CHAPTER 2

Experimental Designs: An Oveview

- 2. d. (i) RB-3 design (ii) H0: $\mu_{.1} = \mu_{.2} = \mu_{.3}$ (iii) $Y_{ij} = \mu + \alpha_j + \pi_i + \epsilon_{ij}$ (i = 1, ..., 14; i = 1, ..., 3)
 - e. (i) *t* test for dependent samples (ii) H0: μ .1 $\leq \mu$.2, where μ .1 and μ .2 denote the population means for English-Canadian and French-Canadian students, respectively. (iii) $Y_{ij} = \mu + \alpha_i + \pi_i + \epsilon_{ij}$ (i = 1, ..., 50; j = 1, 2)
- f. (i) CRF-62 design (ii) $H0: \mu 1. = \mu 2. = ... = \mu 6.; H0: \mu .1 = \mu .2; H0: \mu_{jk} \mu_{jk!}$

$$-\mu_{j!k} + \mu_{j!k} = 0$$
 for all j and k (iii) $Y_{ijk} = \mu + \alpha_j + \beta_k + (\alpha\beta)_{jk} + \epsilon_{i(jk)}$ ($i = 1, ..., 50; j = 1, ..., 6; k = 1, 2$)

- g. (i) CR-3 design (ii) H_0 : $\mu_1 = \mu_2 = \mu_3$ (iii) $Y_{ij} = \mu + \alpha_j + \epsilon_{i(j)}$ (i = 1, ..., 30; j = 1, ..., 3)
- 3. a. The grand mean is the average value around which the treatment means vary.
 - b. A treatment effect is the deviation of the grand mean from a treatment mean.
 - c. An error effect is all effects not attributable to a treatment level or treatment combination.
- 4. b. A completely randomized design is the simplest design to lay out and analyze. The randomization procedures for the randomized block and Latin square designs are more complex than those for the completely randomized design, but the latter designs enable a researcher to isolate the effects of one nuisance variable or, in the case of the Latin square design, two nuisance variables.
- 5. c. a_1b_1 , a_1b_2 , a_1b_3 , a_2b_1 , a_2b_2 , a_2b_3 , a_3b_1 , a_3b_2 , a_3b_3
 - d. a_1b_1 , a_1b_2 , a_2b_1 , a_2b_2 , a_3b_1 , a_3b_2 , a_4b_1 , a_4b_2
 - e. $a_1b_1c_1$, $a_1b_2c_2$, $a_1b_2c_1$, $a_1b_2c_2$, $a_2b_1c_1$, $a_2b_1c_2$, $a_2b_2c_1$, $a_2b_2c_2$, $a_3b_1c_1$, $a_3b_1c_2$, $a_3b_2c_1$, $a_3b_2c_2$

6. d. CR-5 design with n = 6

			Treat.	Dep.
			Level	Var.
	!	Subject ₁	a_1	Y ₁₁
Group ₁	"	•	•	•
	#	Subject ₆	a_1	Y_{61}
				<u>Y</u> .1
Group ₂	!	Subject ₁	a_2	Y ₁₂
Groupz	#	•	•	•
	π	Subject ₆	a_2	Y_{62}
				Y.2
Carre	!	Subject ₁	a_3	Y_{13}
Group ₃		•	•	•
	#	Subject ₆	a_3	Y_{63}
				<u>Y</u> .3
Carre	!	Subject ₁	a_4	Y_{14}
Group ₄	"	•	•	•
	#	Subject ₆	a 4	Y_{64}
				- Y.4
Group ₅	!	Subject ₁	a_5	Y ₁₅
Groups	#	•	•	•
	#	Subject ₆	a 5	Y_{65}
				Y.5

e. t test for dependent samples with n = 7

	Treat. Level	Dep. Var.	Treat. Level	Dep. Var.
$Block_1$	a_1	<i>Y</i> ₁₁	a_2	<i>Y</i> ₁₂
$Block_2$	a_1	Y_{21}	a_2	Y_{22}
Block ₃	a_1	Y_{31}	a_2	Y_{32}
• Block7	• a1	$\overset{ullet}{Y_{71}}$	• a2	• Y _{7 2}
		— Y. 1		<u>-</u> Y. ₂

