Courses

STA 200. Introduction to Statistics II. 3 Credits.
Continuation of MAT 121/MAT 125. Topics include inference about the means, standard deviations and proportions, goodness of fit, analysis of variance, regression analysis, correlation, and non-parametric tests. In addition, students will learn to use SPSS, a statistical analysis software that is available for free through the Ram Cloud. Finally, students will hone their technical writing skills by summarizing their statistical analyses with written reports.
Pre / Co requisites: STA 200 requires a prerequisite of a grade of C- or better in MAT 121, MAT 125 or ECO 251.
Distance education offering may be available.
Typically offered in Fall & Spring.

STA 201. Statistical Methods for Political Polling. 3 Credits.
The purpose of this course is to introduce students to the statistical methodology used in the analysis of data from a political survey. Topics will include sampling techniques, hypothesis testing, sample size calculation, categorical data analysis, simple linear regression, and ANOVA. There will be a field trip to the Center for Opinion Research at Franklin and Marshall College at the beginning of the semester.
Pre / Co requisites: STA 201 requires a prerequisite of MAT 121 or PSC 200.
Typically offered in Fall.

STA 202. Sports Analytics. 3 Credits.
In this course we will apply concepts such as regression, classification, clustering, decision trees and others to evaluate players and teams from baseball, basketball, football, hockey and soccer. We will also introduce the statistical programming language R in order to analyze recent (and large!) data sets.
Pre / Co requisites: STA 202 requires a prerequisite of a C- or higher in MAT 121 and MAT 125, or ECO 251.
Typically offered in Fall.

STA 203. Probability and Statistics in Gaming. 3 Credits.
In this class students will learn the important role that probability and statistics play in the enjoyment and development of games ranging from blackjack and the lottery to Battleship and World of Warcraft. Statistical topics include descriptive statistics, probability, discrete random variables, and multivariate linear modeling. Throughout the course students will use statistical tools to not only develop optimal strategies while gaming but also to analyze the current trends in contemporary gaming, determine which factors correlate with a game's popularity, and how to develop algorithms for computer opponents.
Pre / Co requisites: STA 203 requires a prerequisite of MAT 121 or MAT 125.
Typically offered in Spring.

STA 311. Intro Statistical Computing and Data Management. 3 Credits.
Course will give students the ability to manage and manipulate data effectively, conduct basic statistical analysis, and generate reports and graphics primarily using the SAS Statistical Software Program.
Pre / Co requisites: STA 311 requires a prerequisite of MAT 121 or MAT 125.
Distance education offering may be available.
Typically offered in Spring.

STA 319. Applied Statistics. 3 Credits.
This course will cover simple and multiple linear regression methods and linear time series analysis with an emphasis on fitting suitable models to data and testing and evaluating models against data.
Pre / Co requisites: STA 319 requires a prerequisite of C or better in (MAT 121 or MAT 125) and (MAT 143 or MAT 145 or MAT 161).
Typically offered in Fall & Spring.

STA 320. Experimental Design. 3 Credits.
The purpose of this course is to guide students in learning how to design, conduct and analyze the results of scientific studies so that valid and objective inferences about the population are obtained. It will cover ANOVAs, block, factorial, and split plot designs, as well as response surface analysis.
Pre / Co requisites: STA 320 requires a prerequisite of C or better in MAT 121 or MAT 125.
Typically offered in Fall.