## **Chapter 13: Experiments and Observational Studies**

CONTINUE FURGINISHES.	Design	ing	Exper	iments:
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If we want to observe individuals and record data without any intervention, we conduct an <a href="https://dx.com/observational/studies">Observational/studies</a> can look at data that has already been collected (called a <a href="https://example.com/retries">retries</a> — study) or it can look at data as it occurs (called a <a href="https://example.com/pros/pective">pros/pective</a> — study). Observational studies are valuable for discovering trends and possible relationships, but they cannot demonstrate <a href="https://example.com/pros/pective">Causa/</a> — relationships.
If we want to examine a cause-and-effect relationship, we must conduct a controlled <u>experiment</u> rather than an observational study.
The individuals on which the experiment is done are called <u>experimental units</u> . If the units are people, they are called <u>subjects</u> .
The experimental condition we apply to the units is called the $\underline{freatment}$ . The explanatory variables (causing a change in the other variables) are called $\underline{factors}$ . These factors may be applied in different $\underline{levels}$ .
When designing an experiment we want to minimize the effect of <a href="LWKing Variables"><u>IWKing Variables</u></a> so that our results are not biased. Because we may not be able to identify and eliminate all lurking variables, it is essential that we use a <a href="Control group">Control group</a> . The <a href="Control group">Control group</a> gets either no treatment, or a fake treatment to counter the <a href="placebo">placebo</a> <a href="effect">effect</a> and/or any other lurking variables present. Having a <a href="Control group">Control group</a> allows us to compare the results of the treatments.
Experimental Design
Step 1: Choose treatments  - identify factors and levels  - control group
Step 2: Assign the experimental units to the treatments  - matching (similar units in each group)  - randomization
Remember, if we want to examine a cause-and-effect relationship, we conduct an <u>experiment</u> If an experiment is well-designed, a strong association in the data does imply causation, since

any possible lurking variables are controlled.

Principles of Experimental Design:
<ol> <li>Control the effects of lurking variables by comparing several treatments (include a control group if possible/applicable).</li> </ol>
2. Use <u>Randomization</u> assign subjects/units to treatments. Without randomization, we do not have a valid experiment and will not be able to draw conclusions from your study.
3. <u>Replicate</u> the experiment on many subjects/units to reduce chance variation i the results. If the experimental group is not representative of the population of interest, we may need to replicate the entire experiment for different groups in different places and/or at different times.
An effect is called <u>Statistically</u> <u>Significant</u> if it is too great to be caused simply by chance.  hidden  Even a well-designed experiment can contain <u>bias</u> , so it is extremely important to handle the
Even a well-designed experiment can contain <u>bias</u> , so it is extremely important to handle the subjects/units in exactly the same way. One way to avoid hidden bias is to conduct a <u>blind</u> experiment. In a <u>double-blind</u> experiment, neither the subjects nor the people who have contact with them know which treatment a subject has received.
Types of Experimental Design:
<ol> <li>In a <u>Completely Vandomized design</u> all subjects are randomly assigned to treatment groups.</li> </ol>
2. In a <u>block design</u> , subjects are first split into groups called <u>blocks</u> . Subjects within each block have some <u>Common</u> <u>Characteristic</u> (for example: gender, age, education, ethnicity, etc.) Then, within each block, subjects are randomly assigned to treatment groups.
3. In a <u>Matched pairs design</u> , there are only two treatments. In each block, there is either: a <u>Single</u> <u>Subject</u> receiving both treatments or a pair of <u>Subjects</u> each receiving a <u>different</u> treatment.
Lurking and Confounding Variables:
A <u>lurking</u> variable creates an association between two other variables that tempts us to think that one may <u>cause</u> the other. A lurking variable is usually thought of as a prior cause of both y and x that makes it appear that x may be causing y.

<u>Confounding</u> can arise in experiments when some other variables associated with a factor have an effect on the response variable. Unlike a lurking variable, a confounding variable is associated in a <u>noncausal</u> way with a factor and affects the response. Because of the confounding, we find that we can't tell whether any effect we see was caused by our factor or by the confounding factor (or by both working together).