

# ANCOVA

- One of our examples from last week looked at how double espresso vs. single espresso vs. water drinking (our IV) might influence motor performance (our DV).
- Imagine we sampled from a new group of participants - and we think other factors that we are not manipulating might also influence the DV – e.g., practice with computer games.
- What we want is to be able to see the effect on our DV of our IV after we have removed the effects of other things (computer gaming frequency in this case).

- Now, imagine we have a measure of computer games frequency - perhaps hours per week people play computer games...
- So, in addition to manipulating the type of beverage we're giving people (i.e., double espresso vs. single espresso vs. water) we also measure how often they play computer games...
- Let's do a plot first with our DV (Ability) on the y-axis, and our covariate (Gaming Frequency) on the x-axis...