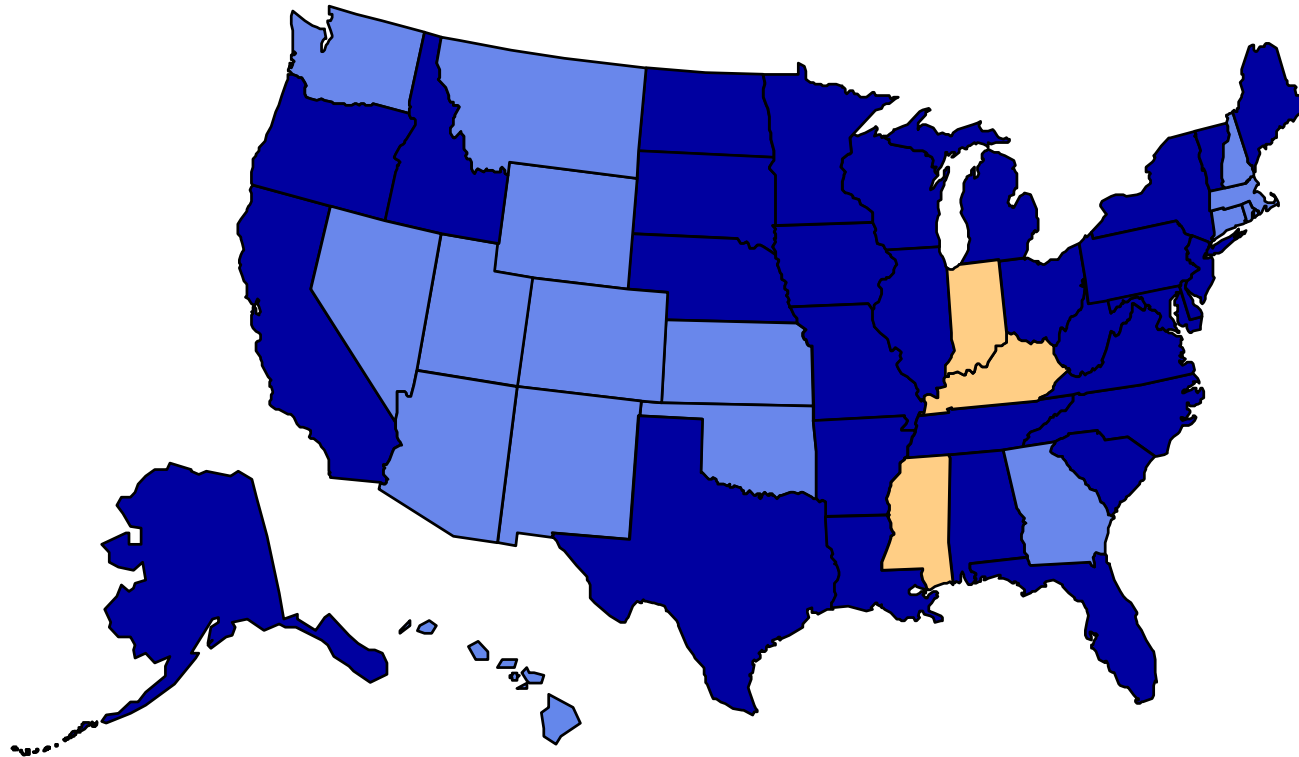
# Obesity\* in U.S. Adults: 1996

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



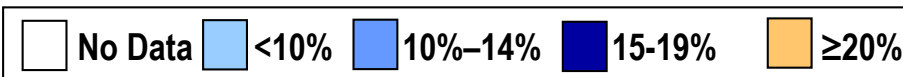
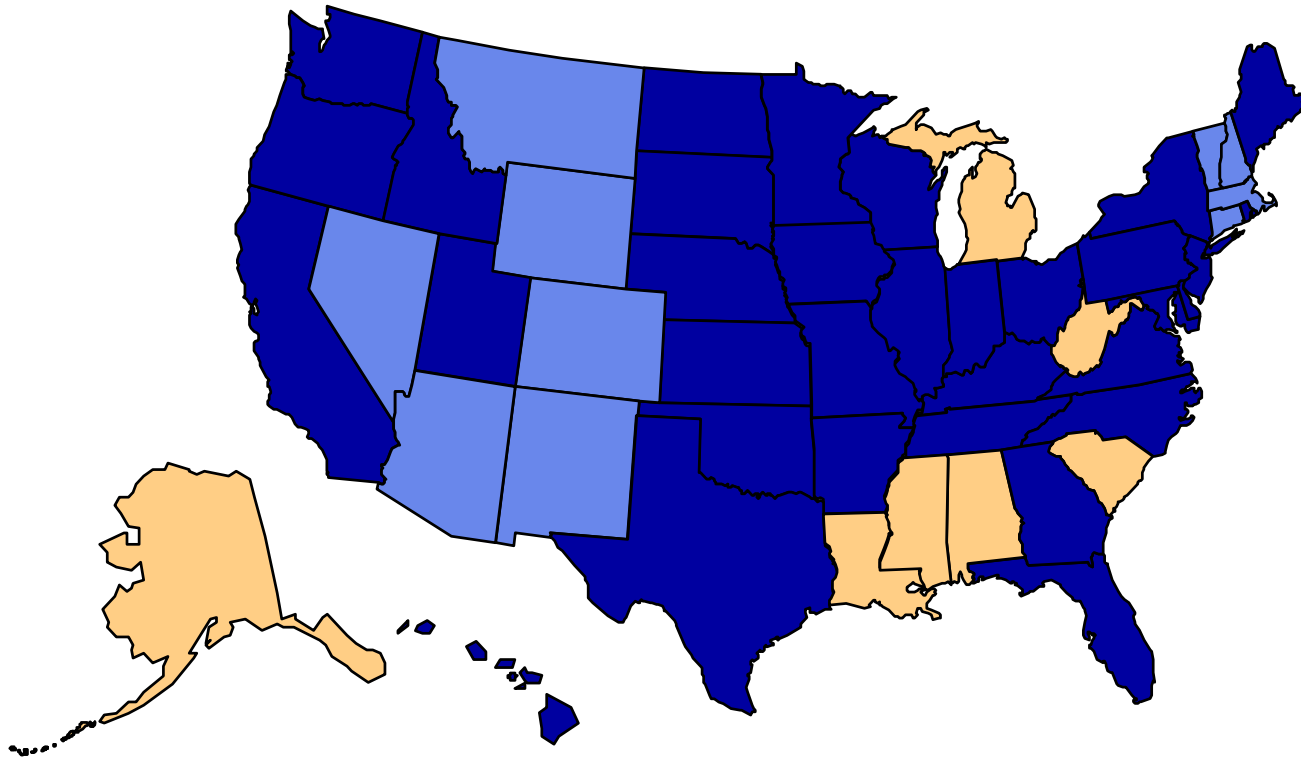
# Obesity\* in U.S. Adults: 1997

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



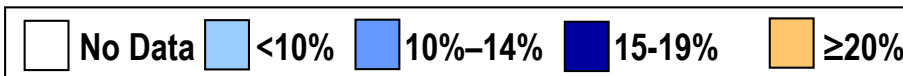
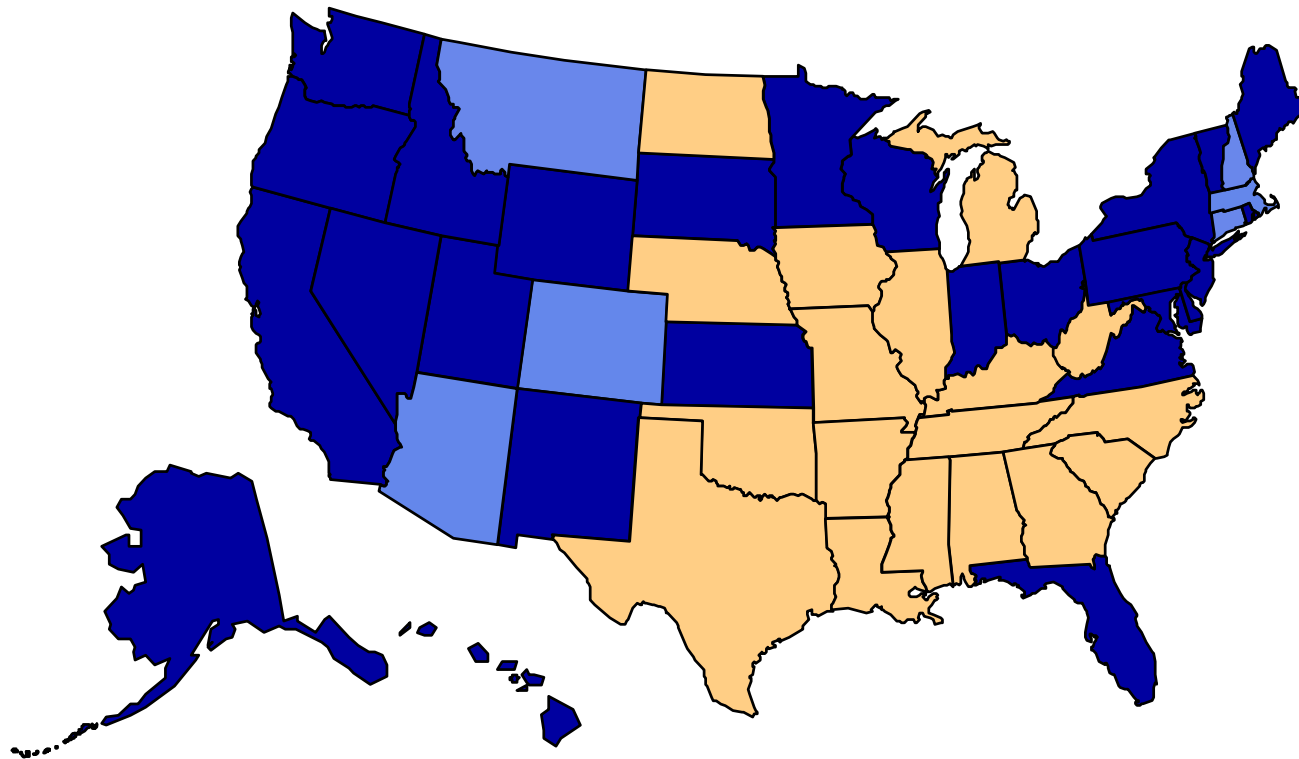
# Obesity\* in U.S. Adults: 1998

