

It's a rather interesting phenomenon. Every time I press this lever, that post-graduate student breathes a sigh of relief.

# EXPERIMENTAL RESEARCH: OVERVIEW

Week 5

*Reading:* pp. 113-140 (27 pages)

# WHY EXPERIMENT?

Identify cause>effect relationships

Manipulate an *independent* variable (e.g., IV = ice cream flavor) to note effects on a *dependent* variable (e.g., DV = exam performance)

Can run multiple conditions (e.g., participants with pre-existing flavor preferences)

Control for extraneous variables (e.g., respondents who ate prior to the procedure)

# PRACTICAL CONSIDERATIONS

## Participant recruitment

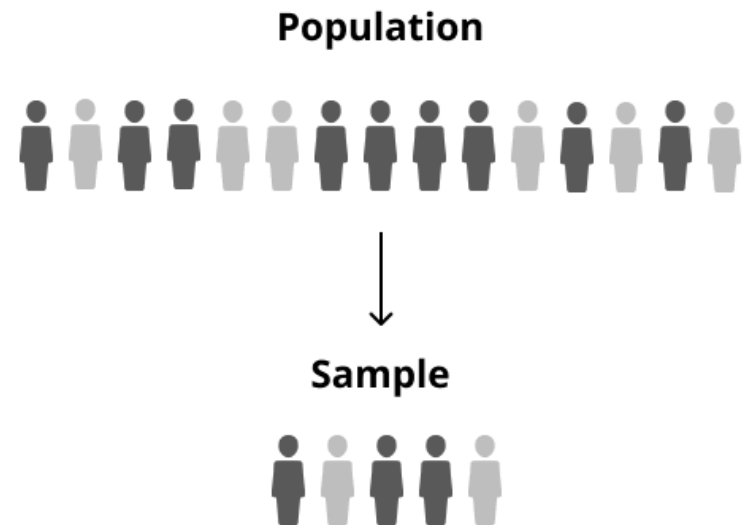
- Who will you investigate?
- How will you find and incentivize respondents?
- Using a subject pool

## Using a standard procedure

- Mitigate experimenters' expectancies
- Single or Double blind? Pilot tests
- Maintain secure records

## Manipulation check

- Was the IV successfully manipulated, as perceived by the participant?



# VALIDITY (FOUR TYPES)

## Internal validity (causal relationships)

- *Did A cause B?*

## External validity

- *Does the relationship between A and B represent real-world circumstances?*

## Construct validity

- *Are the constructs adequately defined and operationalized?*

## Statistical validity

- *Were appropriate data collection, organization and analytic strategies used?*

# EXTRANEOUS PRECAUTIONS

Be wary of extraneous variables (varies in a study context independent of IVs and DVs)

Extraneous influences (e.g., differences in motivation, histories, predispositions, etc) create “noise”

- **Control**: Hold extraneous variables (maximally) constant, random assignment, matched groups design, counterbalancing

Confounds are extraneous variables that systematically varies *with* the independent variable (e.g., baseline aggression ~ violent video games ~ actual violent behavior)

# TREATMENT VS. CONTROL

A basic experiment includes (at least) two conditions: Treatment and Control

- Types of Control conditions: No-treatment, placebo, wait-list control

Gold-standard of medical research: **RCT** (**R**andomized **C**linical **T**rial)

The “best” overall medication?

