

1. A simple random sample of 1100 males aged 12 to 17 in the United States were asked whether they played massive multiplayer online role-playing games (MMORPGs); 775 said that they did. We want to use this information to construct a 95% confidence interval to estimate the proportion of all U.S. males aged 12 to 17 who play MMORPGs.

(a) State the parameter our confidence interval will estimate.

the proportion of all us males aged 12 to 17 who play mmorpgs

(b) Identify each of the conditions that must be met to use this procedure, and explain how you know that each one has been satisfied.

randomization: SRS was taken  
independence: 1100 is less than 10% of the population.

(c) Find the appropriate critical value and the standard error of the sample proportion.

$z^* = 1.96$   
 $se = 0.014$

(d) Give the 95% confidence interval.

0.655, 0.755

(e) Interpret the confidence interval constructed in part (d) in the context of the problem.

we are 95% confident that the interval from 0.655 to 0.755 contains the true proportion of males aged 12 to 17 who play mmorpgs

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