

# Lecture 12: Special Research Designs

Wednesday, Oct 11, 2023

Your Teaching Fellows:

|          |                    |                 |
|----------|--------------------|-----------------|
| 003/004: | Zahra Abolghasem   | Bronwen Grocott |
|          | Vasileia Karasavva | Ni An           |
| 010:     | Thalia Lang        | Malina Lemmons  |
|          | Ruoning Li         | Irene Wen       |

Lectures: MWF 12:00 PM – 1:00 PM (003); 1:00 PM – 2:00 PM (004); 2:00 PM – 3:00 PM (010)

Office hours: Tuesdays 2:00 PM – 4:00 PM

## **Grad School Series Part -1 on Friday, 13th October from 6 PM to 7 PM at IKB 182**

- Is grad school the next step for you?
- How to find out which grad school is a better fit for you?
- What are UBC grad school applications like?
- What are the requirements for applying to Grad school?

### **Details of the event:**

**What:** Grad School Series Part- 1

**When:** Friday, 13th October from 6 PM to 7 PM

**Where:** IKB 182

**Who:** PSA Members only (RSVP required):

[https://qualtricsxm24fw5jjhs.qualtrics.com/jfe/form/SV\\_6EuMg1PbBeLpFDo?fbclid=IwAR38CgTTvkDAwCvbWTKL-YZEWYGYyn1LAdc-qmGLAQ90L728k448e3oaUAc](https://qualtricsxm24fw5jjhs.qualtrics.com/jfe/form/SV_6EuMg1PbBeLpFDo?fbclid=IwAR38CgTTvkDAwCvbWTKL-YZEWYGYyn1LAdc-qmGLAQ90L728k448e3oaUAc)

## **Make-Up “Monday” on Thursday**

- We don't need to have class. Stay home and chill.
- Or not. Doesn't matter – as long as you're not coming here for a class that won't happen

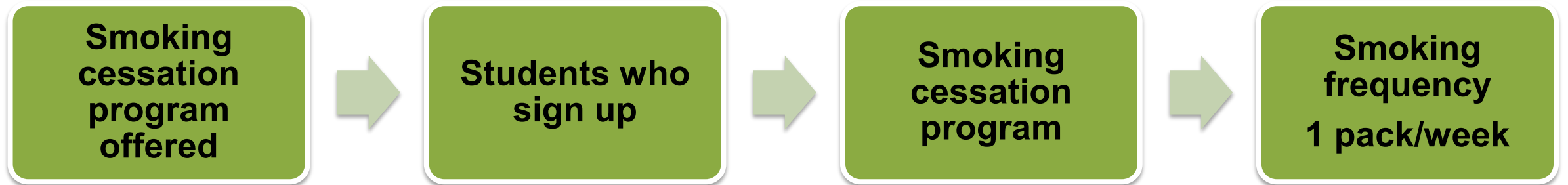
## A Question!

- What is the difference of construct validity and internal validity, and could you give an example of the two?

Internal validity: Study design

Construct validity:  
Operationalisation

## A Question!



## A Question!

- Internal validity:

**Change in IV**



**Change in DV**

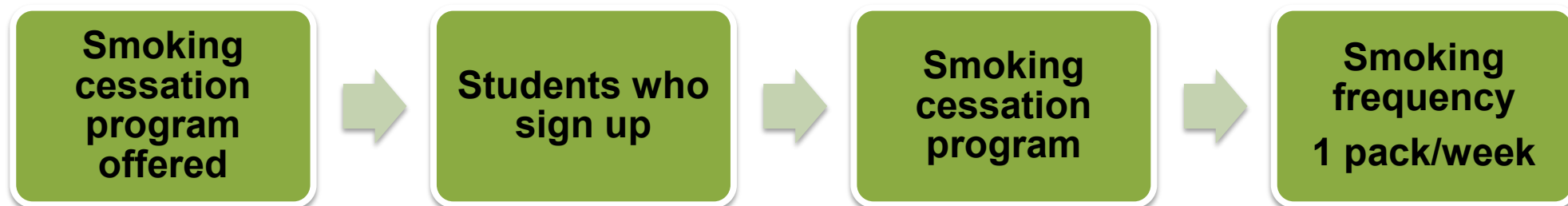
Confounds?

Alternative explanations?

Concerned about setup of  
study

## A Question!

Did  cause  ?