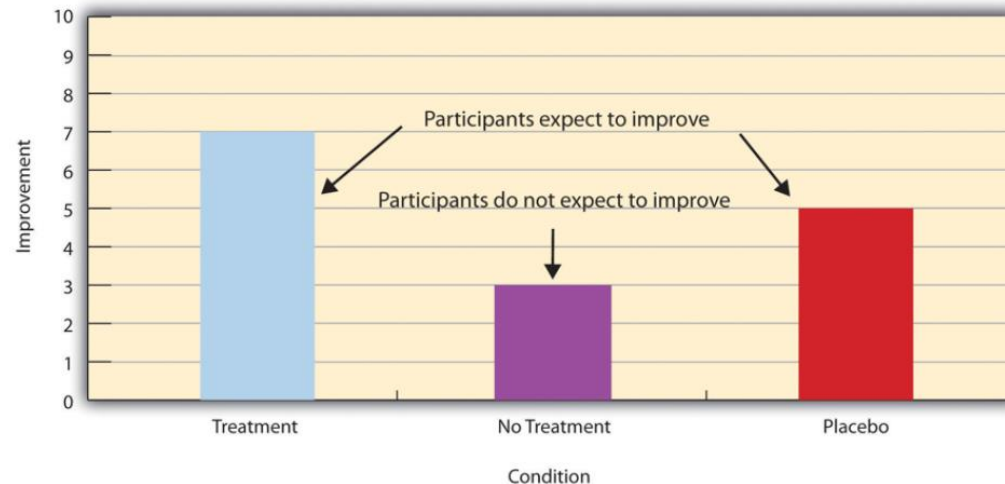


Figure 5.2 Hypothetical Results From a Study Including Treatment, No-Treatment, and Placebo Conditions

# EXPERIMENTAL DESIGN

Between or within subjects? Depends on the question...

Controlling for extraneous effects *between* groups (solutions: random assignment, matched groups...)

Controlling for extraneous effects *within* groups (order effects, carryover and practice effects, fatigue, contrast effects)

- Solution: Counterbalancing (complete, random)

General strategy: If time and resources are available, and carryover effects are *not* a concern, use *within-subjects*. Otherwise use *between-subjects*.

# Population

# DESIGN

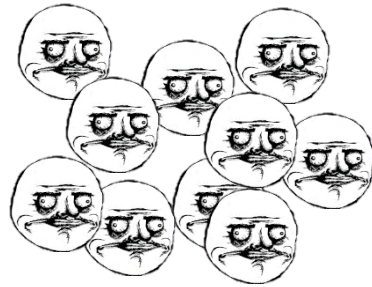
## Considerations during sampling:

1. Students taking math
2. Gender and Age proportions (*stratified*)?
3. School district?
4. Pre-existing constraints (e.g., learning disabilities, unfamiliarity with language, etc)



## Extraneous confounds ('Noise')

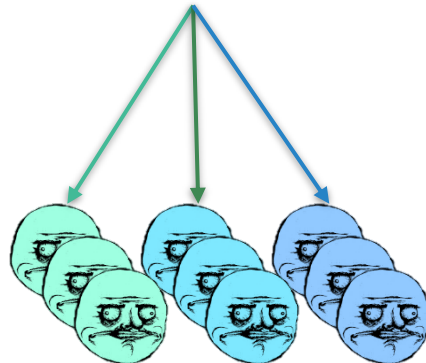
1. Color preferences
2. Previous meal content
3. Previous history of ice cream preference
4. Mood/State effects



## Sample ( $n = 9$ )

1. Age, gender, disposition-matched (*sacrifice external for internal validity*)
2. From the same school/class/grade scale
3. Did not eat 2 hours prior to procedure

## Randomly assign to one of three groups



## Independent Variable (IV)

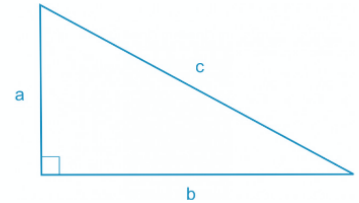


3 levels of a single IV – **single factor multi-level design**

### Controlling confounds:

1. Previous preference (*response: blindfold*)
2. Mood/State (*response: mood inventories*)
3. Previous meal content (*response: instructions to not eat before-hand*)

## Dependent Variable (DV)



Side c measures 35 and side b measures 21.  
What is the length of side a?

