*YOUR TA’S NAME*:

*Lecture Worksheet*

*Tuesday 12/8/2020*

**MAIN POINTS OF LECTURE**

1. TOPIC #1: In a model with a discrete independent variable X that has j categories, X should be represented by a series of j-1 “dummy variables” that indicate whether individuals belong to categories of X.

This is directly analogous to ANOVA.

1. TOPIC #2: Interaction terms … a strategy for allowing the effect of X1 on Y to vary across levels of X2 and simultaneously allowing the effect of X2 on Y to vary across levels of X1 … can be modeling by adding a new variable that equals X1×X2.

When we do this, X1 moderates the effect of X2 on Y and (simultaneously) X2 moderates the effect of X1 on Y

**QUESTIONS**

**From the recorded lecture**

1. The prediction equation below is from the regression of continuous variable Y (income) on discrete variable X (highest degree attained). Note that X1=1 if people did not complete high school (and 0 otherwise).

Report the mean value of Y for each of the 4 discrete values of X. That is, what is the mean level of income for people with different levels of education?

No HS Diploma: X2, X3, and X4 all equal 0, so the mean of income—the predicted value of income—is 20,000 + 15,000(0) + 25,000(0) + 45,000(0) = 20,000

Just HS Diploma: X2=1 but X3 and X4 equal 0, so the mean of income—the predicted value of income—is 20,000 + 15,000(1) + 25,000(0) + 45,000(0) = 35,000

BA Degree Only: X3=1 but X2 and X4 equal 0, so the mean of income—the predicted value of income—is 20,000 + 15,000(0) + 25,000(1) + 45,000(0) = 45,000

Advanced Degree: X4=1 but X2 and X3 equal 0, so the mean of income—the predicted value of income—is 20,000 + 15,000(0) + 25,000(0) + 45,000(1) = 65,000

1. The prediction equation below is from a regression of continuous variable Y (“happiness” where 100=maximum happy and 0=maximum unhappy) on continuous variable X1 (“age in years”); discrete variable X2 (0=Packers fan, 1=Vikings fan); and discrete interaction term X3 which equals X1 times X2.
   1. How do you interpret the coefficient (aka, slope) for X1? The slope for X1 … 1.0 … is the effect of age *for people who are Packers fans* (for whom X3 equals 0)— NOT the effect of age in general. There is no one effect of age. There are different effects depending on the value of X2.
   2. What is the effect of age for Vikings fans? The effect is 1.0 - 0.5 = 0.5, because the effect of age equals 1.0 for everyone minus 0.5 if you are a Vikings fan (because the interaction term X3 equals 1).
   3. What is the effect of age for Packers fans? The effect is just 1.0 (because the interaction term X3 equals 0, and thus the interaction term drops out of the prediction equation). Comparing (b) and (c), this means that everyone gets happier as they get older, but the rate of increase is greater for Packers fans.