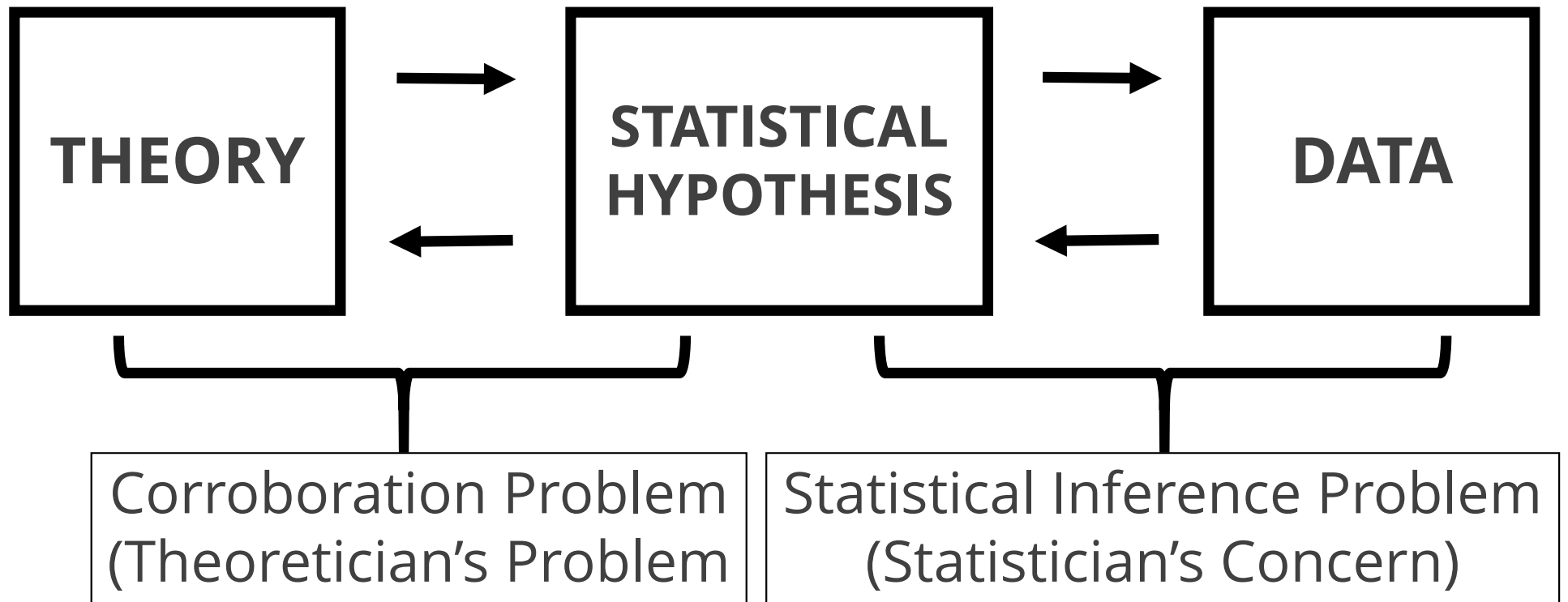


Theory Construction

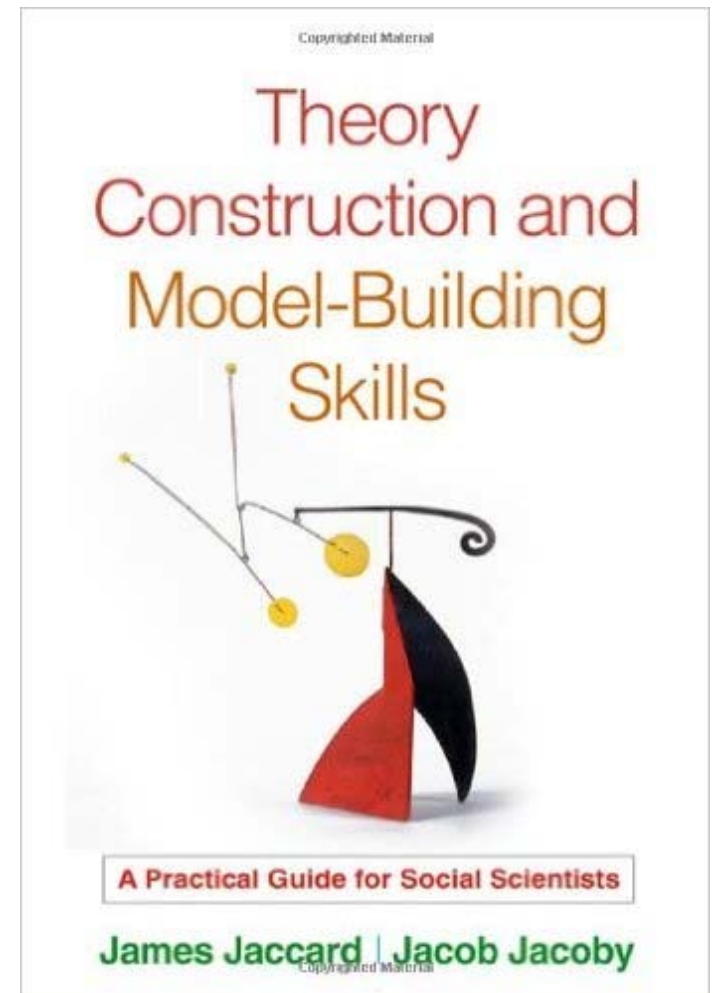


Meehl, 1990

A scientific theory is a set of testable statements about the relation between observations.

We focus a lot on testing theories, but not a lot on theory construction.

Some
suggestions
how to come
up with ideas.



Jaccard & Jacoby, 2010

Thought experiments

What would you see, if
you could travel at the
speed of light?

Personal experiences

Stanley Milgram's mother in law: No one gives up their seat! Data: 56% would.

Put yourself in someone else's shoes

How is it possible people
working in concentration
camps did what they did?

Observe

How do people sell you a car? What does this tell you about persuasion?

Use metaphors

If memory is like a storage bin, what we put in last, is easiest to retrieve.

Ask why and how?

Don't take anything for granted. Ask *why* and *how* like a 3 year old.

