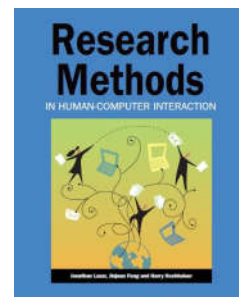


Chapter 3

Experimental Design



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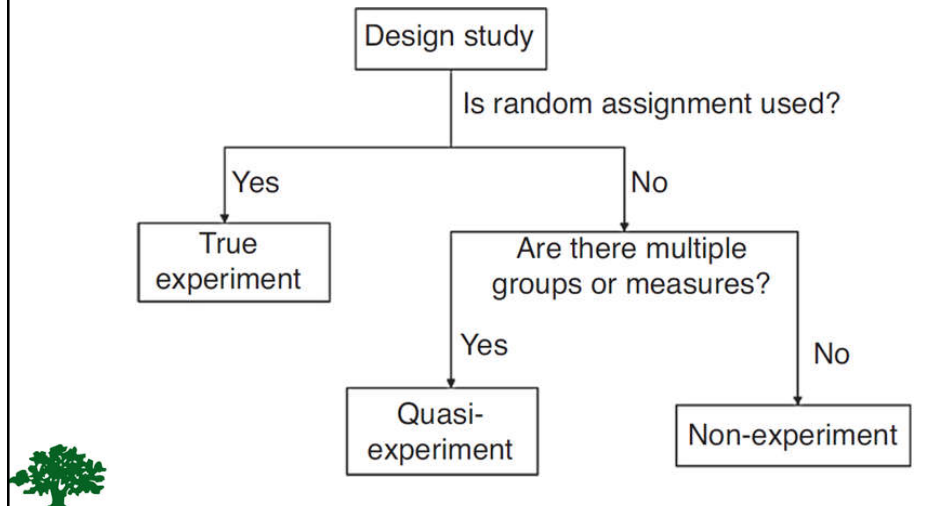
Overview

- ❖ What needs to be considered when designing experiments?
- ❖ Determining the basic design structure
- ❖ Investigating a single independent variable
- ❖ Investigating more than one independent variable
- ❖ Reliability of experimental results
- ❖ Experimental procedures



Three Groups of Studies

❖ Experiments, quasi-experiments, and non-experiments:



Characteristics of True Experiments

❖ A true experiment:

- Is normally based on at least one hypothesis
- Have multiple conditions
- The dependent variable can be quantitatively measured
- Uses statistical significance tests
- Thrives to remove biases
- Is replicable

Factors to Consider

- ❖ Research hypothesis:
 - Clearly defined
 - Appropriate scope
- ❖ Dependent variables:
 - Easy to measure
- ❖ Independent variables and conditions:
 - Easy to control

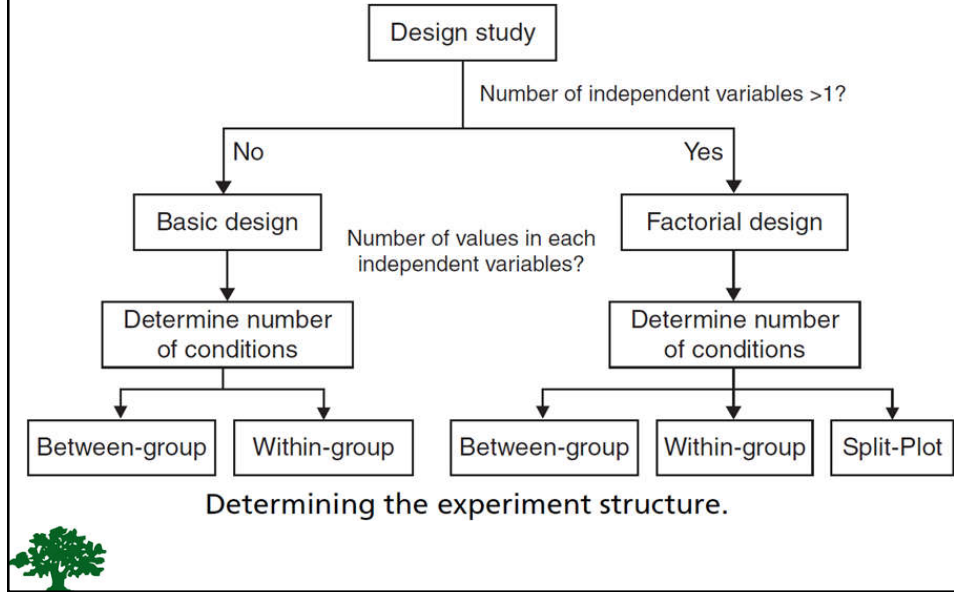


Basic Design Structure

- ❖ Two basic questions:
 - How many independent variables do we want to investigate in the experiment?
 - How many different values does each independent variable have?



Basic Design Structure



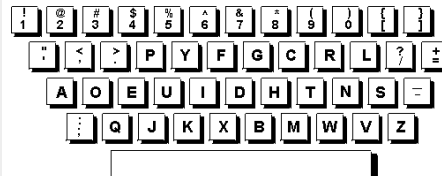
Typing Example

❖ Null hypothesis:

There is no difference between used keyboard type on typing speed.

