Section 6.1 starts on page 259

Unit 6: Designing Experiments

Experiments: intervenes by imposing some treatment.

Subject: individuals studied in an experiment.

<u>Clinical Trial</u>: experiment that studies the effectiveness of medical treatments on actual patients.

<u>Treatment:</u> any specific experimental condition applied to the subjects.

Placebo: a dummy treatment with no active ingredients.

<u>Placebo effect:</u> When patients respond favorably to the placebo.

<u>Randomized Comparative Experiment:</u> subjects are randomly assigned treatment(s).

Pg. 264 Stopping drunk drivers - Figure 6.3

<u>Control Group:</u> allows us to control the effects of lurking variables. Sometimes receives a placebo or in clinical studies often given product already out on the market.

<u>Statistical Significance</u>: an observed effect so large that it would rarely occur by chance.

Principles of experimental design

- 1. Control the effects of lurking variables. Use a placebo or a control group.
- 2. Randomize use chance to assign subjects to treatments.
- 3. **Use enough subjects** in each group to reduce variation in the results.

EXAMPLE PG. 266 #6.10

Practice:

PG. 261 #6.1, 6.2(a,b), 6.6

PG. 266 #6.7, 6.9

PG. 269 #6.14, 6.15