f. RB-4 design with n = 6

	Treat. Level	-	Treat. Level		Treat. Level	-	Treat. Level	-	
Block ₁	a_1	Y ₁₁	a_2	<i>Y</i> ₁₂	a_3	Y_{13}	<i>a</i> ₄	Y_{14}	- Y
Block ₂	a_1	Y_{21}	a_2	Y_{22}	a_3	Y_{23}	a_4	Y_{24}	Y 2
Block ₃	a_1	Y_{31}	a_2	Y_{32}	a_3	Y_{33}	a_4	Y_{34}	Y 3
• D1 1	•	•	•	•	•	•	•	•	_•
Block ₆	a_1	Y_{61}	a_2	Y_{62}	a_3	Y_{63}	a 4	Y_{64}	Y 6
		<u>Y</u> . 1		– Y 2		- Үз		– Y 4	

g. CRF-222 design with n = 3

			Treat. Comb.	Dep. Var.
Group ₁	! # #	Subject ₁ Subject ₂ Subject ₃	$a_1b_1c_1 \ a_1b_1c \ a_1b_1c_1 \ a_1b_1c_1$	Y ₁₁₁₁ Y ₂₁₁₁ Y ₃₁₁₁ Y .111
Group ₂	!# # \$	Subject ₁ Subject ₂ Subject ₃	$a_1b_1c_2 \\ a_1b_1c_2 \\ a_1b_1c_2 $	Y_{1112} Y_{2112} Y_{3112}
Group ₃	!# # \$	Subject ₁ Subject ₂ Subject ₃	$a_1b_2c_1 \\ a_1b_2c_1 \\a_1b_2c_1$	$Y.112$ Y_{1121} Y_{2121} Y_{3121}
		•	•	Y .121
Group ₈	!# # \$	Subject ₁ Subject ₂ Subject ₃	a ₂ b ₂ c ₂ a ₂ b ₂ c ₂ a ₂ b ₂ c ₂	Y_{1222} Y_{2222} X_{3222} Y_{222}

h. LS-3 design with n = 3

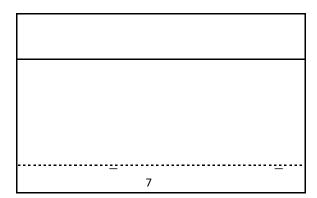
			Treat.	Dep.
			Comb.	Var.
	!	Subject ₁	$a_1b_1c_1$	Y ₁₁₁₁
$Group_1$	#	Subject ₂	a_1b_1c	Y_{2111}
	# \$	Subject ₃	$a_1b_1c_1^{-1}$	Y_{3111}
		-		<u>Y</u> .111
	! #	s ubject ₁	$a_1b_2c_3$	Y ₁₁₂₃
Group ₂		Subject ₂	$a_1b_2c_3$	Y_{2123}
	# \$	Subject ₃	$a_1b_2c_3$	Y_{3123}
				Y. 123
	!	ubject ₁	$a_1b_3c_2$	Y_{1132}
Group ₃	#	Subject ₂	$a_1b_3c_2$	Y_{2132}
	# \$	Subject ₃	$a_1b_3c_2$	Y_{3132}
				Y. 132
	!	ubject ₁	$a_2b_1c_2$	Y_{1212}
Group ₄	#	Subject ₂	$a_2b_1c_2$	Y_{2212}
	# \$	Subject ₃	$a_2b_1c_2$	Y_{3212}
				Y.212
		•		
		·	•	, and the second
	!	ubject ₁	$a_3b_3c_1$	Y_{1331}
Group ₉	# # \$	S ubject ₂	$a_3b_3c_1$	Y_{2331}
	\$	Subject ₃	<i>a</i> ₃ <i>b</i> ₃ <i>c</i> ₁	Y ₃₃₃₁
				Y· 331

8. d. RB-3 design with n = 14

	Treat. Level	-	Treat. Level	-	Treat. Level	-		
$Block_1$	a_1	Y_{11}	a ₂	Y_{12}	a ₃	Y_{13}	Y	
$Block_2$	a_1	Y_{21}	a_2	Y_{22}		Y_{23}		-
Block ₃	a_1	Y_{31}	-			Y_{33}		
•	•	•	a_2	<i>Y</i> ₃₂	<i>u</i> ₃	1 33 •	Y •	
$Block_{14}$	a_1	$Y_{14, 1}$	a_2	Y _{14, 2}		$Y_{14, 3}$		
		Y.1		Y.2		Y.3		14