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



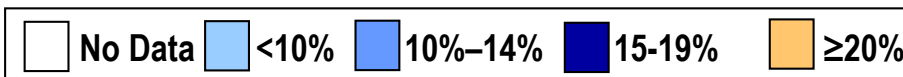
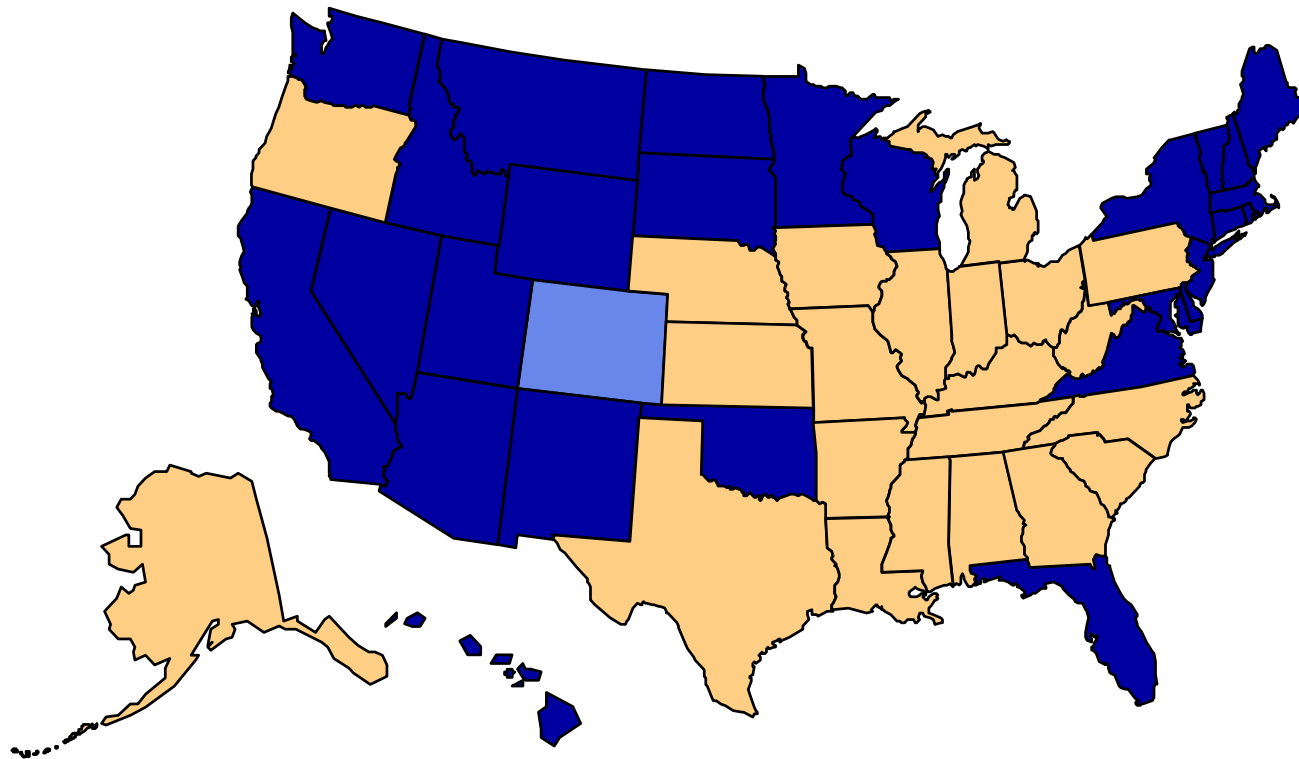
# Obesity\* in U.S. Adults: 1999

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



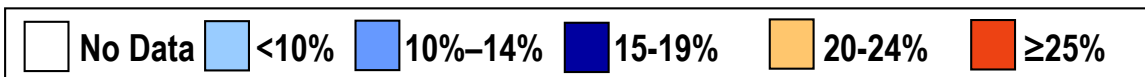
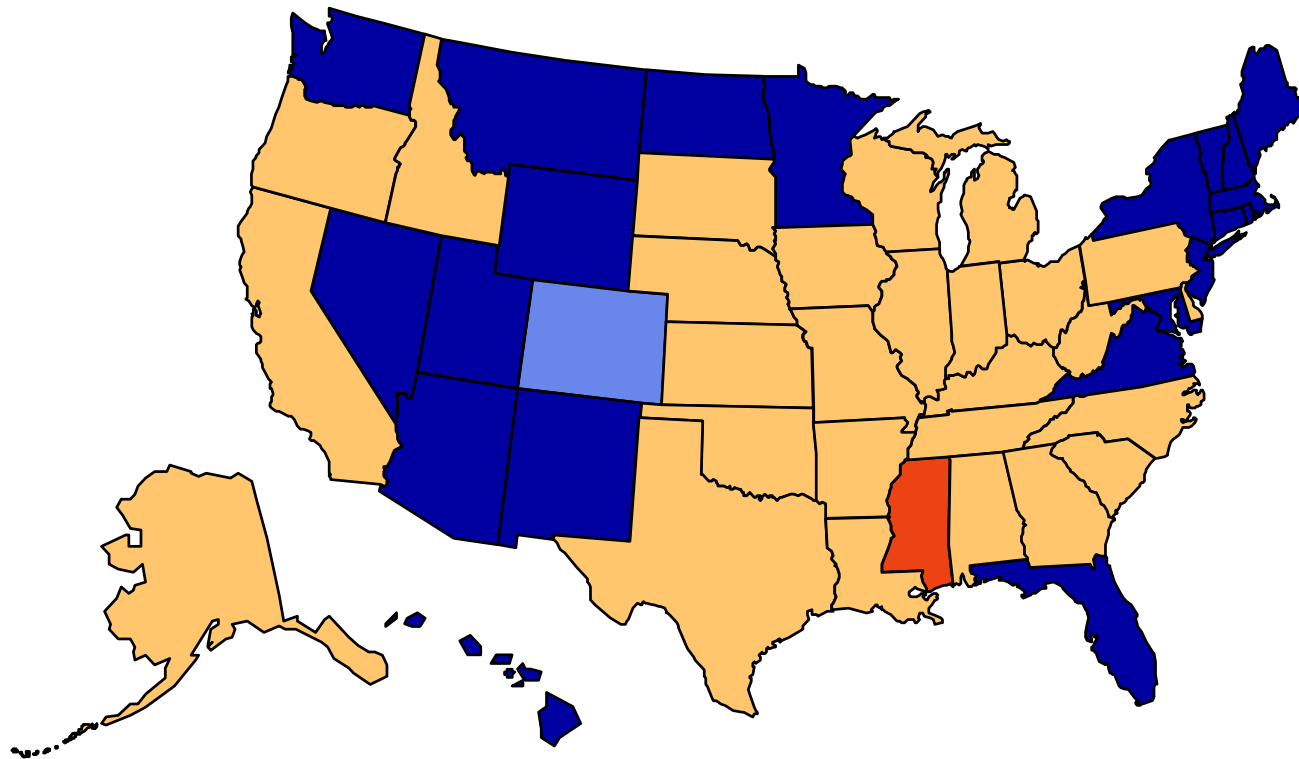
# Obesity\* in U.S. Adults: 2000

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



# Obesity\* in U.S. Adults: 2001

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)

