

Concepts Variables Designs Variations Issues Etc

Measurement Variation

- ◆ Independent
 - experimental stimulus or treatment
 - Aka "cause", "exogenous variable"
 - Usually dichotomous
 - 2 attributes: either present or absent
- ◆ Dependent
 - experimental outcome or simply a *change* in some dependent variable
 - Aka "effect", "endogenous variable"

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Times of Observation

- ◆ Two times:
 - Pretest: Measured before the stimulus/treatment
 - Post-test: Measured (again) after the stimulus/treatment
- ◆ Example & Reasoning
 - Subjects are measured, exposed to stimulus, & measured again
 - E.g. questionnaire, show a film, and questionnaire again
 - difference between tests is attributed to stimulus (IV)
- ◆ Both in classic design – but not others!

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1. The dependent variable...

A. All of the below 0%

B. Is the outcome 100%

C. Is the stimulus 0%

D. Is the treatment 0%

E. Is usually dichotomous 0%

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Experimental Control

- ◆ Experimental group
 - group to which stimulus is (or has been) applied
- ◆ Control group
 - does not receive or experience the experimental stimulus
 - allows researcher to detect effects of the experiment itself
- ◆ Testing Times
 - look for the difference between pretest and posttest to vary
 - higher (or lower?) for the experimental group
 - sometimes use more than one experimental or control group
- ◆ Placebo
 - Validity problem w/ pretest b/c respondents observe the measurement
 - Ergo, esp. in medical research, give a placebo (sugar pill, "Obecalp")

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Experimental Testing

- ◆ Compares what happens when the stimulus is present to what happens when it is not by looking for changes in the dependent variable
- ◆ Like any statistical test of a relationship
 - *Logically* – a relationship is when the value of the dependent variable is different if the value of the independent variable is different
 - *Practically* – Any variable might serve as an independent in one experiment and as a dependent in another
 - *Methodologically* – must operationally define how to measure things (eg questionnaire) and must be clear about what you look at in order to measure

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2. Which provide(s) experimental control?

A. Placebo 2%

B. Control group 0%

C. Pretest/Post-test 0%

✓ D. All of the above 98%

E. None of the above 0%

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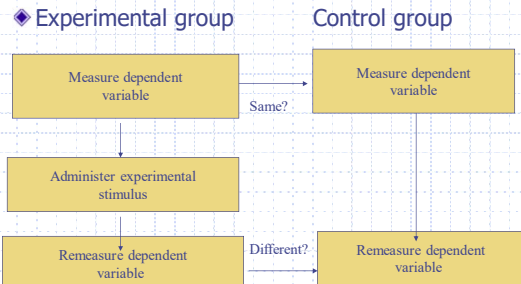
Randomization Important

- ◆ Should randomly assign subjects to the experimental & control groups
 - Reduces the chances that one group is different from another in important ways
 - Gives greater confidence that the subjects in one group will be reasonably similar to those in the other group – want comparable groups
 - The bigger the sample (the more subjects), the more confidence we have in our results

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Classic Design (Pretest *and* Control)



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Remember External Validity?

- ◆ **How generalizable are the results?**
 - Controls & Randomizations key
 - less of a problem with explanatory than descriptive
 - patterns are more generalizable and stable than specific characteristics
- ◆ **Probability sampling not often used**
 - Requires large sample size to be confident in representativeness
 - May need 100+ per group - but experiments often have ~40 *total*
- ◆ **Split sample**
 - 40 may not represent population, but can randomly assign each to 2 groups
 - sampling logic suggests that each group of 20 represents the "population" of 40
- ◆ **Matching is even better (...)**
 - look for pairs of similar subjects and put one in each group
 - esp strong if use quota matrix - see figure 9-2 on p. 239
 - but remember that key is not random vars (age, race, etc)
 - just those that you believe will be strongly related to the DV (and/or IV)
 - Also, have to know what variables are important in advance