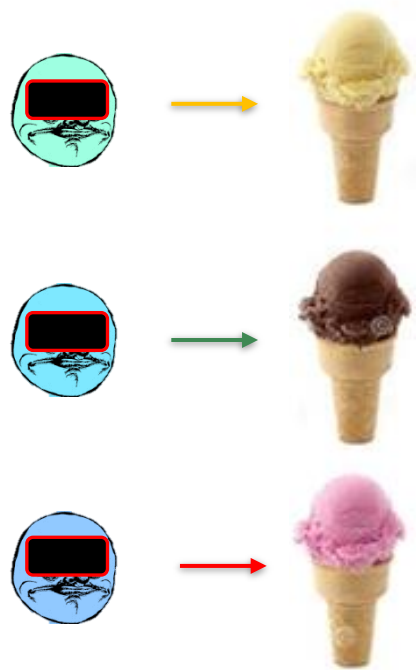
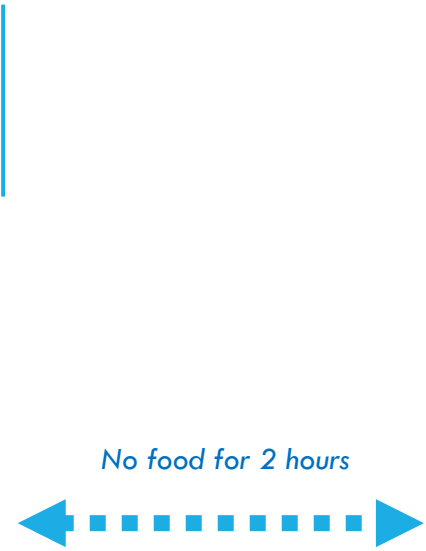
- A. 28
- B. 32
- C. 27
- D. 25

### What will we measure?

1. Proportion of correct responses across each condition? (*measure: accuracy*)
2. Time to complete exam? (*measure: reaction time*)
3. Self-evaluation of 'relief' or 'dread' (*measure: pre-post evaluations*)



# EXPERIMENT



5 min after ice cream

Questionnaire



5 min after questionnaire

Side c measures 35 and side b measures 21.  
What is the length of side a?










A. 28  
B. 32  
C. 27  
D. 25

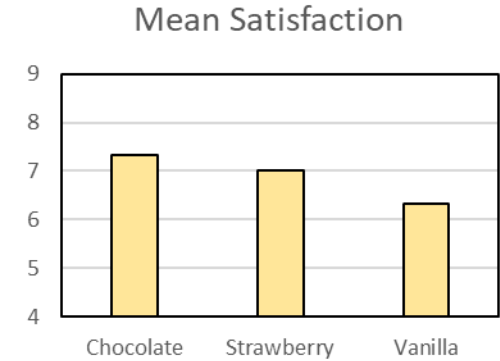
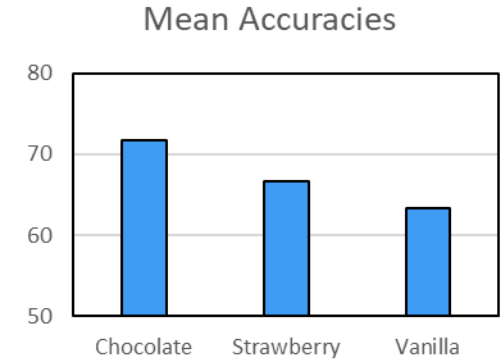
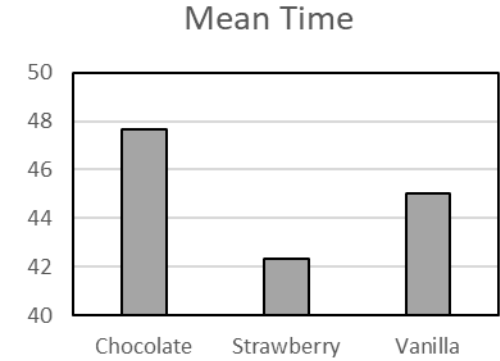
Take Exam

## Data

1. How many correct answers?
2. How long to complete the exam?
3. Self-reported feelings

## RESULTS (Descriptive)

ID	Flavor	Accuracy (%)	Time (min)	Satisfaction (1-10)
 P1	Vanilla	70	45	7
 P2	Vanilla	60	44	5
 P3	Vanilla	60	46	7
 P4	Chocolate	70	48	6
 P5	Chocolate	65	48	8
 P6	Chocolate	80	47	8
 P7	Strawberry	55	41	7
 P8	Strawberry	85	42	5
 P9	Strawberry	60	44	9



# CAUSE-AND-EFFECT QUESTIONS

*“Can ice cream flavor influence math performance?”*

Research questions can be subjected to causal analysis if two principles are met

- The processes can be constrained by *time* (what happens at *time-1* vs *time-2*)
- Non-manipulated/extraneous conditions can be held *constant* (controlled for)