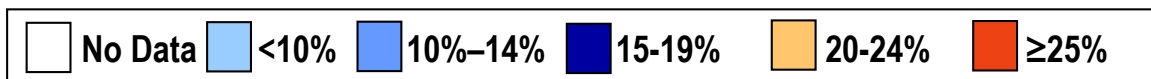
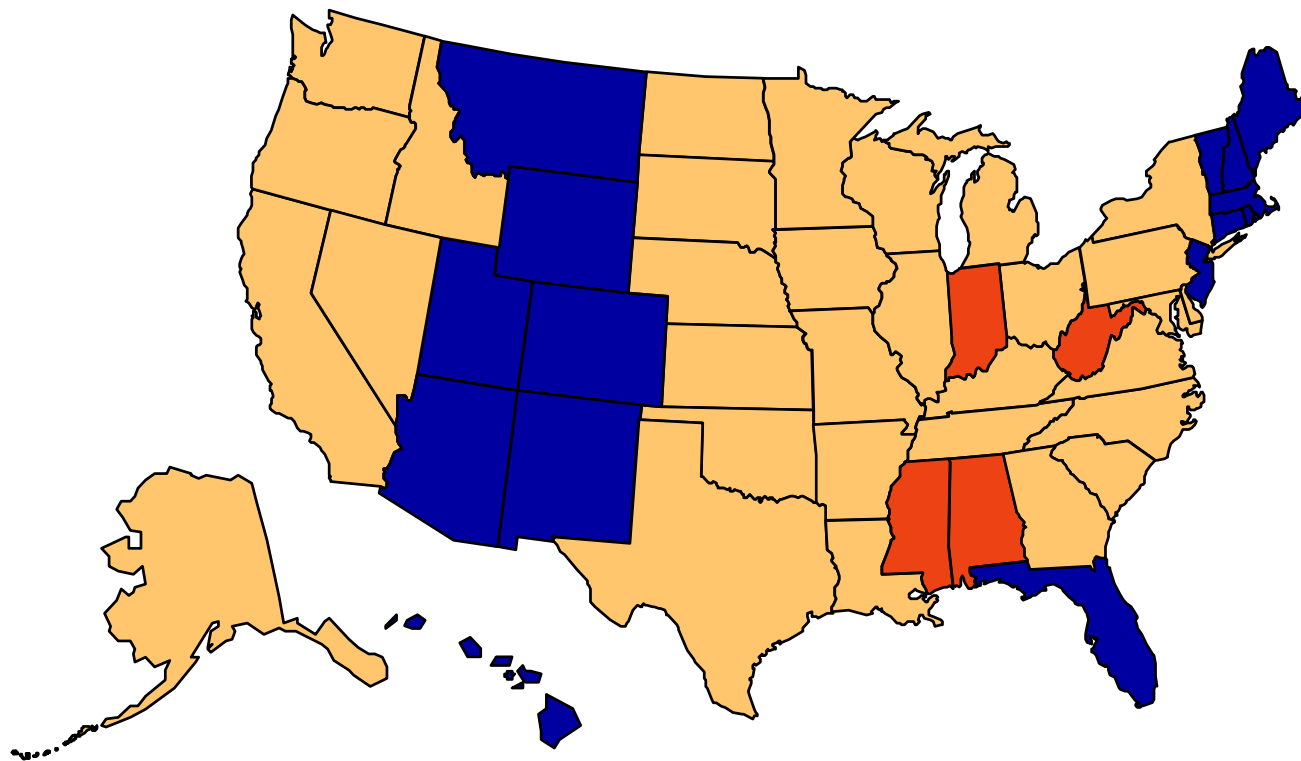






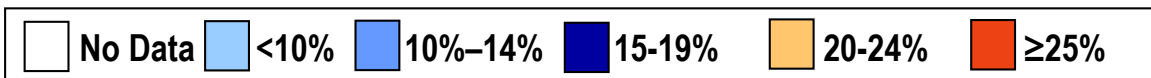
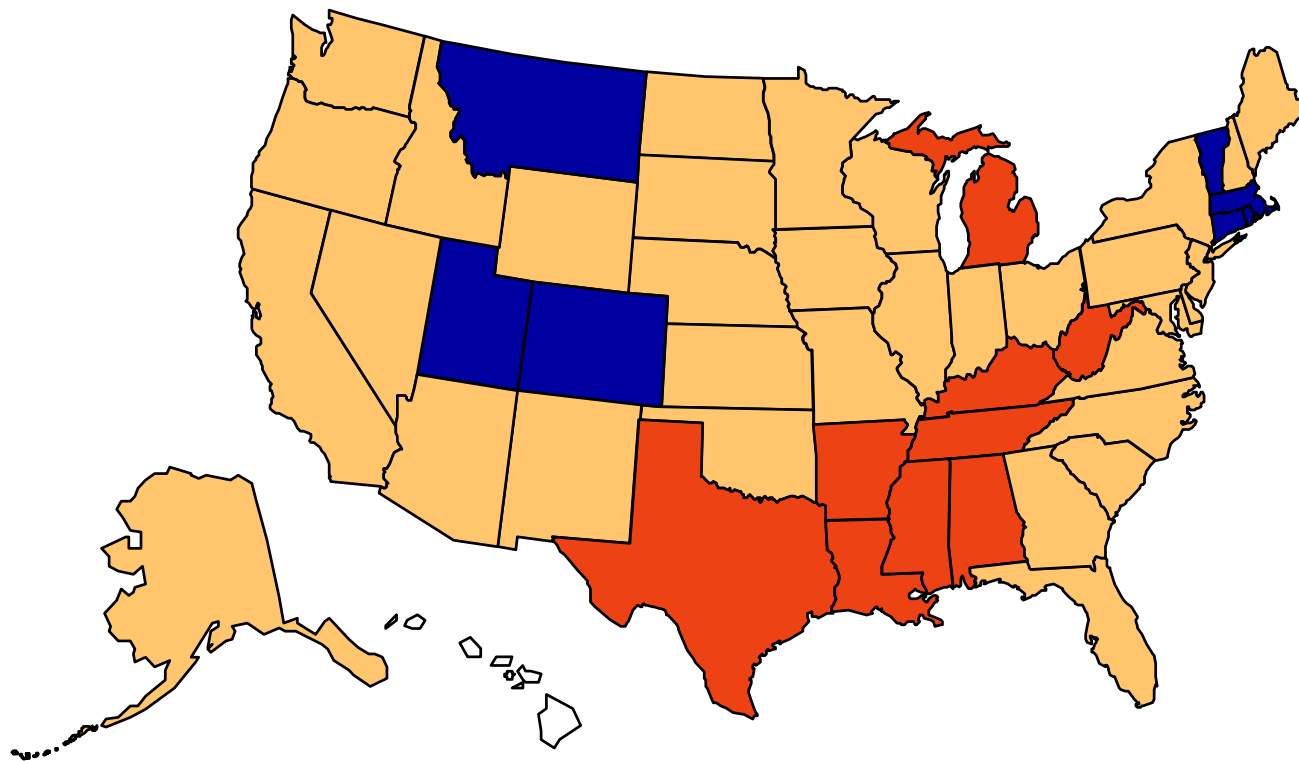
# Obesity\* in U.S. Adults: 2003

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



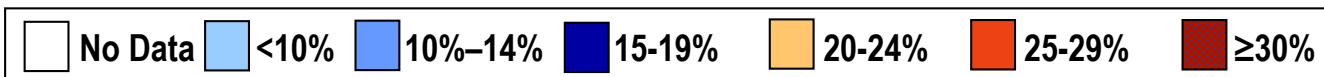
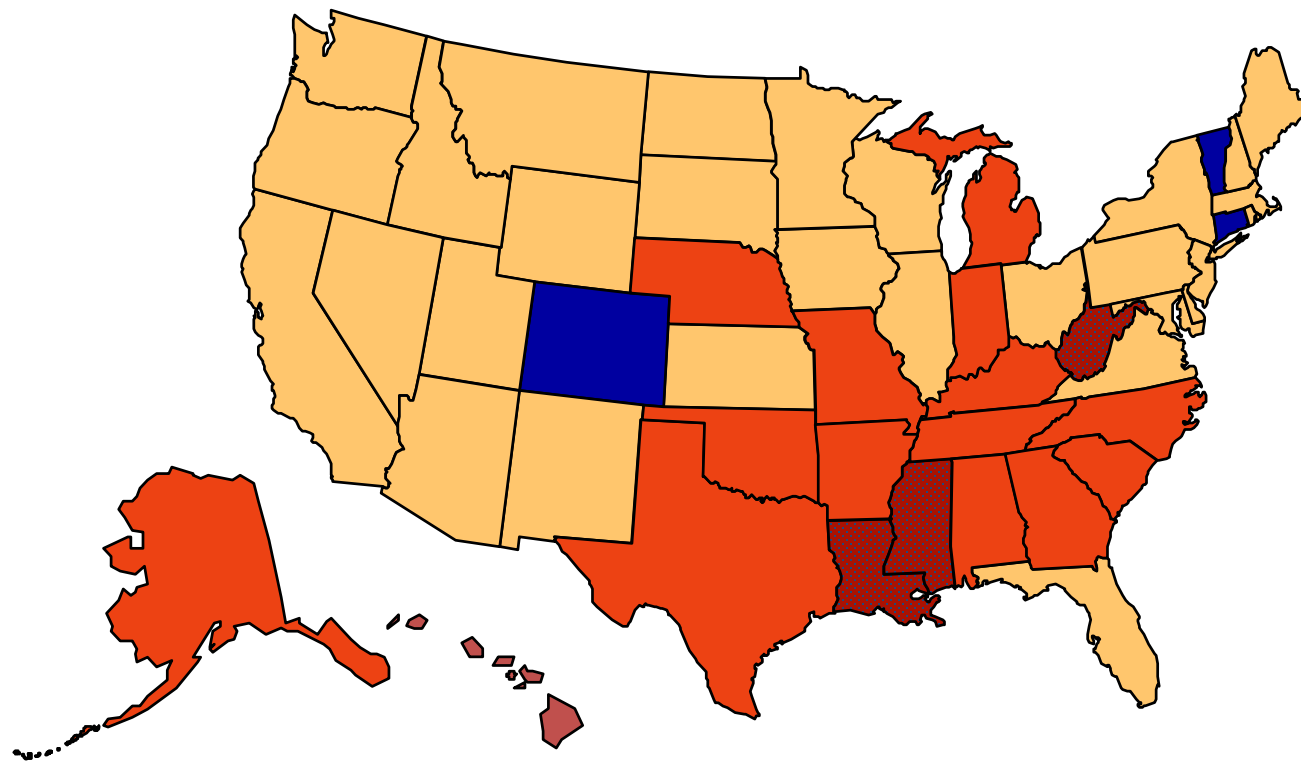
# Obesity\* in U.S. Adults: 2004

