

1

Between-Subjects Design

Definition

In a between-subjects design, each participant is tested in only one condition or treatment group.

Single Factor

Studies with one independent variable are called between-subjects single factor designs.

Example

Assigning half of 100 students to write about a traumatic event and half about a neutral event.

Contrast

Different from withinsubjects design, where participants experience multiple conditions.

Objectives

- Understand the Between-Subjects Single Factor Design
- Comprehend Random Assignment
- Master One-Way ANOVA
- Learn to Compute the F-statistic
- Explore Post Hoc Tests

_

Random Assignment

1 Purpose

The state of the s

Random assignment is the primary method researchers use to control for extraneous variables across conditions.

Methods

Techniques include coin flips for two conditions or computer-generated random integers for multiple conditions. Key Criteria

Each participant has an equal chance of being assigned to each condition, and assignments are made independently.

, Importance

While not infallible, random assignment is considered a strength of research design and works well for large samples.

3

1

Activity: Basketball Shootout

We want to test the accuracy of different shooting methods: left hand vs right hand vs both hands. We will randomly assign students to each group using an online random assignment tool

- Discuss the potential weaknesses of random assignment

A: Left Hand	B: Right Hand	C: Both Hands

5

Overview

One-Way ANOVA

One-way ANOVA is a statistical test used when there is one independent variable with at least two levels.

Comparison to t-test

For two-level designs, ANOVA gives similar results to a t-test, with F-value being equivalent to $\rm t^2$ value.

F-statistic

The key output of ANOVA is the F-value, which is a ratio of the effect measure to the error measure.

(

8

Understanding the F-statistic

 $\begin{aligned} \text{name of statistic} &= \frac{\text{measure of effect}}{\text{measure of error}} \\ &F &= \frac{\text{measure of effect}}{\text{measure of error}} \end{aligned}$

 $F = rac{ ext{Can Explain}}{ ext{Can't Explain}}$

Concept

The F-statistic represents a ratio of what can be explained by the experimental manipulation to what cannot be explained (error).

Interpretation

F = 1: Equal explanation and error F > 1: More explanation than error

F < 1: Less explanation than error

Example

An F-value of 5 indicates researchers can explain 5 times more variation than they can't explain, which is considered **good**.

Computing the F-statistic

 $SS_{
m total} = SS_{
m Effect} + SS_{
m Error}$

Total Variation

The ANOVA process begins by splitting total variation in the data into two parts:

Sums of Squares

Variation is measured using sums of squares (SS), following the formula: SSTotal = SSEffect + SSError

Calculating SSTotal

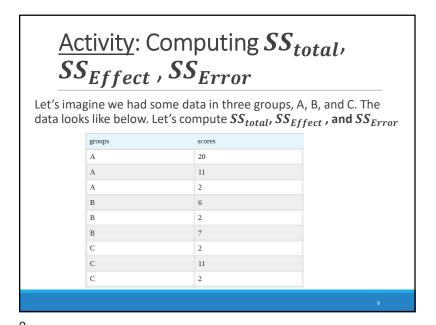
Find the difference between each score and the grand mean, square the differences, and sum them up.

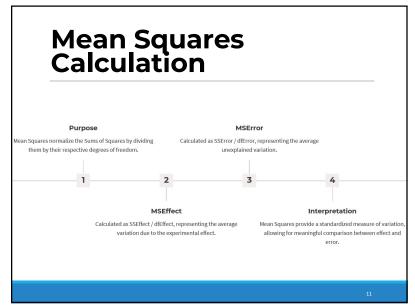
Calculating SSEffect and SSError

SSEffect is calculated using group means, while SSError represents unexplained variation within groups.

7

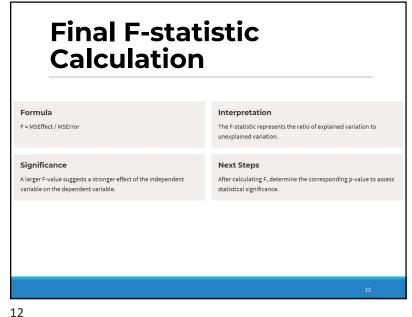
-





Degrees of Freedom in ANOVA Formula Example (3 groups, Component 9 scores) dfEffect Groups - 1 3-1=2 dfError Scores - Groups 9 - 3 = 6Degrees of freedom (df) are crucial in ANOVA calculations. For SSEffect, df represents the freedom of group means relative to the grand mean. For SSError, df accounts for the constraints imposed by calculating group means.

10



11

2

Activity: Basketball Shootout

We want to test the accuracy of different shooting methods: left hand vs right hand vs both hands. Each member of each group will shoot using the assigned shooting metho. We will record the number of shots made out of 5 and then compute

the F-statistics

Individuals	Groups	Score

13

F-Statistic & ANOVA Challenge

- ☐ We will play this game in group of 3. The winner has a bonus point of 1 on ICEs
- ☐To play the game:
- Oclick on this link:

https://abdelawani.shinyapps.io/F-Statistic ANOVA Challenge Game Show/

or scan the QR Code



15



14