## A Question!

- Construct validity

Operational definition

=

Construct (Conceptual variable)

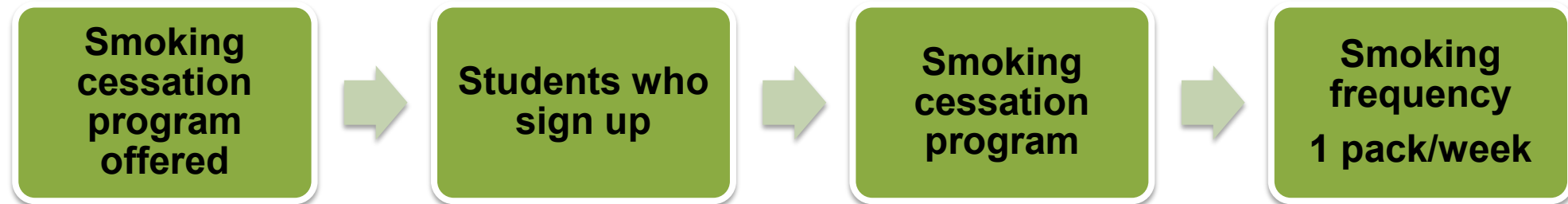
Do they reflect the same thing?

Variables measured/manipulated properly?



## A Question!

# Manipulation appropriate?



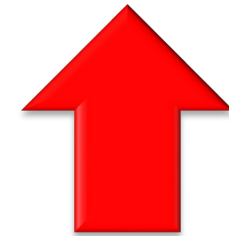
# DV measures what it should?

## A Question!

- Internal validity independent from construct validity



Internal validity



Angry thoughts

Construct validity



## A Question!

- Internal validity independent from construct validity

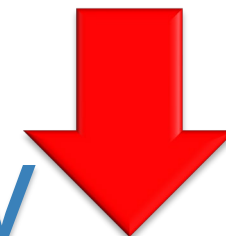


Internal validity



Willingness  
to watch  
Netflix

Construct validity



## Designs and threats

- ABA reversal design
- One-group posttest only
- One-group pretest posttest
- Non-equivalent control group
- Non-equivalent control group pretest posttest
- History
- Maturation
- Testing
- Instrument decay
- Regression towards the mean



Weak against this?



Strong against this?



Not applicable?

|   | History | Maturation | Testing | Instrument decay | Regression towards the mean |
|---|---------|------------|---------|------------------|-----------------------------|
| ABA reversal design                           |         |            |         |                  |                             |
| One-group posttest only                       |         |            |         |                  |                             |
| One-group pretest-posttest                    |         |            |         |                  |                             |
| Non-equivalent control group                  |         |            |         |                  |                             |
| Non-equivalent control group pretest-posttest |         |            |         |                  |                             |



# Developmental designs

- Cross-sectional



30 year-old men



55 year-old men



80 year-old men



Willingness to believe random things they read on the internet



# Developmental designs

- Longitudinal

Time 1



30 year-old men

Time 2



55 year-old men

Time 3



80 year-old men



# Developmental designs

- Integrate? Sequential

Time 1



30 year-old men

Time 2



50 year-old men

Time 3



70 year-old men



55 year-old men



75 year-old men



95 year-old men

## Learning Objectives

- By the end of this class, you will be able to:
  - Explain a benefit of factorial designs
  - Interpret main effects and interaction from a graph and a table
  - Explain an interaction effect using simple main effects