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Pre-Experimental Variations

- ◆ One-shot case study
 - one group gets the stimulus
 - Apply the independent variation, and measure the results
- ◆ One-group pretest-posttest (aka pre-post) design
 - adds pretest but no control group
 - observe d/v, apply I/v, measure before/after
 - nothing to measure the effect of the I/v against
- ◆ Static-group comparison
 - stimulus for one group, compared to control
 - But no pretest, so no "baseline" to compare differences
- ◆ Solomon 4-Group Comparison

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Stratified Allocation

	Men		Women	
	African American	White	African American	White
Under 30 years	8	12	10	16
30 to 50 years	18	30	14	28
Over 50 years	12	20	12	22

Experimental group ← half in each → Control group

Arrows indicate allocation from the 'Experimental group' and 'Control group' labels to the 'half in each' text, which then points to the numbers in the table cells.

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Solomon four group design

◆ Group one		
■ pretest	stimulus	posttest
◆ Group two		
■ pretest		posttest
◆ Group three		
■	stimulus	posttest
◆ Group four		
■		posttest

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Solomon 4-Group Design

- ◆ Combines static-group comparison w classic experiment to render more complex argument about differences observed
- ◆ Campbell & Solomon argue that you only need groups 3 & 4
 - posttest-only control group design (static-group comparison) sufficient
 - Often, the only reason to pretest is tradition
 - but this true only if randomized groups

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Natural Experiments

- ◆ Example: Disaster research
- ◆ Qualities:
 - Opportunistic
 - Quasi experimental
 - Ex post facto
 - Outside of controlled environments
- ◆ Examples
 - Three Mile Island nuclear power plant accident.
 - "Roots" television study, before and after study.

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3. Which design provides the weakest evidence for a claim?

A. Classic experimental design
0%

B. One group pretest/post-test design
2%

C. One-shot case study
98%

D. Solomon 4-group design
0%

E. Static-group comparison
0%

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Crucial/Critical Experiment

- ◆ Confirms or falsifies an idea (esp. an entire theory) in a single experimental test
- ◆ Could be any design or type of experiment
- ◆ Often a focus in "hard"/physical sciences
 - May be envisioned for decades in advance
 - Sometimes, contention about whether *possible*

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Other Design Variations

- ◆ **Confederate** (p 134)
 - pretends to be a participant to facilitate the experiment
- ◆ **Double Blind**
 - Measurement and allocation are separate
 - Measurement taker and group assigner are different researchers, may not even know each other
 - experimenter does not know which group is which.
 - Guards against experimenters who may prejudice results.
- ◆ **Dual Stimuli**
 - E.g. ties vs. hawaiian shirt
- ◆ **Focus groups**
 - Guided discussion, group in-depth interview

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Sources of *Internal/Invalidity*

- ◆ Barriers to valid measures (12 @ p. 230; from Campbell, Cook, & Stanley; 8 dmp)
 - **Selection bias** – try to make the groups comparable as possible
 - **Sensitization** – use controls and placebos to minimize risks/effects
 - Example: Rosenthal & Jacobson (1968) on student performance
 - Teachers told certain students they would will grow faster (intellectually – one year later they "did")
 - Attribution process / Expectations communications process
 - **Diffusion** (a.k.a. contamination) if experimental & control groups not separated
 - **Compensation** – researchers treat control group differently
 - so need double-blind, placebos, and clear measurements
 - **Demoralization** – control group may feel left out or deprived
 - Need to explicitly balance attention to reduce risks/effects
 - **Maturation** – people constantly grow and change
 - **History** – historical events may occur during the experiment
 - **Experimental mortality** – some folks leave the design

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Other Disadvantages

- ◆ Artificiality
 - Harvard Test of Inflected Affiliation
 - Tested students, gave results to teachers, returned @ 1 year
 - Progress made by “spurters” due to getting more attention
- ◆ May lack statistical precision
 - IV may be easy (dichotomous)
 - DV may be amorphous
 - What *are* the outcomes?
 - More in evaluation lecture...
- ◆ Ethics
 - See earlier lecture

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When to Experiment?

