

Stats VLE : Virtual Learning Environment

Mathematical Sciences department's Probability and Statistics VLE is a web-based system providing you with all the necessary tools to learn basic Probability and Statistics and practice problem solving on your own. It contains a variety of computer generated questions covering the course curriculum as well as all necessary supporting materials: statistical tables, demos, etc. You may re-run the question–solution cycle as many times as you feel necessary to deepen your understanding of Statistics and to practice the techniques. It is complemented by the Study Guide with necessary theory which is directly accessible from within the VLE. Before starting a new theme you **must** read and learn the corresponding chapter in the Guide. There are assisted lab sessions held online this year where you can bring all the questions which you could not solve by your own. This organisation assumes you have *already done the reading and attempted questions* before you may bring your problems to discussion with the teaching team.

How to Get Started

1. You need to register first to be able to use the VLE. Ensure that you have a Swedish Personal Number (personnummer), university login and password and a valid Chalmers or GU email address.
2. Visit <https://vle.math.chalmers.se>, press *Start registration* link on the login page and fill in your university email which **must be** in the domain **chalmers.se** or **gu.se**! Shortly after, you will receive a verification code to this email. Fill in this code on the login page and then proceed to the other required details. Your personal number in 10 digits format serves as your login. *If you have a letter in your personal number, replace it with 0.*
3. Shortly after completion of the registration process a password will be sent to your registered email.
4. Retrieve the password from the received email and log in with it. Once you are in, choose your programme, select MVE540 course and click Update registrations. Now you should be brought to your main VLE page, so proceed to **Methods**. Take time to explore VLE's interface.

Note that the **examination will consist of similar questions** in a similar interface, so learn with Stats VLE and **Have fun!**