1077-E5-1824   **Kevin F. Cummiskey*** (`kevin.cummiskey@usma.edu`), MADN-MATH, 6406 Swift Road, West Point, NY 10996, and **William H. Kaczynski**. *Playing Games with a Purpose: Initial Lessons from the Classroom.* Preliminary report.

"Playing Games with a Purpose" is a National Science Foundation funded program to develop, implement, and evaluate Web-based games and corresponding investigative labs. Each game-based lab presents a research question in the context of a case study and encourages students to follow through a complete process of statistical analysis. *Tangrams*, based on the ancient Chinese puzzle game, is the first of these interactive games-labs to be implemented and tested in the classroom. *Tangrams* was developed by graduate students at Grinnell College under Dr. Shonda Kuiper and Dr. Sam Rebelsky. The associated lab was developed by Dr. William Kaczynski and Kevin Cummiskey of the United States Military Academy. In this presentation, I discuss my observations and lessons learned from its use in my calculus-based, introductory probability and statistics course taken by all students at the United States Military Academy. While this initial test occurred in an introductory course, *Tangrams* is easily adapted to more advanced undergraduate and graduate statistics courses. (Received September 21, 2011)