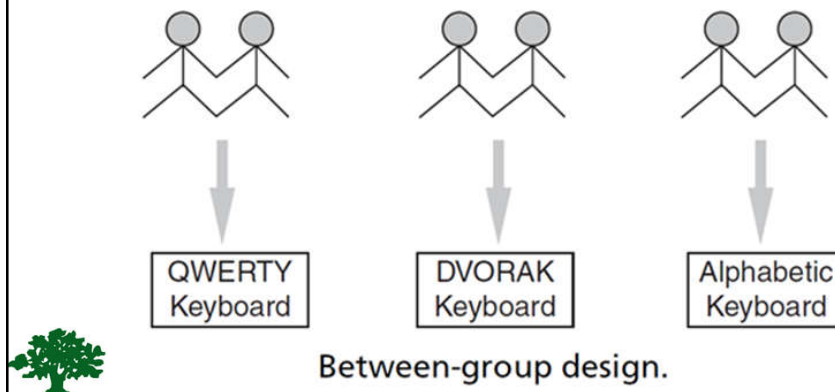


QWERTY



Investigating one IV - **Between Group Design**

- ❖ Also called “**between subject design**”
- ❖ One participant only experience one condition

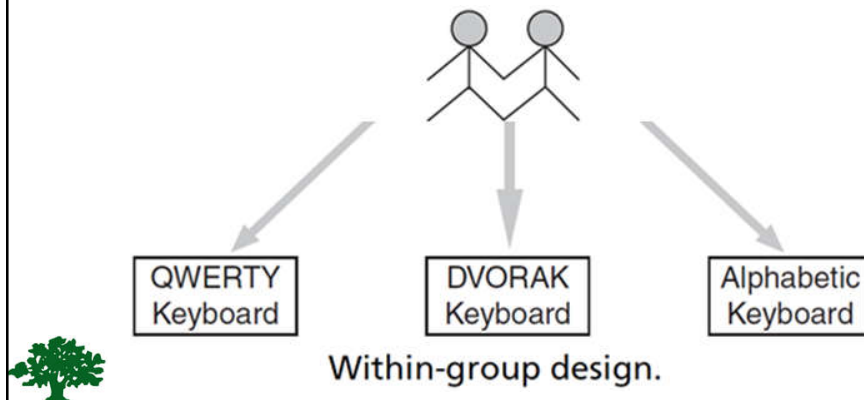


Between Group Design

- ❖ Advantages:
 - Cleaner, better control of **learning effect**
 - Requires shorter time for participants
 - Less impact of fatigue and frustration
- ❖ Disadvantages
 - Impact of individuals difference
 - Harder to detect difference between conditions
 - Require larger sample size

Investigating one IV – **Within Group Design**

- ❖ Also called “**within subject design**”
- ❖ One participant experience multiple conditions



Within-Group Design

- ❖ Advantages:
 - Requires smaller sample size
 - Easy to detect difference between conditions
- ❖ Disadvantages:
 - Learning effect
 - Takes longer time
 - Larger impact of fatigue and frustration



Investigating one IV - Between Group vs. Within Group

- ❖ Between-group design should be taken when:
 - Simple tasks
 - Learning effect has large impact
 - Within-group design is impossible
- ❖ Within-group design should be taken when:
 - Learning effect has small impact
 - Small participant pool



More than One IV

- ❖ Factorial design divides the experiment groups or conditions into multiple subsets according to the independent variables.
- ❖ Can study interaction effects.
- ❖ Number of conditions:

$$C = \prod_{a=1}^n V_a$$



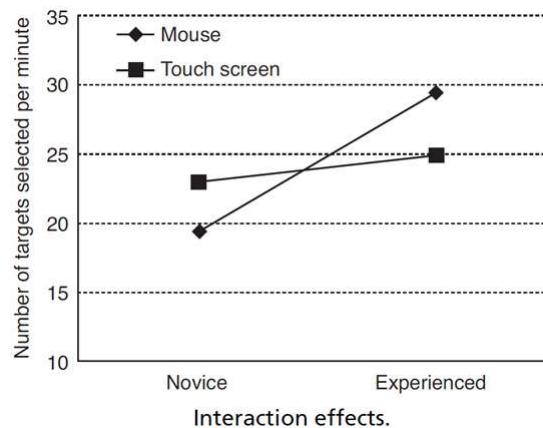
More than One IV

- ❖ Three options of factorial design:
 - Between group design
 - Within group design
 - Split-plot design
- ❖ Split-plot design:
 - Has both a between-group and a within-group component



Interaction Effect

- ❖ The differing effect of one IV on the DV, depending on the particular level of another IV



Reliability of Experiments

❖ Random errors:

- Also called '**chance errors**' or '**noises**'
- Cause variations in both direction
- Occur by chance
- Can be controlled by a large sample size

❖ Systematic errors:

- Also called '**biases**'
- Always push actual value in the same direction
- Can never be offset no matter how large the sample is



Reliability of Experiment Results

❖ 5 major sources of system errors:

- Measurement instruments
- Experimental procedures
- Participants
- Experimenter behavior
- The experimental environment



Lifecycle of an Experiment

- ❖ Identify a research hypothesis
- ❖ Specify the design of the study
- ❖ Run a pilot study to test the design, the system, and the study instruments
- ❖ Recruit participants
- ❖ Run the actual data collection sessions
- ❖ Analyze the data
- ❖ Report the results



Experiment Session Procedure

- ❖ Ensure the systems or devices being evaluated and the related instruments are ready for the experiment
- ❖ Greet the participants
- ❖ Introduce the purpose of the study and the procedures
- ❖ Get the consent of the participants
- ❖ Assign the participants to a specific experiment condition according to the pre-defined randomization method



Experiment Session Procedure

- ❖ Participants complete training task
- ❖ Participants complete actual tasks
- ❖ Participants answer questionnaires (if any)
- ❖ Debriefing session
- ❖ Payment (if any)

