

## I. INTRODUCTION

# A. Doing Science

- We just won a 2 million dollar grant to study the effects of violent TV on children's aggressive behavior.
- The Congress will want a full report of our study
- What should we do first?

## I. INTRODUCTION

# B. The role of Hypotheses

- History of the "Hypothesis"
  - Bad scientific practice: Isaac Newton (1642-1727)
    - Championed observation and mathematical description, "Hypothesis non fingo"
      - "I do not feign a hypothesis." Newton did not speculate beyond what he can established by meticulous and precise reasoning.
  - Good scientific practice: Darwin, (1809-1882)
    - Darwin considered hypotheses to be invaluable.
      - "False views, if supported by some evidence, do little harm, for everyone takes a salutary pleasure in proving their falseness: and when this is done, one path towards error is closed and the road to truth is often at the same time opened." (Charles Darwin, The Descent of Man And Selection in Relation to Sex, 1871 [1981 Princeton University Press] Chap. 21, p. 385).

### II. DEFINITION OF TERMS

A. Operationalization

 Operational Definition: The definition of a variable in terms of operations needed to produce or measure that variable.

Concept or Term Violent TV watching
Operationalization
Measurement Checklist of Shows

# II. DEFINITION OF TERMS B. Variables

- Understanding works of fiction
  - Protagonist Antagonist Relationship
- Understanding scientific papers
  - Independent Variable Dependent Variable Relationship
- 1. Dependent Variable (sometimes called criterion variable): The target variable. The variable that is assessed as being the result of or predicted by other variables.

### II. DEFINITION OF TERMS

#### C. Variables

- 2. Independent Variable (sometimes called predictor variable): The manipulated variable. Variation in the IV is predicted to be associated with variation in DV.
- Together, the IV and DV specify all the variables in a study that the experimenter thinks is relevant: The one(s) you are interested in (DV) and the one(s) you think influence the one(s) you are interested in (IV).

 $IV \rightarrow DV$ 

# II. DEFINITION OF TERMS C. Hypothesis

- Hypothesis: Operationally defined statement that specifies a predicted relation (causal or correlation) between the IV and DV.
  - Causal Relation: A strong claim -- that variation in the IV actually causes variation in the DV.
    - Violent TV watching causes child aggression.
  - Correlation Relation: A weak claim -- that variation in the IV is associated with variation in the DV.
    - Violent TV watching is related to child aggression

# III. DATA COLLECTION AND DESIGNS

- A. Correlational/Descriptive Designs
- How you specify the relation between the IV and DV makes a difference for the kind of research design you employ.
  - A Correlational/Descriptive Design tests hypotheses which predict a correlational relation between the IV and DV.
  - A Causal/Experimental Design tests hypotheses which predict a <u>causal relation</u> between the IV and DV.

# III. DATA COLLECTION AND DESIGNS A. Correlational/Descriptive Designs In Correlational/Descriptive designs, the experimenter is <u>passive</u> (merely recording the world without substantially changing it). Start with lots of different people. Look for one way people differ (IV) See if they also differ in another way (DV)

Aggressive Behavior

Aggressive Behavior

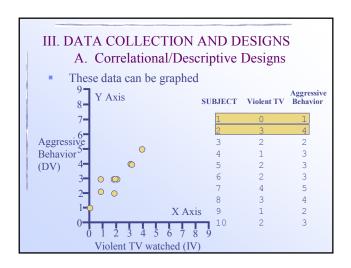
# III. DATA COLLECTION AND DESIGNS

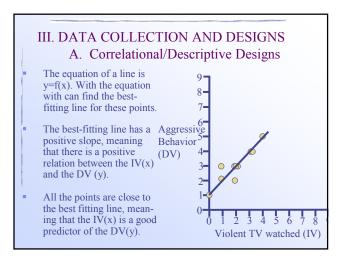
- A. Correlational/Descriptive Designs
- 1. Observational techniques
  - Naturalistic observation of real world behavior.
  - Structured observation of laboratory behavior.
- 2. Self-Report techniques
  - Self-reports are instruments that ask standard questions (surveys, questionnaires)
  - Clinical interviews unstructured explorations through a flexible, conversational interaction.
  - Structured interview: Everyone asked the same questions.
- 3. Other Methods
  - Clinical method (case study approach) complete picture of an individual from interviews, observation and tests.
  - Psychophysiological methods of biological processes in behavior.
  - Neurological Techniques: electroencephalogram (EEG) and functional magnetic resonance imaging (fMRI).
  - Ethnography: participant observation.

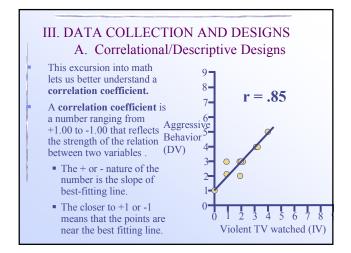
# III. DATA COLLECTION AND DESIGNS A. Correlational/Descriptive Designs

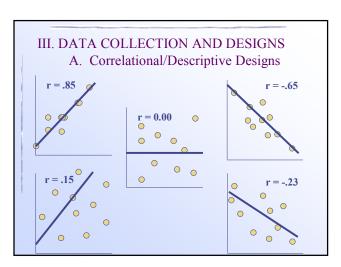
- Naturalistic Observational Study
  - A correlational study using natural observational techniques of violent TV watching and aggressive behavior.
- Each researcher will observe one child over the day, noting...
  - the frequency of violent TV shows (as listed on the checklist) watched.
  - the frequency of aggressive behavior (as listed on the checklist).
- The first 10 children may look like this:

A	. Correla	LECTION ANI	ive Designs
SUBJEC		data from the stu Violent TV	Aggressive Behavior
	1	0	1
	2	3	4
	3	2	2
	4	1	3
	5	2	3
	6	2	3
	7	4	5
	8	3	4
	9	1	2
	10	2	3

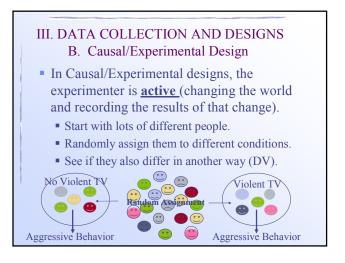








#### III. DATA COLLECTION AND DESIGNS A. Correlational/Descriptive Designs Can we now tell Congress we have the r = .85data to prove... TV violence causes aggression in kids? Aggressive We should outlaw Behavior violent TV shows? In what other ways might kids high and low in violent TV watching and aggressive behavior differ from each other? Violent TV watched (IV)



# III. DATA COLLECTION AND DESIGNS

# B. Causal/Experimental Design

- Characteristics of C/E Designs
  - Control over IV: Give one group of subjects one kind of experience and another group another kind of experience.
    - Usually give the Experimental Group a treatment and the Control Group no treatment.
  - Control over conditions: All variables kept constant so there are no other differences between groups.
    - All aspects of the experiment are exactly the same between the groups, except the IV.
  - Random Assignment: Used to insure that there are no initial differences between the groups.

# III. DATA COLLECTION AND DESIGNS B. Causal/Experimental Design Experimental Study of Aggressive Behavior MEAN NUMBER OF IMITATIVE RESPONSES. Bandura, Ross and Ross observed children's play with a Bobo doll after they watched video of an aggressive adult being rewarded, punished, or having no consequences for her violent behavior. They found that the violent MODEL MODEL NO REWARDED PUNISHED CONSEQUENCES video affected aggressive behavior. BOYS GIRLS