

1125-F5-2464      **Michael A. Jones, Brittany Shelton\*** (bshelton@albright.edu) and **Jennifer M. Wilson.**  
*Deal or No Deal in the classroom.*

Deal or No Deal was a prime time game show on the National Broadcasting Corporation network, in which dollar amounts ranging from \$.01 to \$1 million were concealed in 26 suitcases. In a series of rounds, the Contestant was asked to accept a monetary offer to stop playing (deal) or open a specified number of suitcases revealing dollar amounts (no deal). The game ends when the Contestant accepts an offer or gets the amount in the selected suitcase.

Through a series of activities, we use Deal or No Deal as a framework for thinking about decision making under conditions of uncertainty, which can be applied to any real-life situation. These activities are designed to reinforce students' familiarity with function notation, graphical representation of functions, and inverse functions. They also allow students to apply concepts from probability in the context of making decisions involving risk. These activities have been used at the high school, undergraduate, and masters levels. In each case they were tailored to the appropriate level and the emphasis was tailored to the course learning objectives. (Received September 20, 2016)