

Name: \_\_\_\_\_

<b>1.) What type of design is described? (8 pts)</b>	Experimental	0		1		2
	Mixed factorial	0		1		2
	Within-subjects: Type of game (fair vs. unfair)	0		1		2
	Between-subjs: Gender (.5), sociometric (.5), aggression (.5)	0		1		2
<b>2.) Identify the DV and IV and how they are operationalized. (12pts)</b>	Dependent variable: Emotion expression	0		1		2
	Operationalization of DV	0		1		2
	Independent variables: Gender (1), sociometric (1), aggression (1), type of game (1)	0	1	2	3	4
	Operationalization of IVs: Gender (1), sociometric (1), aggression (1), type of game (1)	0	1	2	3	4
<b>3a.) Internal validity issues (20pts)</b>	Selection bias	0		1		2
	Selective drop-out	0		1		2
	Experimental control	0		1		2
	Measurement reliability	0		1		2
	History	0		1		2
	Maturation	0		1		2
	Testing effects	0		1		2
	Instrumentation	0		1		2
	Expectancy effects	0		1		2
	Experimenter/observer bias	0		1		2
<b>3b.) External validity issues (6 pts)</b>	Reactivity	0		1		2
	Artificiality	0		1		2
	Selectiveness of sample	0		1		2
<b>3c.) Overall construct validity (4pts)</b>		0	1	2	3	4
<b>4.) Formatting, writing style, etc. (2pts)</b>		0		1		2