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



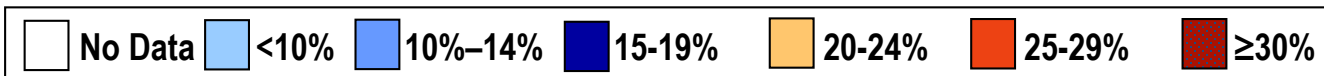
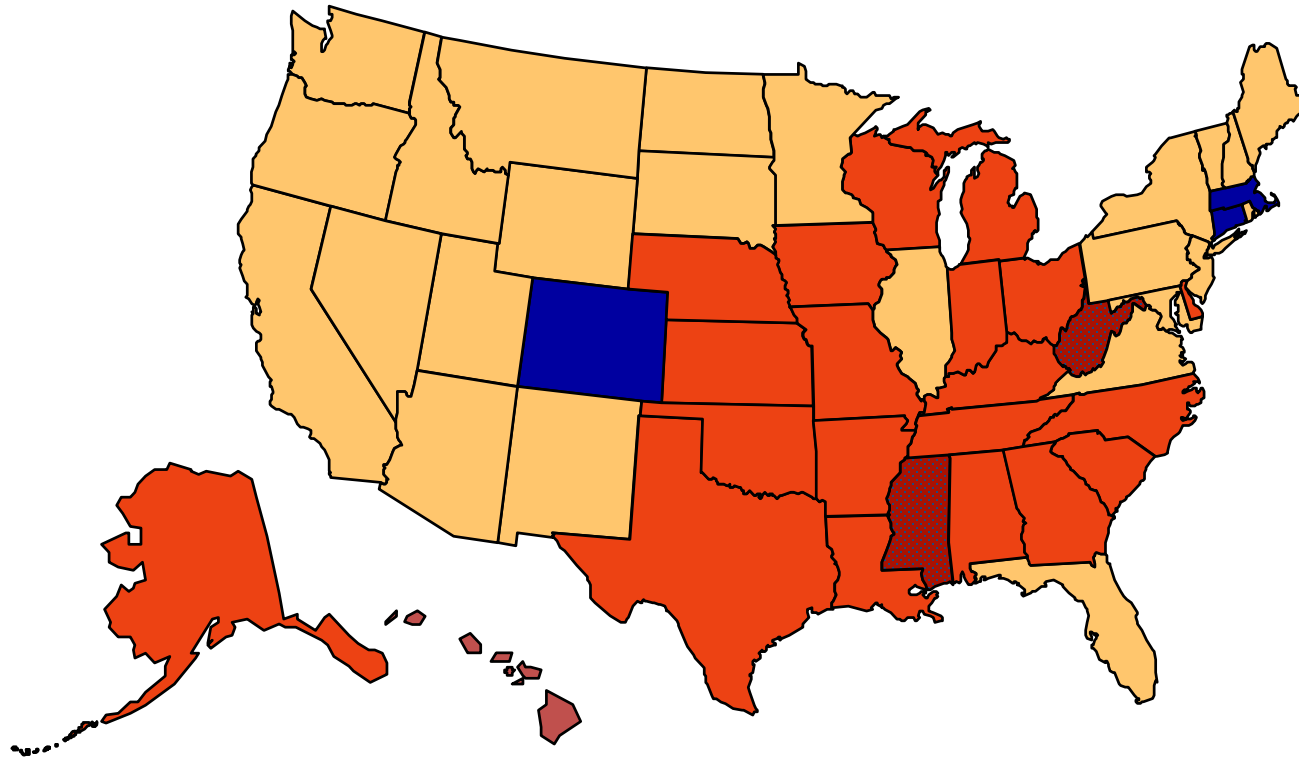
# Obesity\* in U.S. Adults: 2005

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



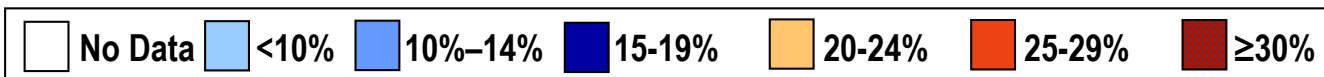
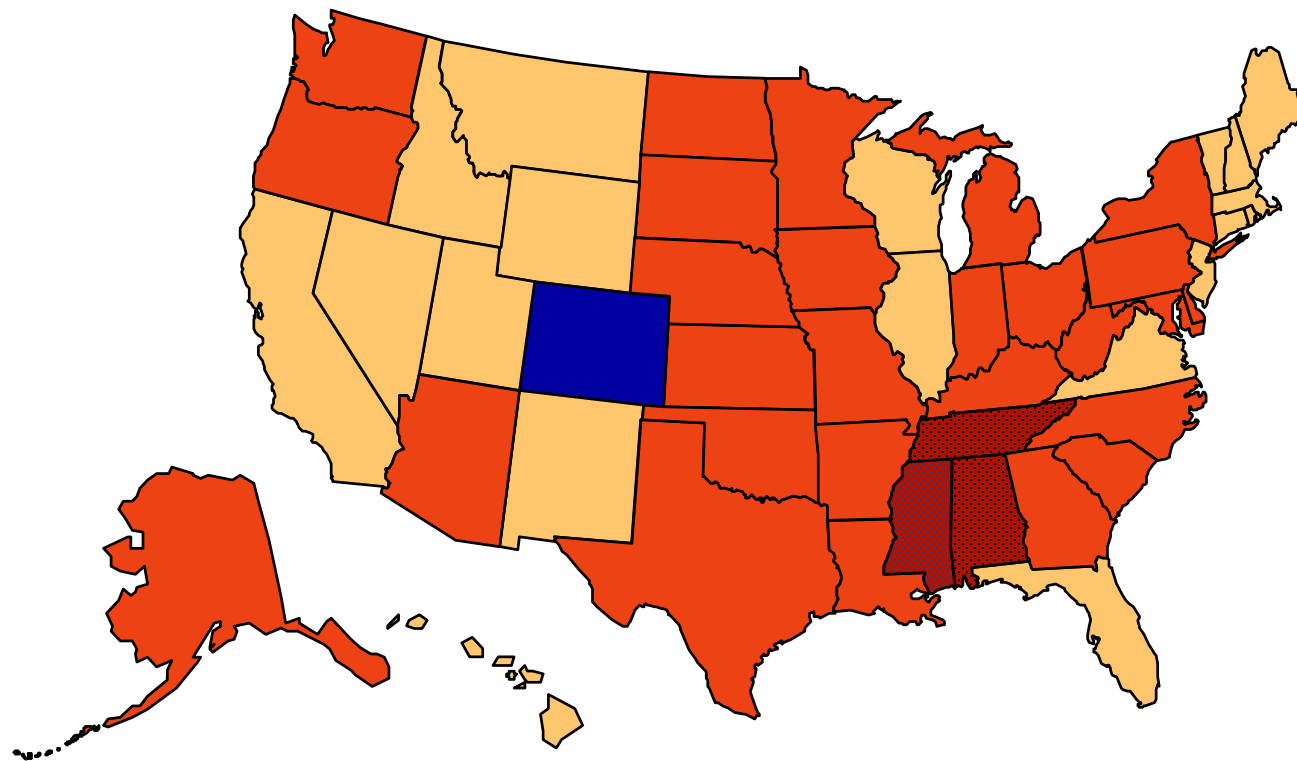
# Obesity\* in U.S. Adults: 2006

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



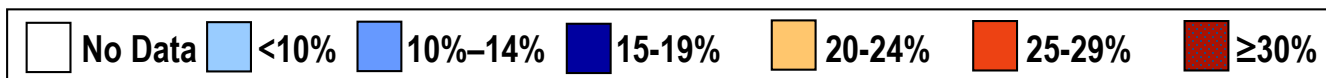
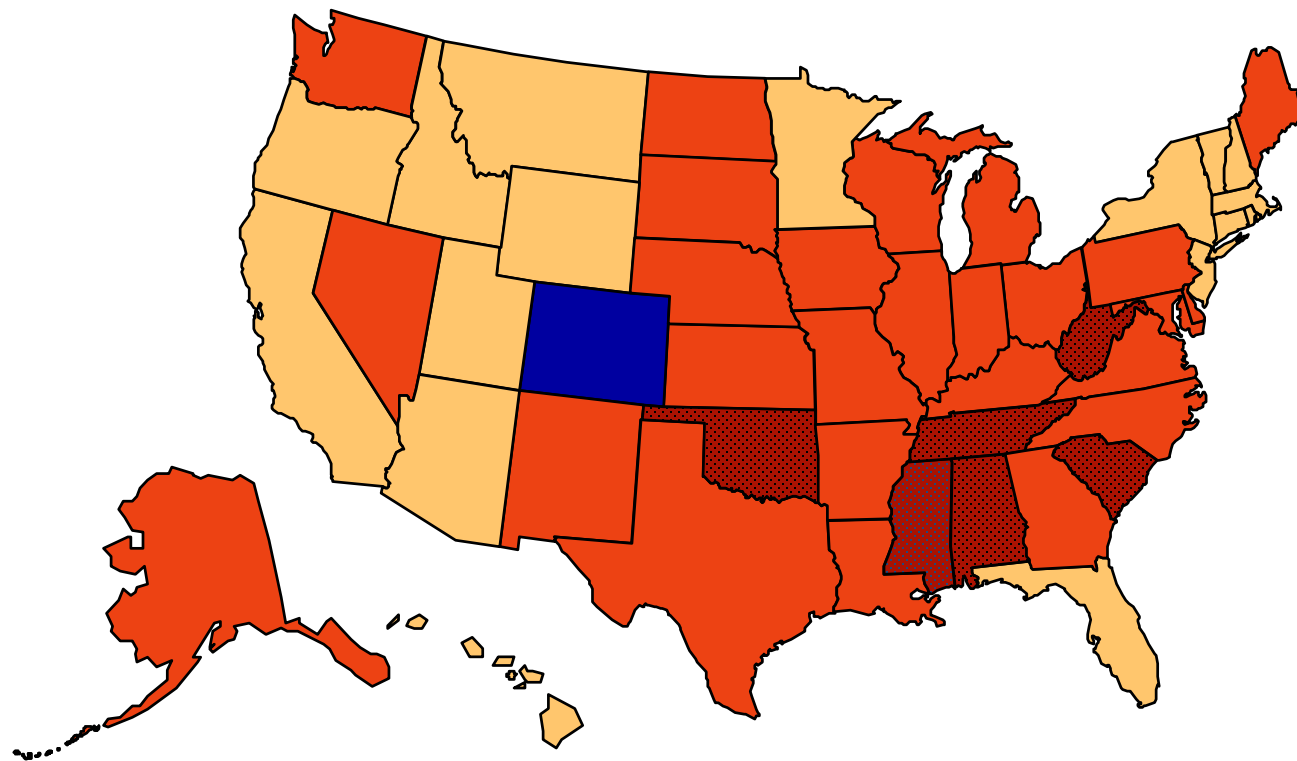
# Obesity\* in U.S. Adults: 2007

