## More on Ch. 13

## EXPERIMENTAL DESIGN

Matched Pairs Design

## COMPIETELY RANDOMIIED DESIGN



## aranoon SAMPLE (orsubecis) allows us to GeNERALIZE our results to a larger population.

## VS.

# ranoon ASSIGNMENT (of subjectis to treatueni grours) ALLOWS US TO DETERMINE A CAUSE-AND-EFFECT RELATIONSHIP. 

## Matche Pairrs (a special type of blocking)

Remember that "blocking" means we separate our subjects into groups, and then run a separate experiment within each group.

Matched Pairs can be done in 2 ways:

1) We create blocks of size 2 (where the pairs are similar in some aspect), and then randomly assign each member of the pair one of the two treatments.
2) A "before-and-after" type of test, where each subject gets BOTH treatments (and usually we randomize the order of the treatments).

And then we measure the difference between the 2 results.

## Randomizing for Matched Pairs:

- Give each pair a different \#, 1 or 2
- Flip a coin!

If 'Heads,' \#1 gets treatment A and \#2 gets treatment B.
If 'Tails,' vice versa.

## Just make sure to filp a coin for EAGH pair!

Don't say, "If I flip 'heads,' ALL the \#1's in all the pairs will get treatment A."

You must give EACH \#1 (and \#2) a fair chance of going either way.
"Tails,' vice versa.

