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# Math 102.002

## Winter 2019

Office Hours: M-F 9-10:50, 1-1:50 and by arrangement

### Special points of interest:

- Daily homework is assigned but not collected.
- All quizzes will be announced, worth 20 points, and cover assigned homework problems. Daily homework and notes may be used during these quizzes. Quizzes may not be made up.
- A handwritten 3 x 5 note card may be used on tests.
- We will have 3 100-point exams and a final worth 150 points.
- The first 3 tests may be retaken outside of class time at arranged times.
- Dates for exams and quizzes will be announced in class.
- Three projects, worth about 60 points each, will be assigned.
- Group homework assignments will be collected and worth approximately 100 total points.
- Grades are based on total point percentages, calculated to the nearest whole number.

A=93%, B=83%, C=73%, D=63%

A minus grade would be (-3%) and a plus grade would be (+4%)

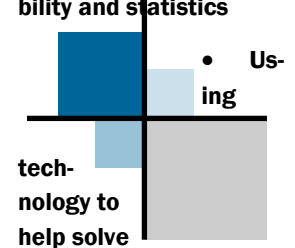
### Course Summary

Mathematical Decision Making is mathematics for students who want a better understanding of the real-life mathematics that all people face. It is especially designed for those who have struggled with mathematics in the past. The course stresses the application of mathematics to personal and social issues, rather than stressing the abstract ideas found in many mathematics courses. Like Math 101, this is a project-based course that prepares students to function in real-life situations involving quantitative data.

At CWU, Mathematical Decision Making is often selected to satisfy the "reasoning" requirement for graduation. It is real-world applicable and serves to prepare students for mathematics that will be encountered in other core courses. It also helps to develop a student's ability to reason quantitatively to achieve success in their future careers and personal lives. Basic course goals include:

- Analyzing counting techniques pictorially, algebraically, numerically and graphically.

- Investigating real-world problems with appropriate probability and statistical descriptions.
- Understanding the connection between probability and statistics
- Using technology to help solve problems, experiment, interpret results and verify conclusions.
- Determining the reasonableness of solutions.



### Necessities

1. Come to class. Math requires a daily commitment to become successful. **We also will be using many supplements to the text.** You will need to be here to understand the material.
2. The required text is Mathematics A Quantitative Reasoning Approach, 6th Edition by Bennett & Briggs
3. You should have a scientific calculator and preferably a graphing calculator. ( I will be using a TI-84).
4. Get yourself the help you need. I am more than happy to help you as much as possible. Beyond that, form study groups and take advantage of the math center here on campus.
5. Participate in class discussions. The best learning takes place when students ask questions.
6. Mutual respect must take place at all times in this classroom. At no time will any type of bullying, harassment, or discrimination be allowed.
7. Students with special needs should contact me and the Center for Disability Services in Hogue 126.

## Assigned Problems

<b>Section</b>	<b>Exercises</b>
1A	25-40
7A	7,8,10-14,19-30,35-37,39,40,49,51,52,57,58,63,68,74
7B	5,6,8-10,13,15-17,19,21,22,24,27,29,31,32
7C	7,12,29,30-34
7E	23,24,26,28,34,36,38,40,44,47-49,52
<b>Conditional Probability GHW</b>	
<b>Probability Distribution GHW</b>	
<b>Expected Value GHW</b>	
<b>Probability Project</b>	
5A	2,11,14,15,17,18,27,28,30,31,55,56,60
5B	6,7,10,12,16,19,22,27,36-38,43,44
6A	14,15,19,21,23,25
6B	15-18
6C	11,14,17,19,20-28,33-37
6D	15-22,25,27,29
<b>M&amp;M GHW</b>	
<b>Normal Distribution GHW</b>	
<b>Game Theory Mini GHW 1&amp;2</b>	
<b>Applied Game Theory GHW</b>	

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