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



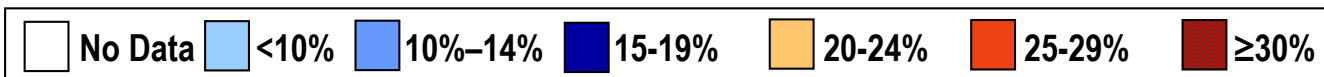
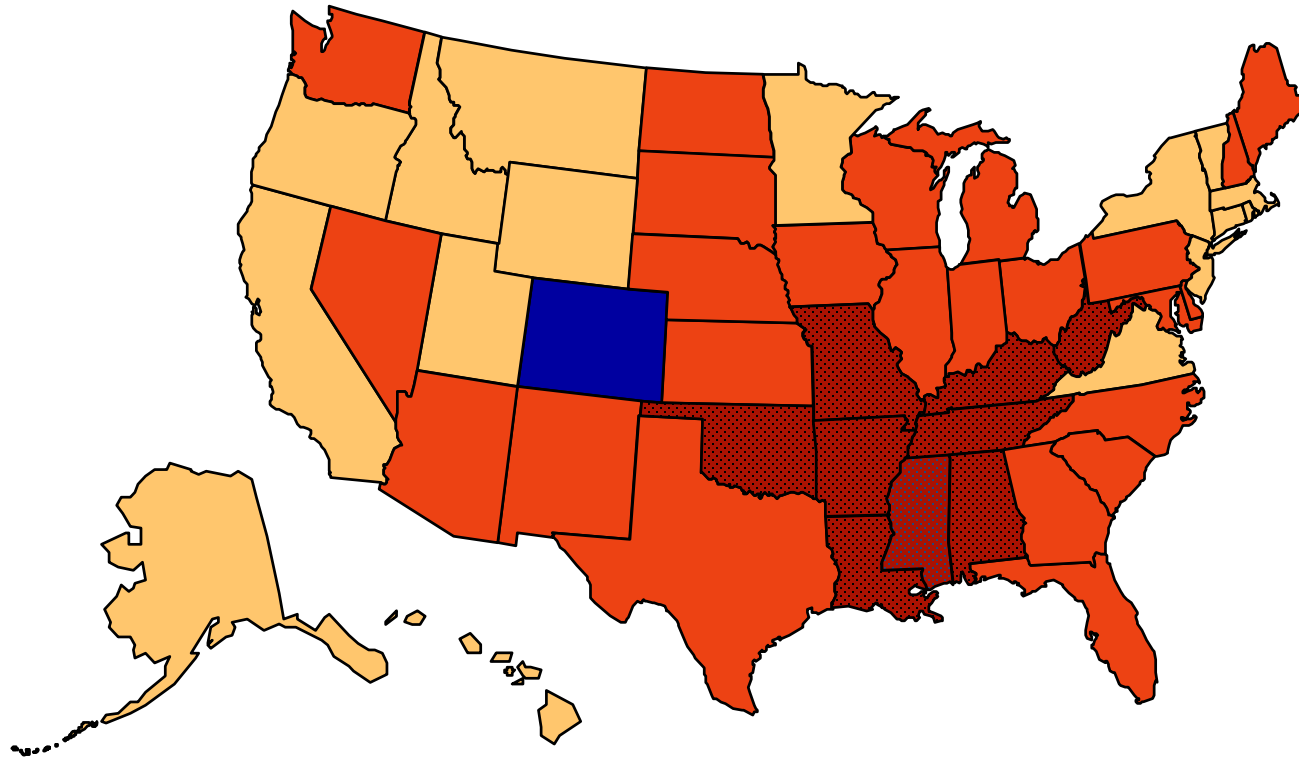
# Obesity\* in U.S. Adults: 2008

(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



# Obesity\* in U.S. Adults: 2009

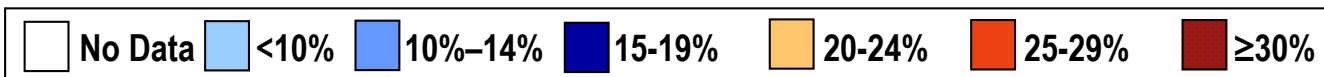
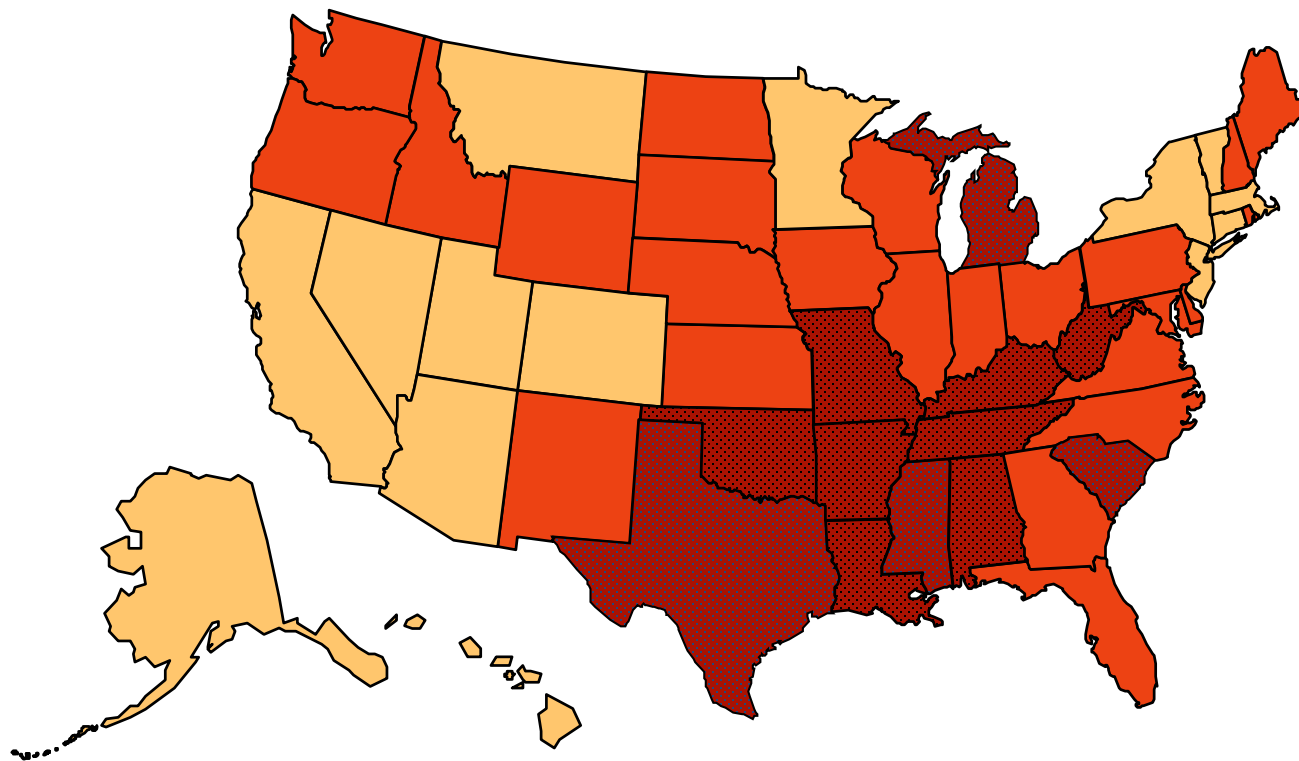
(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)