## Complex Study Designs

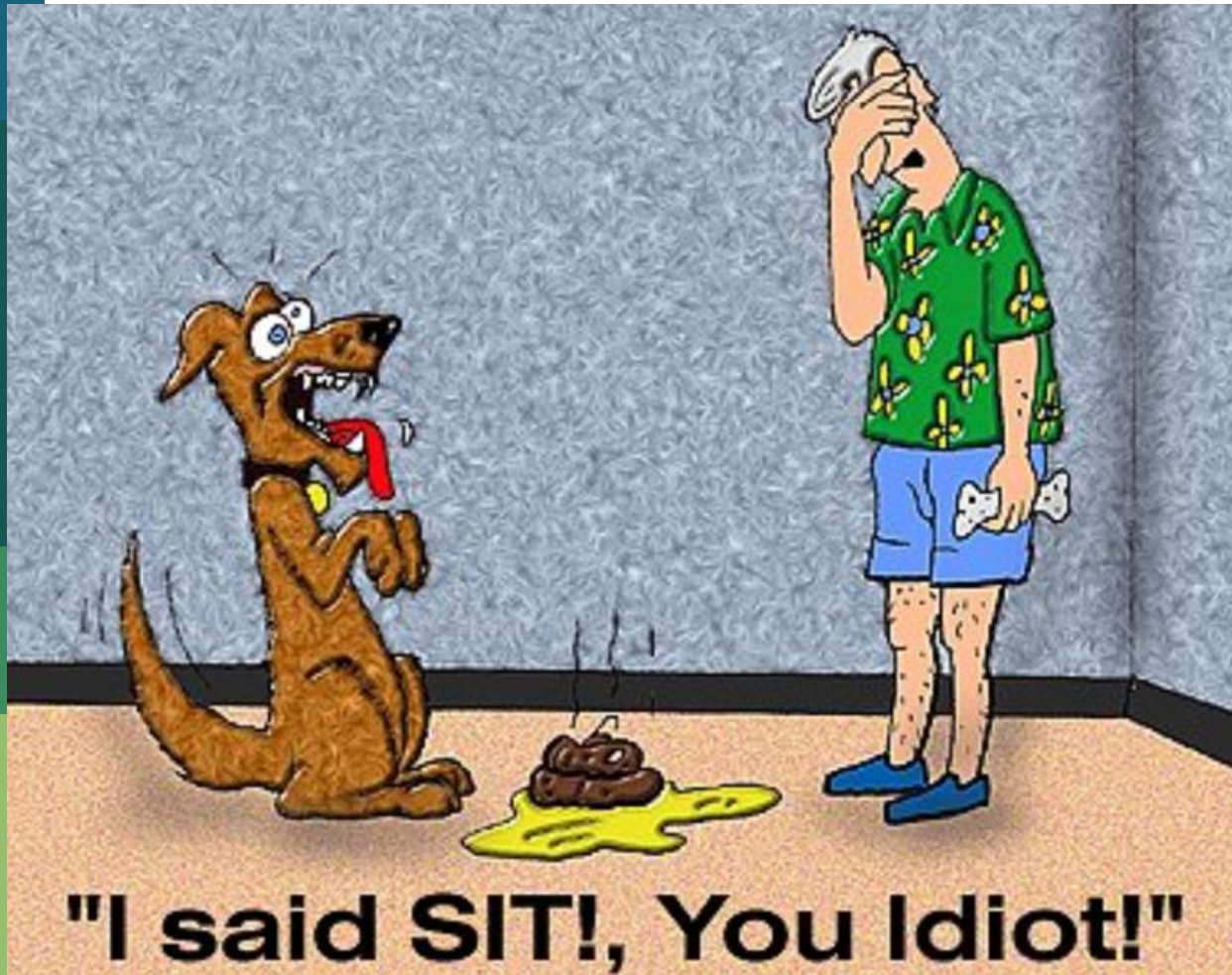
- Complex (factorial) designs = 2 or more factors
  - Factors = any variable that you expect to be related to some outcome variable (e.g. independent variable)
- Progression of discussion of complex (factorial) designs:
  - 2 manipulated factors
  - 1 manipulated factor, 1 non-manipulated factor

## Important definition:

- Interaction:
  - Effect of one factor on the outcome variable *depends on* another factor

