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*Interactive Games for Probability Models*

In a third year Statistics course in Probability models, we use many theoretical models including Discrete Time Markov Chains and Brownian Motion. Sometimes it can be difficult for students to understand why and how these models come about without tangible examples, so I use games and interactive activities with coins and dice to demonstrate the development of the models. Through the games, students often discover the properties of the models themselves, before being taught them. In this talk we will actually play one or two of the many games I use, and I will share how I integrate them into my teaching.