# Obesity\* in U.S. Adults: 2010

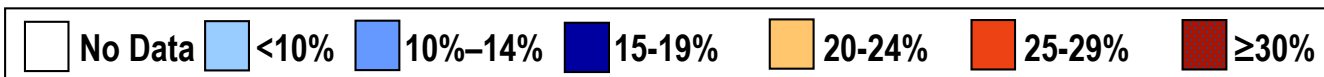
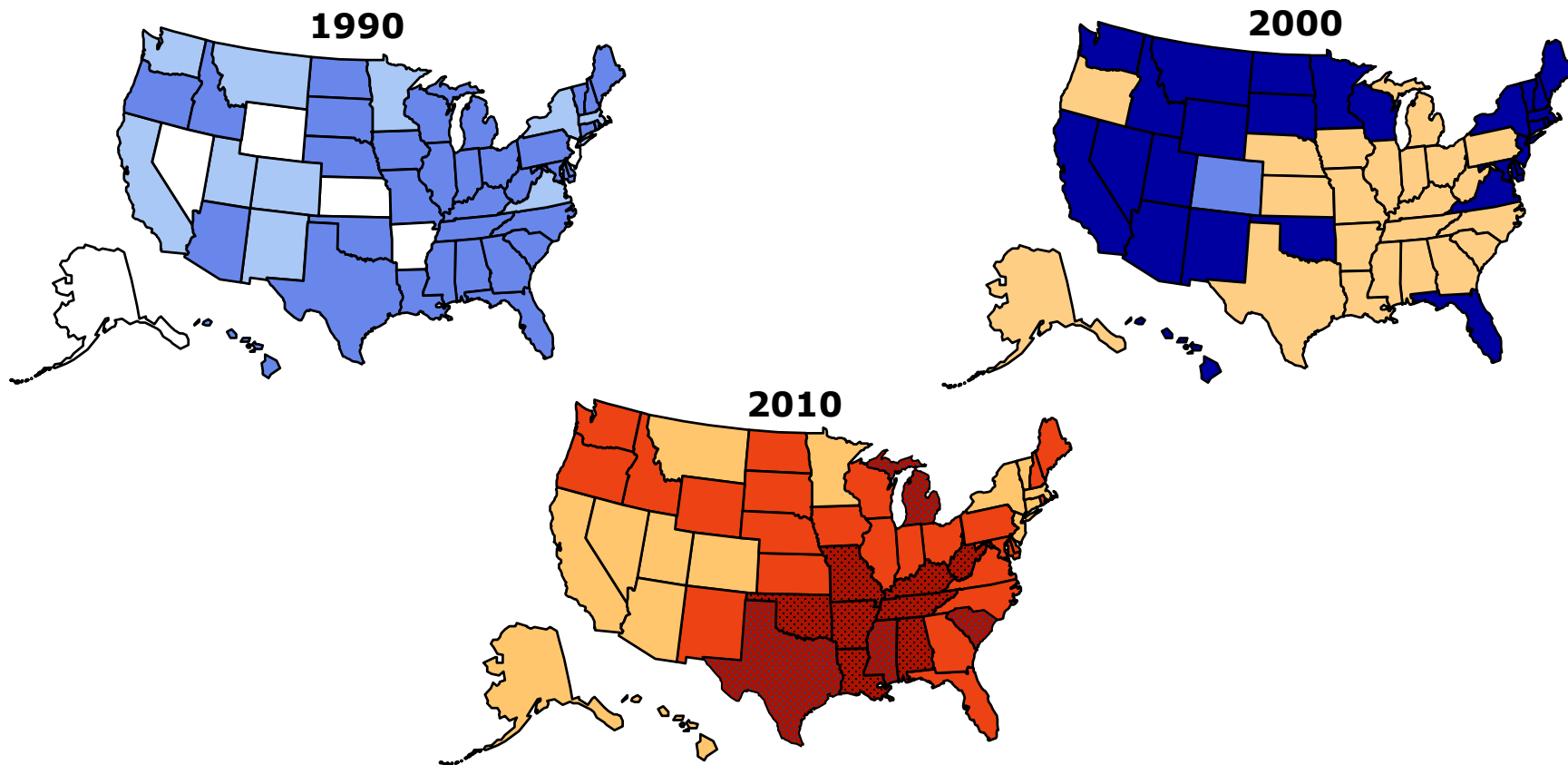
(\*BMI  $\geq 30$ , or  $\sim 30$  lbs. overweight for 5' 4" person)



# Obesity Trends\* Among U.S. Adults

## BRFSS, 1990, 2000, 2010

(\*BMI  $\geq 30$ , or about 30 lbs. overweight for 5' 4" person)



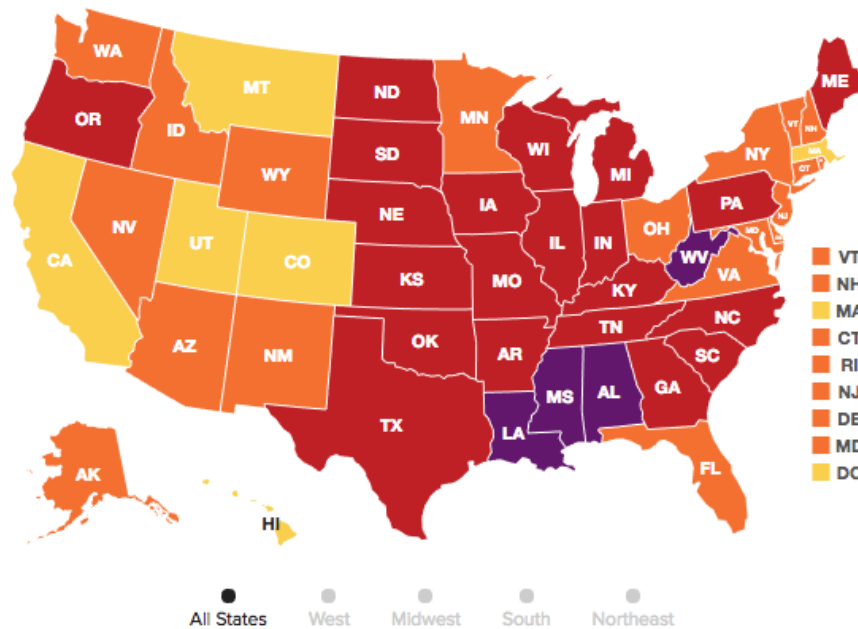
# Two Different Visualizations

## Adult Obesity Rate by State, 2015

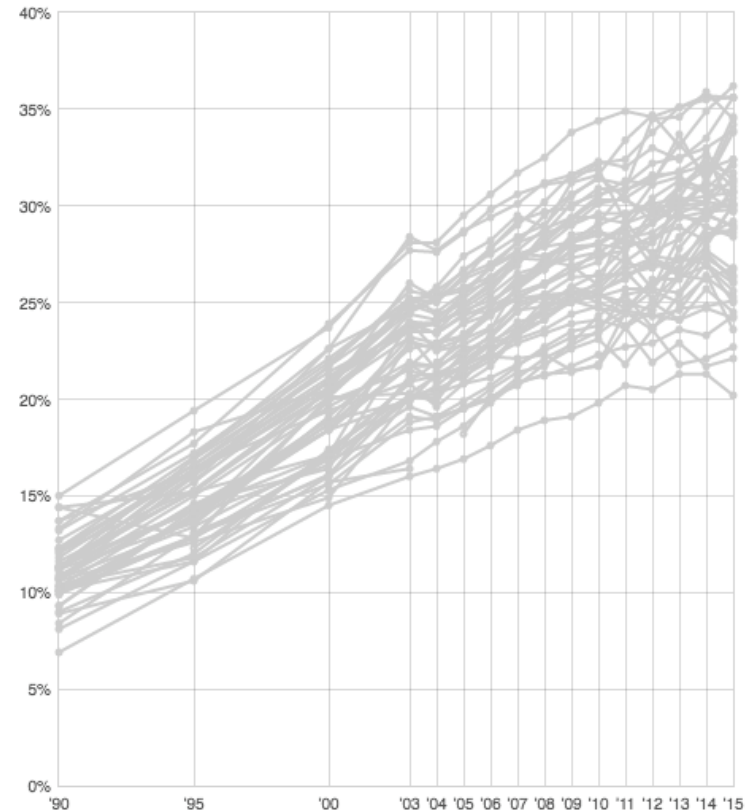
Select years with the slider to see historical data. Hover over states for more information. Click a state to lock the selection. Click again to unlock.

### Percent of obese adults (Body Mass Index of 30+)

0 - 9.9% 10 - 14.9% 15 - 19.9% 20 - 24.9% 25 - 29.9% 30 - 34.9% 35%+



## Adult obesity rates, 1990 to 2015



<http://stateofobesity.org/adult-obesity/>

# Data Visualization

- Visual!
- Intuitive!
- Engages right brain and creativity!
- Emphasizes multivariable thinking!
- Exposes a new world of possibilities!
- Engaging for students of all math abilities!
- Fun!! (for students and teachers!)
- Lots of good examples here:  
[www.personal.psu.edu/klm47/visualization.htm](http://www.personal.psu.edu/klm47/visualization.htm)

# Intro Stats

Why is there a push now to change?

# Technology!!!

We now have the technological ability to collect large datasets and to visualize them.

# **The Future of Intro Stat: More Accessible**

# Fewer Prerequisites

**NONE of this requires algebra!!!**

=> accessible to more students, and more students can succeed!

Also not required:

- Formal probability
- Theoretical distributions
- Test statistic or standard error formulas