Have broad interests

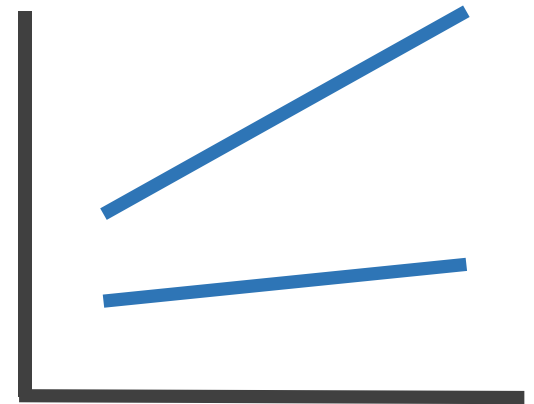
Be inspired by art, movies,
comics, books, magazines,
music, theater.

After generation,
formalize your idea
in words, figures,
and numbers

McGuire, 2004

“Students are happier than teachers, especially on hot days.”

	Cold days	Hot days
Students	4.5	6.4
Teachers	3.2	3.4



ANOVA (Interaction)

Define the boundary conditions of the effect.

**“every proposition is
occasionally true, at
least in certain contexts
viewed from certain
perspectives”**

McGuire, 1973

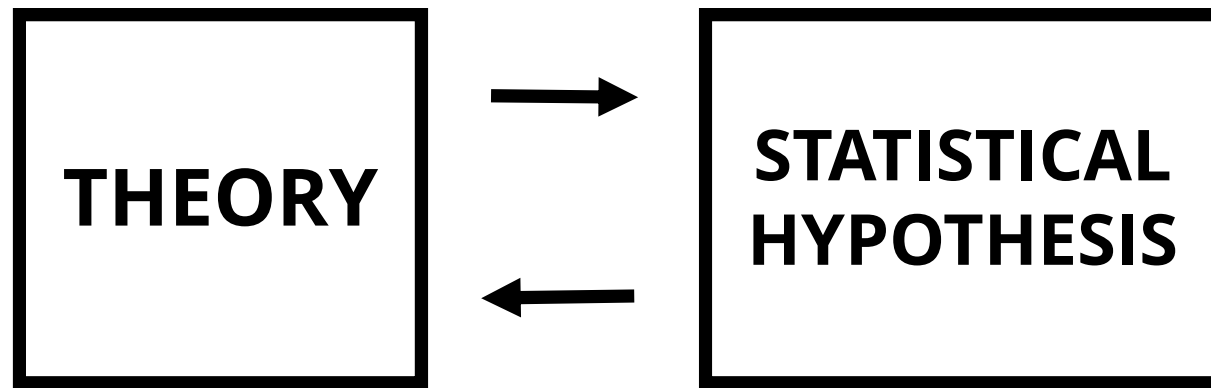
Fiedler (2004): The scientific cycle is both **loosening** and **tightening**.

Loosening: create
random variation.

Tightening: Which
ideas were good?

What does a theory really imply? Think of as many things as possible.

Play around with
methods and data.
Simulate data, or
explore datasets.



Good theories and good statistical inferences are two sides of the same coin.