

1106-P1-2732

Anders O.F. Hendrickson* (anders.hendrickson@snc.edu), Department of Mathematics, St. Norbert College, 100 Grant St, De Pere, WI 54115. *Mobile apps for teaching empirical probability.*

Some well-known classroom demonstrations of empirical probability (e.g., drawing candy from a bag) can take up significant amounts of class time. We describe a class activity that achieves the same pedagogical result in much less time. A series of actuarial games, played on students' tablets or smartphones, introduce both empirical probability and the idea of expected value, while saving significant time over non-digital alternatives. (Received September 16, 2014)