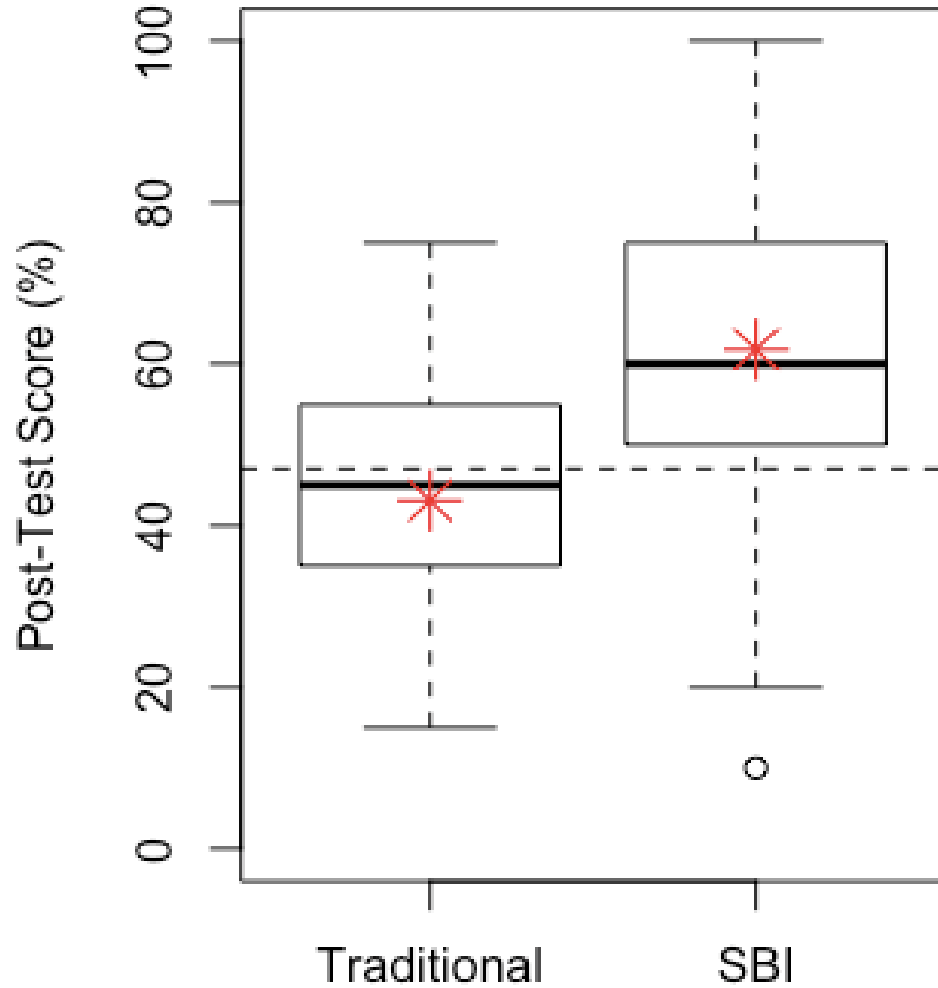
# **The Future of Intro Stat: More Effective**



# More Effective!

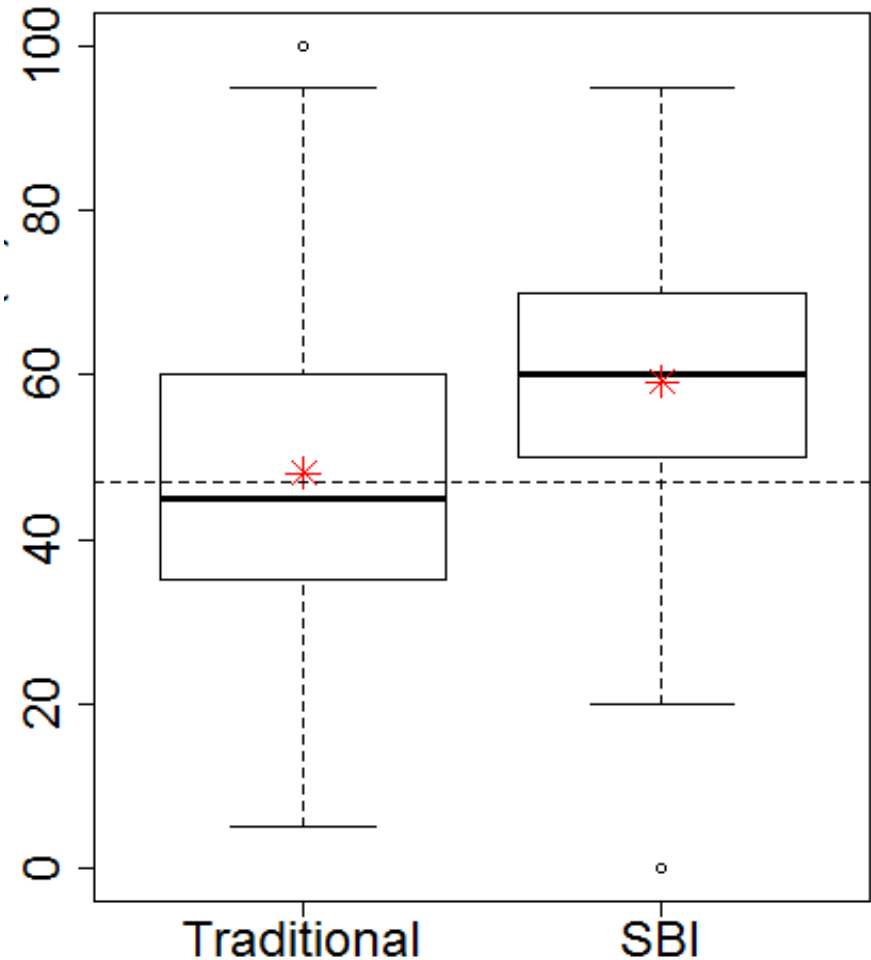
Intro Biostats

$$\bar{x}_{SBI} - \bar{x}_{trad} = 18.7$$



Intro Stats

$$\bar{x}_{SBI} - \bar{x}_{trad} = 11.2$$

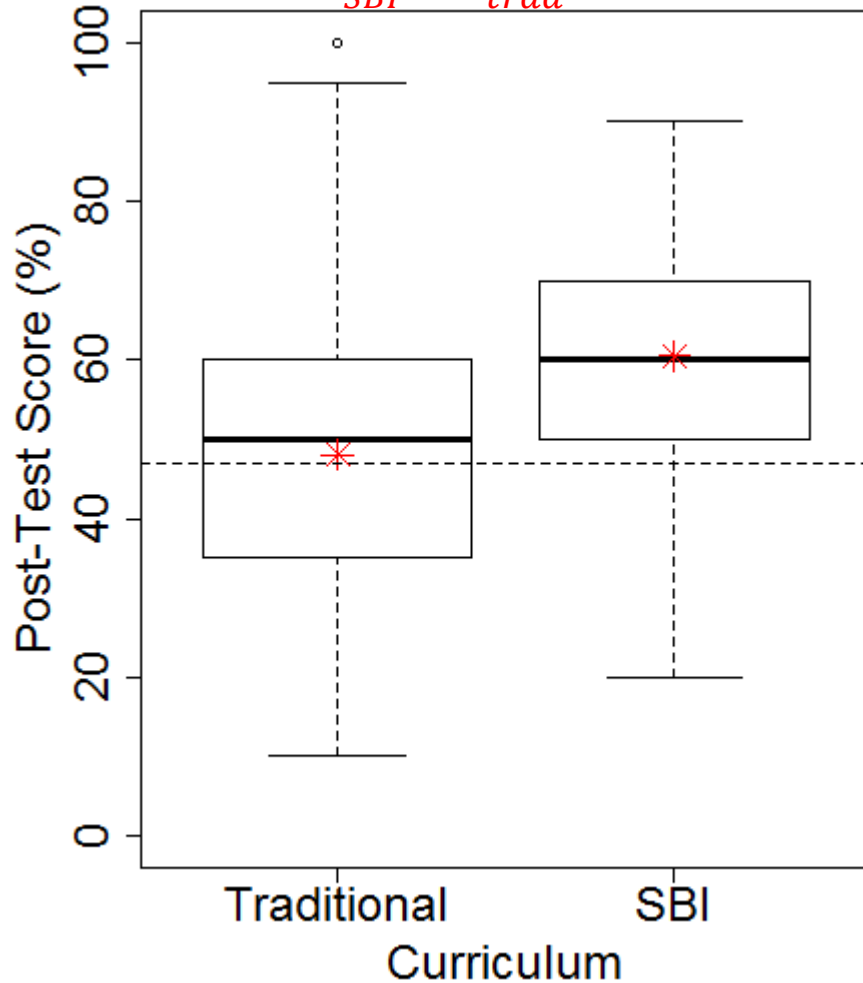


p-value < 0.00001

# More Effective!

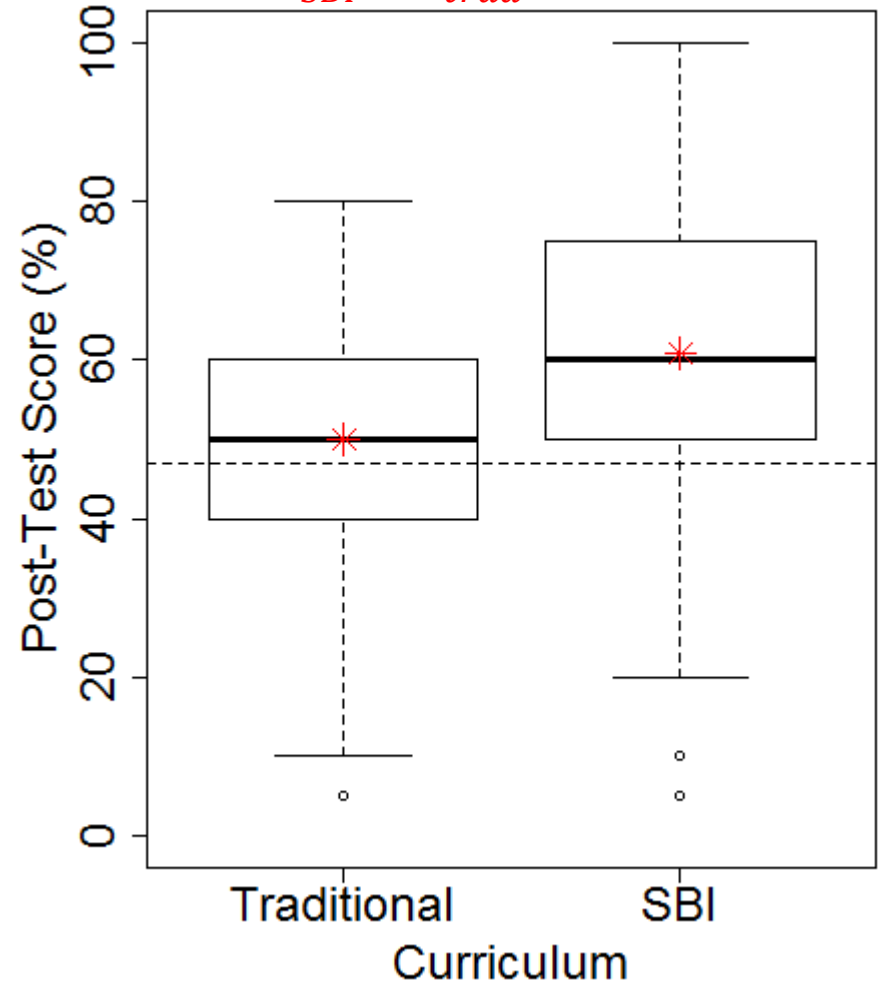
Same instructor A, S17/F17

$$\bar{x}_{SBI} - \bar{x}_{trad} = 12.5$$



Same instructor B, S17/F17

$$\bar{x}_{SBI} - \bar{x}_{trad} = 10.8$$



p-value < 0.00001

# The Future of Intro Stat: More Relevant

REAL DATA!!!