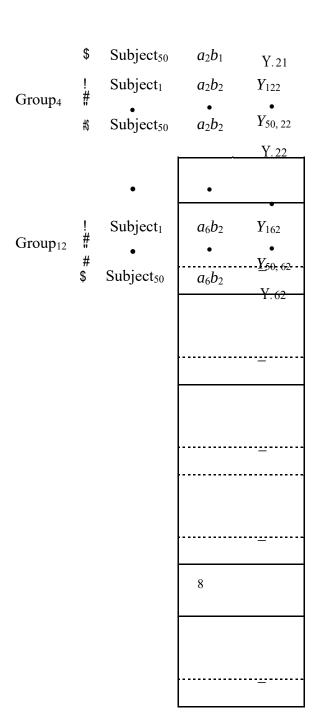
e. t test for dependent samples with n_1 and $n_2 = 50$

	Treat. Level	Dep. Var.	Treat. Dep. Level Var.	
Block ₁	u_1	Y ₁₁	$u_2 Y_{12}$:-
Block ₂	a_1	Y_{21}	$a_2 Y_{22}$	_
Block ₃	a_1	Y_{31}	$a_2 Y_{32}$	
Block50	• a1	• Y _{50, 1}	$a2$ $Y_{50,2}$	_
		Y· 1	Y. 2	-
			<u>-</u>	



f. CRF-62 design with n = 50

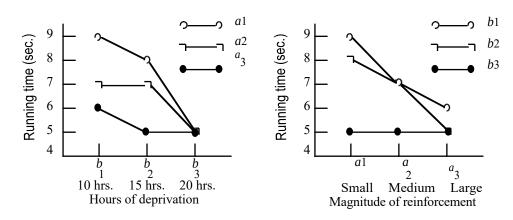
			Treat. Comb.	Dep. Var.
	! #	Subject ₁	a_1b_1	Y_{111}
Group ₁	#\$	Subject ₅₀	a_1b_1	• <i>Y</i> _{50, 11}
	! #	Subject ₁	a_1b_2	Y.11 Y ₁₁₂
Group ₂	# #\$	• Subject ₅₀	a_1b_2	• Y _{50, 12}
	<u>!</u>	Subject ₁	a_2b_1	Y. 12 Y ₁₂₁
Group ₃	# #	•	•	•
	•			$Y_{50, 21}$



g. CR-3 design with n = 30

			Treat.	Dep.
			Level	Var.
	#	$Animal_1$	a_1	Y ₁₁
Group ₁		•	•	•
	#	Animal ₃₀	a_1	$Y_{30,1}$
				<u>Y</u> .1
Group ₂	#	Animal ₁	a_2	Y_{12}
310 11 72	#	•	•	•
	"	Animal ₃₀	a_2	$Y_{30, 2}$
				Y.2
Group ₃	#	Animal ₁	a_3	Y_{13}
Group3	#	•	•	•
	#	Animal ₃₀	a_3	$Y_{30,3}$
				<u>Y</u> .3

9. a.

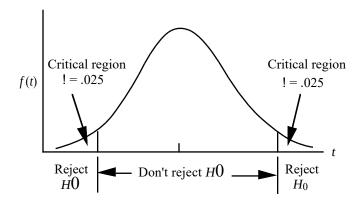


- b. As the number of hours of deprivation increases, the difference in running time among the three reinforcement conditions decreases.
- 12. a. A scientific hypothesis is a testable supposition that is tentatively adopted to account for certain facts and to guide in the investigation of others. A statistical hypothesis is a statement about one or more parameters of a population or the functional form of a population.
 - b. (i) Alternative hypothesis
- (ii) Null hypothesis
- 15. a. State the null and alternative hypotheses— H_0 : $\mu = 45$, H_1 : $\mu \neq 45$. Specify the test statistic— $t = (\Upsilon! \mu_0) / ("/\sqrt{n})$. Specify the sample size—n = 27, and the sampling distribution—t distribution. Specify the level of significance— $\alpha = .05$. Obtain random

samples of size n = 27, compute t, and make a decision.

b. Reject the null hypothesis if *t* falls in either the lower or upper 2.5% of the sampling distribution of *t*; otherwise, do not reject the null hypothesis. If the null hypothesis is rejected, conclude that the mean for children in the experimental program is not equal to the mean for ninth-graders who have been observed during the past several years; if the null hypothesis is not rejected, do not draw this conclusion.

c.



d.
$$t = \frac{\overline{Y}! \mu_0}{"/\sqrt{n}} = \frac{52.5! \ 45.0}{15/\sqrt{27}} = \frac{7.5}{2.89} = 2.60, p = .015.$$

The population mean for children in the experimental program was not equal to the mean for ninth-graders who have been observed during the past several years. The difference between children who did or did not participate in the experimental program, 52.5 versus 45.0, was statistically significant, t(26) = 2.60, p = .015.

e. d = |52.5!45| / 15 = 0.5; this is a medium size effect.

