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Working Title

Dr Massimiliano Canzi

May 5th 2022

```
library(ggpubr)
```

```
## Loading required package: ggplot2
```

```
library(lme4)
```

```
## Loading required package: Matrix
```

```
library(lmerTest)
```

```
##
```

```
## Attaching package: 'lmerTest'
```

```
## The following object is masked from 'package:lme4':
```

```
##
```

```
##      lmer
```

```
## The following object is masked from 'package:stats':
```

```
##
```

```
##      step
```

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Section 1

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Who am I

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Who am I

- Lab Manager / Data Scientist @ Uni Konstanz

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- Lab Manager / Data Scientist @ Uni Konstanz
- PhD in Linguistics @ Uni of Manchester

Who am I

- Lab Manager / Data Scientist @ Uni Konstanz
- PhD in Linguistics @ Uni of Manchester
- MSc Forensic Speech Science @ Uni of York

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Who am I

Interested in R, experimental design, reproducibility, open science

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Once Upon a Time... in Hollywood

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Write a script

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Write a script
- Set a production budget

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Write a script
- Set a production budget
- Casting, locations, props, storyboards

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Write a script
- Set a production budget
- Casting, locations, props, storyboards
- Shoot the film

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Write a script
- Set a production budget
- Casting, locations, props, storyboards
- Shoot the film
- Editing, colour grading, VFX

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- Write a script
- Set a production budget
- Casting, locations, props, storyboards
- Shoot the film
- Editing, colour grading, VFX
- Press, festivals

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Once Upon a Time... in Hollywood

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Formulate a research question

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Formulate a research question
- Budget, weight methodologies, availability of participants and tools

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Formulate a research question
- Budget, weight methodologies, availability of participants and tools
- Recruitment, equipment setup, hardware and software

Once Upon a Time... in Hollywood

Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Formulate a research question
- Budget, weight methodologies, availability of participants and tools
- Recruitment, equipment setup, hardware and software
- Data collection

Once Upon a Time... in Hollywood

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- Recruitment, equipment setup, hardware and software
- Data collection
- Data wrangling, analysis and visualisation

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Planning a (linguistics) experiment and filming a Hollywood movie are not as far apart as you would think:

- Formulate a research question
- Budget, weight methodologies, availability of participants and tools
- Recruitment, equipment setup, hardware and software
- Data collection
- Data wrangling, analysis and visualisation
- Paper, conferences

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Once Upon a Time... in Hollywood

Just like when shooting a film. Plan ahead.

Once Upon a Time... in Hollywood

Just like when shooting a film. Plan ahead.

The more things you can accurately predict and plan, the more solid your design and experiment will be. That's pretty much all there is to it.

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Thank you!

Questions?

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Just kidding

Just kidding

Important: Starting now, most of the advice in this presentation is based on personal experience. As often is the case, there are many ways one can reach a destination. I am simply presenting some of the tips that helped me along the way.

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Section 2

Pre-Production

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Research Questions

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Research Questions

Find a link between the theory and the operationalisation.

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- What method is best to answer the question?

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- What method is best to answer the question?
- How many experiments?

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Find a link between the theory and the operationalisation.

- What method is best to answer the question?
- How many experiments?
- What experimental design?

Research Questions

Find a link between the theory and the operationalisation.

- What method is best to answer the question?
- How many experiments?
- What experimental design?
- How are variables going to be coded?

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Methods

Methods

Choosing an experimental method is equivalent to choosing the **resolution** of your study.

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Experiment Number

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Experiment Number

- Helps limit the design of the study
- Follow-up studies allow for clarification

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Experimental design

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- Know your goals!

Experimental design

The experimental design is, obviously, directly correlated to the research question and the hypotheses.

It is really important that your design allows you to confidently test your hypotheses as you intend to.

- Know your limits!
- Know your goals!
- Choose a balanced design

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Section 3

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Pre-processing and Analysis

Let's have a look at some R code

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Pre-processing and Analysis

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Pre-processing and Analysis

Welcome back!

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Pre-processing and Analysis

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Pre-processing and Analysis

Sometimes, it's not as straightforward i.e. the story of event-related potentials (ERP)

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Reporting results

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Reporting results

- Standardisation

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Reporting results

- Standardisation
- Supporting material

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Reporting results

- Standardisation
- Supporting material
- package **report**

Reporting results

We fitted a linear mixed model (estimated using REML and nloptwrap optimizer) to predict `rt` with condition, fricative and `participant_device_type` (formula: `rt ~ condition * fricative + participant_device_type`). The model included condition, `participant_private_id` and item as random effects (formula: `list(~condition | participant_private_id, ~1 | item)`). The model's total explanatory power is substantial (conditional $R^2 = 0.41$) and the part related to the fixed effects alone (marginal R^2) is of 0.08. The model's intercept, corresponding to condition = NM, fricative = FF and `participant_device_type` = computer, is at 6.89 (95% CI [6.81, 6.97], $t(11044) = 171.01$, $p < .001$). Within this model:

- The effect of condition [WM] is statistically non-significant and positive (beta = $4.10e-03$, 95% CI [-0.04, 0.05], $t(11044) = 0.17$, $p = 0.867$; Std. beta = $7.57e-03$, 95% CI [-0.08, 0.10])
- The effect of fricative [SH] is statistically significant and negative (beta = -0.22, 95% CI [-0.30, -0.15], $t(11044) = -5.52$, $p < .001$; Std. beta = -0.41, 95% CI [-0.56, -0.27]) ...

Reporting results

Analyses were conducted using the R Statistical language (version 4.0.3; R Core Team, 2020) on macOS Big Sur 10.16, using the packages ggpubr (version 0.4.0; Alboukadel Kassambara, 2020), Matrix (version 1.3.2; Douglas Bates and Martin Maechler, 2021), lme4 (version 1.1.26; Douglas Bates et al., 2015), ggplot2 (version 3.3.5; Wickham. ggplot2: Elegant Graphics for Data Analysis. Springer-Verlag New York, 2016.), stringr (version 1.4.0; Hadley Wickham, 2019), tidyr (version 1.1.2; Hadley Wickham, 2020), forcats (version 0.5.1; Hadley Wickham, 2021), readr (version 1.4.0; Hadley Wickham and Jim Hester, 2020), dplyr (version 1.0.4; Hadley Wickham et al., 2021), tibble (version 3.1.5; Kirill Müller and Hadley Wickham, 2021), lmerTest (version 3.1.3; Kuznetsova A et al., 2017), purrr (version 0.3.4; Lionel Henry and Hadley Wickham, 2020), sjPlot (version 2.8.9; Lüdecke D, 2021), viridis (version 0.5.1; Simon Garnier, 2018), viridisLite (version 0.4.0; Simon Garnier et al., 2021) and tidyverse (version 1.3.0; Wickham et al., 2019).