# Intro Stats for Who?

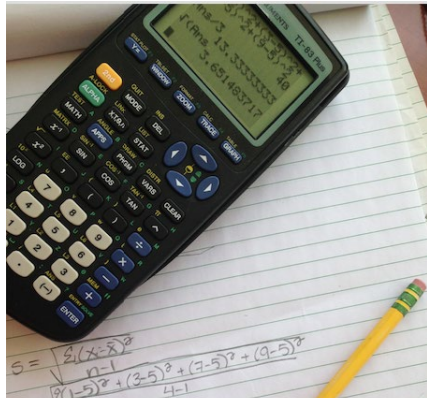
- **Students who are good at math**
  - This is one of only three courses the [2015 MAA Curriculum Guide](#) recommends for all math majors
- **Students who are not good at math**
  - A [randomized experiment](#) (!) found students needing remedial math had greater success in intro stats than college algebra
- **Students going into scientific or data science careers**
  - These skills are emphasized in national curriculum guidelines for undergraduate programs in [statistics](#) and [data science](#)
- **Students who plan to become math teachers**
  - Simulation-based inference recommended by [SET 2015](#)
- **Students in fields that analyze data**
  - User disciplines love the emphasis on real data
- **Students taking stats for general education**
  - “statistical thinking will one day be as necessary for efficient citizenship as the ability to read and write.” - H.G. Wells

**EVERYONE!!!**

# **The Future of Intro Stat: More Fun!**

Consider two events A and B, and assume that  $P(A) = 0.6$  and  $P(B) = 0.5$  and  $P(A \cap B) = 0.2$ .

Find  $P(A \cup B)$ .



$$t = \frac{\bar{x}_1 - \bar{x}_2}{\sqrt{\frac{s_1^2}{n_1} + \frac{s_2^2}{n_2}}}$$

TABLE B: t-DISTRIBUTION CRITICAL VALUES

df	Tail probability p											
	.25	.20	.15	.10	.05	.025	.02	.01	.005	.0025	.001	.0005
1	1.000	1.376	1.963	3.078	6.314	12.71	15.89	31.82	63.66	127.3	318.3	636.6
2	.816	1.061	1.386	1.886	2.920	4.303	4.849	6.965	9.925	14.09	22.33	31.60
3	.765	.978	1.250	1.638	2.353	3.182	3.482	4.541	5.841	7.453	10.21	12.92
4	.741	.941	1.190	1.533	2.132	2.776	2.999	3.747	4.604	5.598	7.173	8.610
5	.727	.920	1.156	1.476	2.015	2.571	2.757	3.365	4.032	4.773	5.893	6.869
6	.718	.906	1.134	1.440	1.943	2.447	2.612	3.143	3.707	4.317	5.208	5.959
7	.711	.896	1.119	1.415	1.895	2.365	2.517	2.998	3.499	4.029	4.785	5.408
8	.706	.889	1.108	1.397	1.860	2.306	2.449	2.896	3.355	3.833	4.501	5.041
9	.703	.883	1.100	1.383	1.833	2.262	2.398	2.821	3.250	3.690	4.297	4.781
10	.700	.879	1.093	1.372	1.812	2.228	2.359	2.764	3.169	3.581	4.144	4.587
11	.697	.876	1.088	1.363	1.796	2.201	2.328	2.718	3.106	3.497	4.025	4.437
12	.695	.873	1.083	1.356	1.782	2.179	2.303	2.681	3.055	3.428	3.930	4.318
13	.694	.870	1.079	1.350	1.771	2.160	2.282	2.650	3.012	3.372	3.852	4.221
14	.692	.868	1.076	1.345	1.761	2.145	2.264	2.624	2.977	3.326	3.787	4.140
15	.691	.866	1.074	1.341	1.753	2.131	2.249	2.602	2.947	3.286	3.733	4.073
16	.690	.865	1.071	1.337	1.746	2.120	2.235	2.583	2.921	3.252	3.686	4.015
17	.689	.863	1.069	1.333	1.740	2.110	2.224	2.567	2.898	3.222	3.646	3.965
18	.688	.862	1.067	1.330	1.734	2.101	2.214	2.552	2.878	3.197	3.611	3.922
19	.688	.861	1.066	1.328	1.729	2.093	2.205	2.539	2.861	3.174	3.579	3.883
20	.687	.860	1.064	1.325	1.725	2.086	2.197	2.528	2.845	3.153	3.552	3.850
21	.686	.859	1.063	1.323	1.721	2.080	2.189	2.518	2.831	3.135	3.527	3.819
22	.686	.858	1.061	1.321	1.717	2.074	2.183	2.508	2.819	3.119	3.505	3.792
23	.685	.858	1.060	1.319	1.714	2.069	2.177	2.500	2.807	3.104	3.485	3.768
24	.685	.857	1.059	1.318	1.711	2.064	2.172	2.492	2.797	3.091	3.467	3.745
25	.684	.856	1.058	1.316	1.708	2.060	2.167	2.485	2.787	3.078	3.450	3.725
26	.684	.856	1.058	1.315	1.706	2.056	2.162	2.479	2.779	3.067	3.435	3.707
27	.684	.855	1.057	1.314	1.703	2.052	2.158	2.473	2.771	3.057	3.421	3.690
28	.683	.855	1.056	1.313	1.701	2.048	2.154	2.467	2.763	3.047	3.408	3.674
29	.683	.854	1.055	1.311	1.699	2.045	2.150	2.462	2.756	3.038	3.396	3.659
30	.683	.854	1.055	1.310	1.697	2.042	2.147	2.457	2.750	3.030	3.385	3.646
40	.681	.851	1.050	1.303	1.684	2.021	2.123	2.423	2.704	2.971	3.307	3.551
50	.679	.849	1.047	1.299	1.676	2.009	2.109	2.403	2.678	2.937	3.261	3.496
60	.679	.848	1.045	1.296	1.671	2.000	2.099	2.390	2.660	2.915	3.222	3.460
80	.678	.846	1.043	1.292	1.664	1.990	2.088	2.374	2.639	2.887	3.195	3.416
100	.677	.845	1.042	1.290	1.660	1.984	2.081	2.364	2.626	2.871	3.174	3.390
∞	.675	.842	1.037	1.282	1.646	1.962	2.056	2.330	2.581	2.813	3.098	3.300
∞	.674	.841	1.036	1.282	1.645	1.960	2.054	2.326	2.576	2.807	3.091	3.291

## Question of the Day

Is cat ownership related to Schizophrenia?

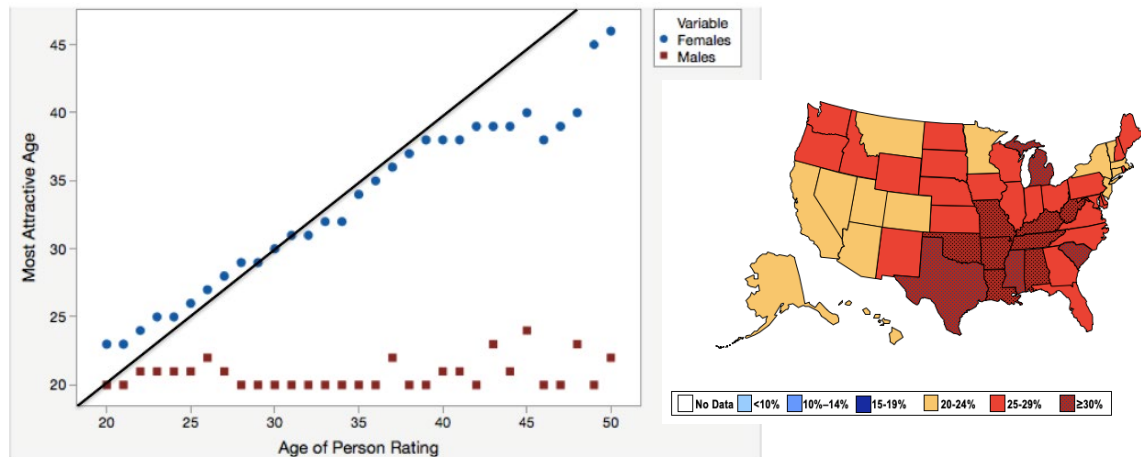


<https://www.youtube.com/watch?v=ahd9Cr0U8XU>

Statistics: Unlocking the Power of Data

Lock5

We have strong evidence that drinking beer does attract mosquitoes!



# Ways to Change

1. Make everything about real **data**
2. Reduce tedious “by-hand” work and let **technology** do the heavy-lifting
3. Focus on interpretation and **concepts**
4. Improve conceptual understanding and reduce reliance on prerequisites with **simulation-based inference**
5. Embrace the power of **data visualization** and multivariable thinking

# The Future of Intro Stats

More accessible

More effective

More relevant

More fun!





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