

5.14: Monty Hall Problem

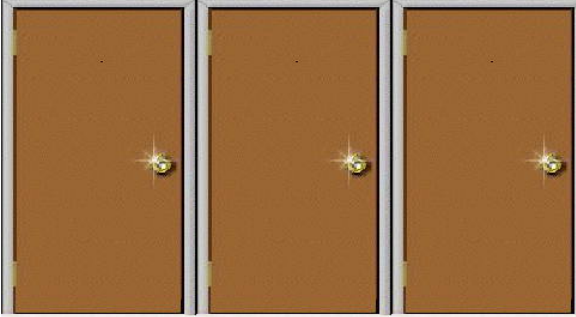
Learning Objectives

- Monty Hall problem demonstration

Instructions

This demonstration lets you play the Monty Hall game. In the Monty Hall game, a contestant is shown three doors. Two of the doors have goats behind them and one has a car. The contestant chooses a door. Before opening the chosen door, Monty Hall opens a door that has a goat behind it. The contestant can then switch to the other unopened door, or stay with the original choice. In this demonstration, you begin by clicking on a door. A different door showing a goat will then appear. You then either click your original door again or switch to a different door. You will see whether you win a car or a goat. Your cumulative results will be shown.

Try Again



Number of Doors Set

Switch Trials
 Number Correct:
 Number Incorrect:
 Proportion Correct:

Stay Trials
 Number Correct:
 Number Incorrect:
 Proportion Correct:


Clear Data
Show Explanation

Figure 5.14.1: Monty Hall game demonstration starting screen

Try Again

CLICK HERE TO STAY

CLICK HERE TO SWITCH



Number of Doors Set

Switch Trials

Number Correct:

Number Incorrect:

Proportion Correct:

Stay Trials

Number Correct:

Number Incorrect:

Proportion Correct:



Clear Data

Show Explanation

Figure 5.14.2: Monty Hall game demonstration after selecting a door

Try Again

CLICK HERE TO STAY

Number of Doors Set

Switch Trials

Number Correct:

Number Incorrect:

Proportion Correct:

Stay Trials

Number Correct:

Number Incorrect:

Proportion Correct:

Clear Data

Show Explanation

Figure 5.14.3: Monty Hall game demonstration after switching to another door

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