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March 1, 2018

Dan Jeske, *editor*
The American Statistician

Dear Professor Jeske,

I would like to submit the attached paper, “A shiny update to an old experiment game” for possible publication in TAS.

Last Fall I taught a graduate class at Virginia Tech on “what Bobby likes to do” to help recruit research assistants. (They made me call it “Response Surface Methods and Computer Experiments”.) When preparing for the class I found a pointer to a paper from the 1970s describing a computer game designed to teach sequential design. I thought that a more modern version, using `R` and `shiny` would be a fun way for the students to engage with similar, but more state-of-the-art material. It was super fun. This paper outlines the basic idea, and some details of the implementation that presented “surprising challenges” to me at the time—particularly to do with hosting a dynamic interface in the cloud. The biggest value may be in the supplementary material which includes a full `shiny` apps implementation, homeworks and solutions in `Rmarkdown`, and more. These resources make the barriers to reproduction or slight modification of the game quite low. Although my material was targeted at a graduate student audience, slight tweaks could make it appropriate for a less mature audience. I really think it’s fun for all ages!

Thank you for taking the time to consider this work. I hope that this paper is of interest and up to the standards of TAS, and I look forward to hearing your comments.

Best regards,

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