f.
$$Y! \frac{\frac{1.05/2, 26}{\sqrt{27}}}{n} < \mu < Y + \frac{\frac{1.05/2, 26}{\sqrt{27}}}{n}$$

$$52.5! \frac{2.056(15)}{\sqrt{27}} < \mu < 52.5 + \frac{2.056(15)}{\sqrt{27}}$$

$$46.6 < \mu < 58.4$$

The researcher can be 95% confident that μ is greater than 46.6 or less than 58.4. The null hypothesis is not tenable.

g.
$$\overline{Y}_{.05} = {}^{\mu}_{0} + \frac{t.05/2, 26!}{\sqrt{n}} = 45 + \frac{2.056(15)}{\sqrt{27}} = 50.935$$

$$t = \frac{\overline{Y}_{.05} !^{\mu}}{\#/\sqrt{n}} = \frac{50.935!52.5}{15/\sqrt{27}} = !\frac{1.565}{2.887} = !0.54$$
TDIS(0.54.26.1) = .30 = ! : 1 -! = .70

h.

True Situation

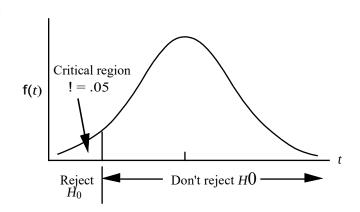
		$\mu = 45$	$\mu! = 52.5$
Researcher's	$\mu = 45$	Correct acceptance $1 - \alpha = 105$ $= .95$	Type II error $\hat{!} = .30$
Decision	µ ≠ 45	Type I error $\alpha = .05$	Correct rejection 1 - ! = 130 = .70

- 16. c. Correct rejection
 - e. Correct rejection
- d. Correct acceptance
- f. Type I error
- 17. The power of an experiment can be increased by (1) adopting a lower level of significance, (2) increasing the size of the sample, (3) refining the experimental methodology so as to decrease the size of the population standard deviation, and (4) increasing the magnitude of the treatment effects considered worth detecting. Increasing the sample size is often the simplest way to increase power. The other ways of increasing power may lead to problems or may not be feasible. For example, the adoption of $\alpha > .05$ may preclude the publication of the research. Refining the experimental methodology so as to decrease the size of the population standard deviation may be prohibitively expensive. Increasing the magnitude of the treatment effects considered worth detecting may not be appropriate.
- 18. a. State the null and alternative hypotheses— H_0 : μ_1 $\mu_2 \le 0$, H_1 : μ_1 $\mu_2 > 0$. Specify the

test statistic—
$$t = (Y.1!Y.2)/\sqrt{\frac{2}{Pooled}} + \frac{\pi 1}{1} = \frac{\pi}{1}$$
 (Specify the sample size— $n_1 = 24$, n_2)

- = 23, and the sampling distribution—t distribution. Specify the level of significance— α = .05. Randomly assign N = 47 subjects to the two game types, compute t, and make a decision.
- b. Reject the null hypothesis if t falls in the upper 5% of the sampling distribution of t; otherwise, do not reject the null hypothesis. If the null hypothesis is rejected, conclude that the risk-related cognitions of men who play racing video games is higher than that for the men who play the neutral games; if the null hypothesis is not rejected, do not draw this conclusion.

c.



d. !2ooled =
$$\frac{(n_1"1)!_2 + (n_2"1)!}{(n_1"1) + (n_2"1)} = \frac{(23"1)(1.2)^2}{(24"1)(1.3)_2 + (23"1)} = 1.568$$

 $t = (Y_{.1}!Y_{.2})/\sqrt{\frac{2}{Pooled}} + \frac{1}{\sqrt{\frac{1}{N_1}}} + \frac{1}{\sqrt{\frac{8}{N_1}}} = (7.54!6.41)/\sqrt{1.568} + \frac{1}{\sqrt{\frac{1}{N_1}}} + \frac{1}{\sqrt{\frac{1}{N_2}}} = 1.13/0.365 = 3.09$. The p value is less than .002.

The mean risk-related cognitions for men who played the racing video games was higher than that for the men who played the neutral games. The difference between the means, 7.54 versus 6.41, was statistically significant, t(45) = 3.09, p < .002.

e.
$$g = |\overline{Y}_1|^{\frac{Y}{.2}} |_{\text{Pooled}} = |_{7.54!6.41} |_{1.25} = 0.90$$
; this is a large effect.

e.
$$g = |\overline{Y}_1|^{\frac{Y}{2}} |^{\frac{Y}{2}} |^$$