- ◆ Ideal for testing hypotheses
 - Well suited for limited and well-defined concepts and propositions
 - establishes a time order and looks to see if followed
- ◆ Better for explanatory than descriptive purposes
 - Because they focus on determining causation
 - though one e.g. of descriptive use
 - But exploratory, too – e.g. homework 7
- ◆ Esp. good to study small group interaction
- ◆ Used in nonscientific inquiry as well
 - how much of the text do I have to read to pass?

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Practical Consequences

- ◆ Experiments not often done in sociology
 - often done in psychology
 - perhaps because measuring individual reactions (vs. soc relationships?)
 - tho can still be harmful - eg milgram
- ◆ Instead, sociologists typically do 1 of 2 things
 - Multivariate causal arguments
 - systematic comparisons, e.g. with crosstabs
 - Test dual hypotheses, especially thru elaboration
 - Durk calls this “indirect experimentation”
 - Quasi-experimentation
 - Same idea, often w/ indices or conceptual variables

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4. Which is *not* an advantage of experiments?

- A. Isolation of the IV
- B. Logical rigor
- C. Relatively cheap
- D. Replication easy
-  E. Statistical accuracy

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Methodological Advantages

- ◆ Isolation of the IV and its impact over time
- ◆ Logical rigor hard to achieve w/ other modes
- ◆ Relatively little money, time, and subjects
- ◆ Relatively simple to replicate

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HW – See handout!

- ◆ No Experimental Lab – “Just” a HW
- ◆ Read instructions carefully
 - Pick outcome – be clear!
 - Pick stimulus – ***clear it with me!***
 - Pick location – plan ahead!
 - 30 minutes
 - 10 on, 15 off, 5 on
- ◆ Write two-page report
- ◆ Note schedule: No experiment */ab*

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Lab Continuity Notes


- ◆ Last time you formatted revised questions
- ◆ Now, you'll review a complete survey
 - All submitted Qs added to same doc, mostly "as is"
 - All in, so some repetition
 - Numbered, but not ordered
 - Q vs Response, but no contingencies yet
 - Look at *entire* survey for *all* errors – NOT just yours
 - esp. question wording and formatting
 - Omissions, additions, etc.
 - Spelling, grammar, margins, *everything*

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5. How many backgrounds did I use today?

- 1
0%
- 2
0%
- 3
2%
- 4
98%
- 5
0%



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Reminder Warning RE Extras

- ◆ There's a real cost to every Q in any research project
- ◆ There's a grade penalty on your SEMESTER GRADE for any question(s) you add but don't end up using
 - See p. 3 of the syllabus:

Note that any question that put on the survey but do not ultimately use may result in a grade penalty on your semester grade. This is to reflect the reality that survey questions are costly, both financially and in terms of other resources. Every extra question on our survey wastes respondents' as well as students' time. The first unused question will result in a 0.5% penalty, the second in an additional 1% penalty, the third 2%, and so on, doubling for each additional question. Four unused questions, for example, will result in a combined 7.5% penalty, on your semester grade.
 - 6 questions would be $0.5 + 1 + 2 + 4 + 8 + 16 + 32 = 31.5\%$ *penalty*
 - That's a *penalty* on your *semester* grade, from a 100-pt scale!! ☹
 - You need TWO QUESTIONS, not 6 or 8 or 10!!

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Team Scores

Points	Team	Points	Team
3	Celebrity		
3	Character		
3	Monster		
3	Object		
3	Other		

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Lab Exercise

- ◆ **First (but NOT only) focus on your contributions**
 - Are all your needs met – draft Qs? DV? IV? Demographics?
 - If not, submit any additions / corrections
- ◆ **Second, review questions for *other* groups**
 - Satisfy the wording and format guidelines provided?
 - For similar questions, which should we use?
 - Is the question order ok, or problematic?
- ◆ **You can ignore:**
 - Question #s & # to skip to – that will be automated
- ◆ **Submission**
 - Mark corrections, suggestions, additions, etc. – ALL of it ☺

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