# Factorial designs: An example

21

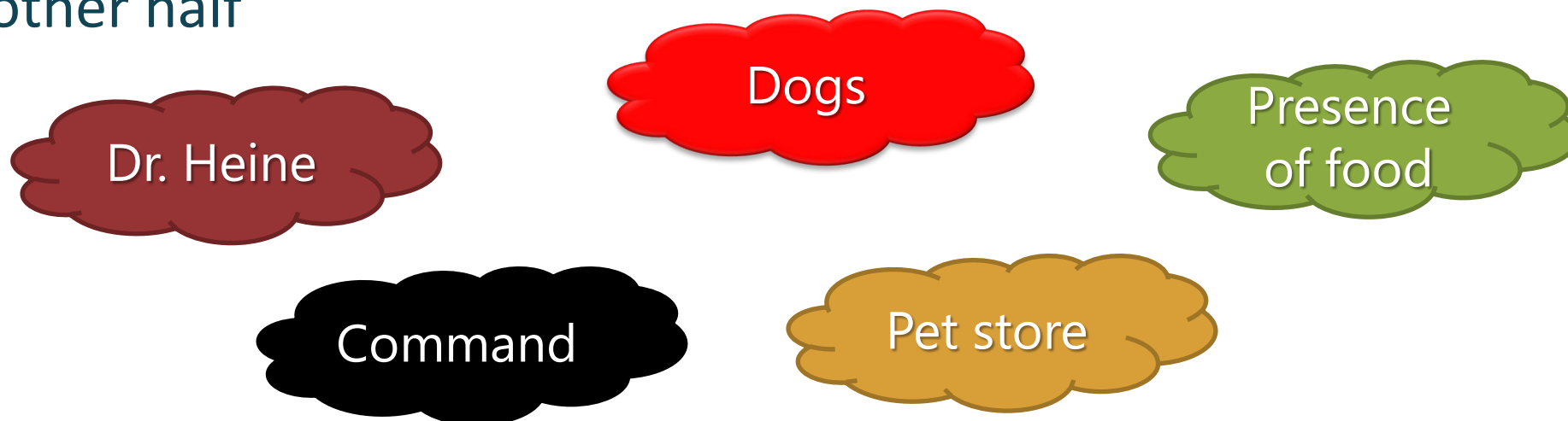


It's Dr. Heinel



## Factorial designs – doggy style

- Dr. Heine experiments on all dogs at neighbourhood pet store
  - Gets 80 dogs
- Command: He tells half of the dogs to sit, and says nothing to the other half
- Presence of food: He holds a treat for half of the dogs, and holds nothing for the other half



# Factorial designs – doggy style

| IV #1: Command (No<br>"Sit" vs. "Sit")  | IV #2: Food<br>(No treat vs. Treat)  | DV: Proportion of<br>dogs sitting  |
|---|--|--|
|   <p>www.shutterstock.com · 97833338</p> |   |  |

## Factorial designs – doggy style

|         |          | Presence of Food |       |
|---------|----------|------------------|-------|
|         |          | No Treat         | Treat |
| Command | No “Sit” |                  |       |
|         | “Sit”    |                  |       |

*Cell*

*Known as 2-way factorial design* # of factors

*Specifically 2x2 factorial design (read: 2 by 2)*

*# of levels of first factor*

*# of levels of second factor*



## Factorial designs – doggy style

|         |          | Presence of Food |        |        |
|---------|----------|------------------|--------|--------|
|         |          | No Treat         | Treat  |        |
| Command | No “Sit” | n = 20           | n = 20 | n = 40 |
|         | “Sit”    | n = 20           | n = 20 | n = 40 |
|         |          | n = 40           | n = 40 | n = 80 |

## Factorial designs – doggy style

|         |  | Presence of Food |       |                                     |
|---------|--|------------------|-------|-------------------------------------|
|         |  | No Treat         | Treat | <i>Marginal mean<br/>of command</i> |
| Command | No “Sit”   | 0.10             | 0.14  | 0.12                                |
|         | “Sit”  | 0.30             | 0.90  | 0.60                                |
|         | <i>Marginal mean<br/>of presence of<br/>food</i> |                  |       |                                     |

**Main Effect of**  
Command on the  
proportion of dogs sitting

## Factorial designs – doggy style

|         |  | Presence of Food |       |                                     |
|---------|--|------------------|-------|-------------------------------------|
|         |  | No Treat         | Treat | <i>Marginal mean<br/>of command</i> |
| Command | No “Sit”   | 0.10             | 0.14  |                                     |
|         | “Sit”  | 0.30             | 0.90  |                                     |
|         | <i>Marginal mean<br/>of presence of<br/>food</i> | 0.20             | 0.52  |                                     |

**Main Effect** of Presence  
of Food on the proportion  
of dogs that sit

# Factorial designs – doggy style

|         |  | Presence of Food |       |                                 |
|---------|--|------------------|-------|---------------------------------|
|         |  | No Treat         | Treat | <i>Marginal mean of command</i> |
| Command | No “Sit”                                 | 0.10             | 0.14  | 0.12                            |
|         | “Sit”                                    | 0.30             | 0.90  | 0.60                            |
|         | <i>Marginal mean of presence of food</i> |                  |       |                                 |

+0.20

A few more  
dogs sit when  
commanded  
to sit

+0.76

Way more  
dogs sit  
when  
commanded  
to sit

+0.48

OVERALL:  
More dogs sit  
when  
commanded  
to sit