experiment sandbox



resource: experimental design 4 the life sciences 4e

@cjlortie

subject-level experiments

life is an experiment of one



within-subject designs

[cross-over/repeated-measures]
typically use sequential treatments
to explore outcomes on same individual



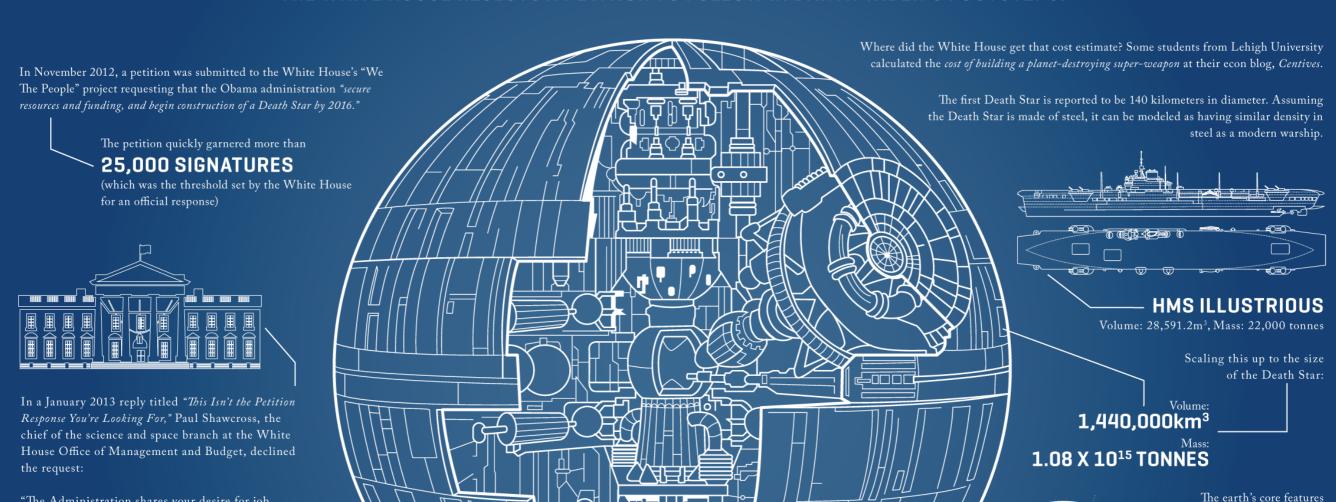


change is the key response

sequential treatments are an efficacious design, manipulative, & emulate natural dynamics

SHOULD THE U.S. GOVERNMENT BUILD A DEATH STAR?

THE WHITE HOUSE REJECTS A PETITION TO FOLLOW IN DARTH VADER'S FOOTSTEPS.



"The Administration shares your desire for job creation and a strong national defense, but a Death Star isn't on the horizon. Here are a few reasons: The construction of the Death Star has been estimated to cost more than \$850,000,000,000,000,000. We're working hard to reduce the deficit, not expand it. The Administration does not support blowing up planets. Why would we spend countless taxpayer dollars on a Death Star with a fundamental flaw that can be exploited by a one-man starship?"

enough iron to create
OVER 2 MILLION

VER 2 MILLION DEATH STARS

At today's rate of steel production, in order to produce enough steel it would take

833,315 YEARS

and it would cost

\$852 QUADRILLION (roughly 13,000 times the world's GDP)

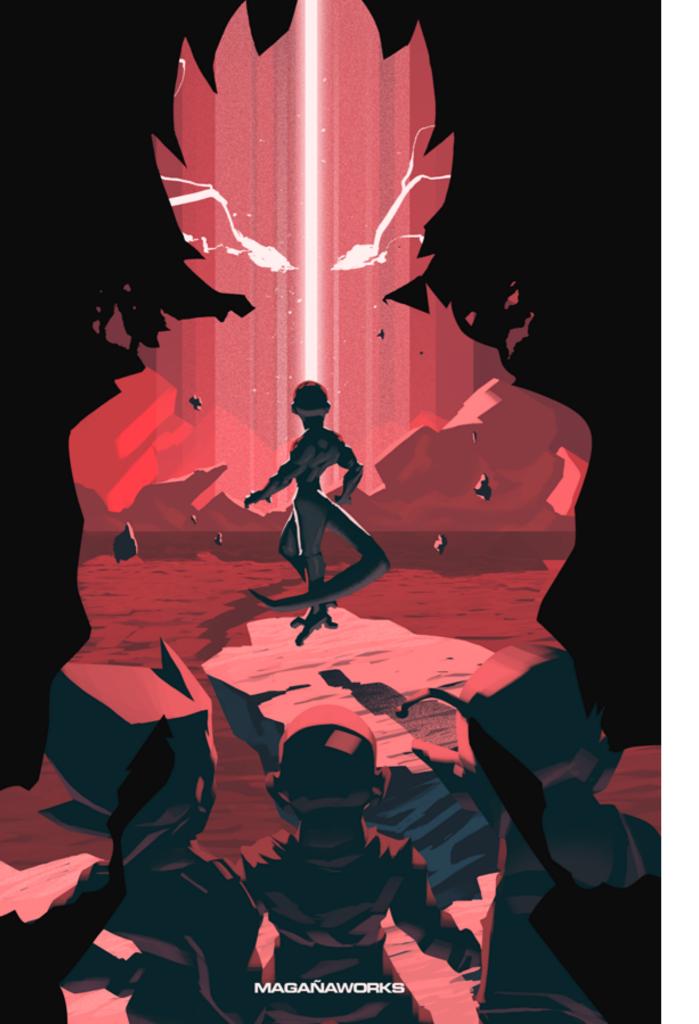
limitations



- I. temporal-ordering effects
- 2. carry-over effects

solutions for each challenge





counterbalancing ensures that the order of treatments is varied to encompass all permutations



to redress carry-over effects design washout periods or buffers in sequencing test for **reversibility**, i.e. the capacity for subjects to return to pre-intervention states



sequence effect depends on timing first-order and higher-order carry-overs





better design focus

$$n = 1$$
 delta = 2

measure change and collapse measures when possible to avoid pseudoreplication

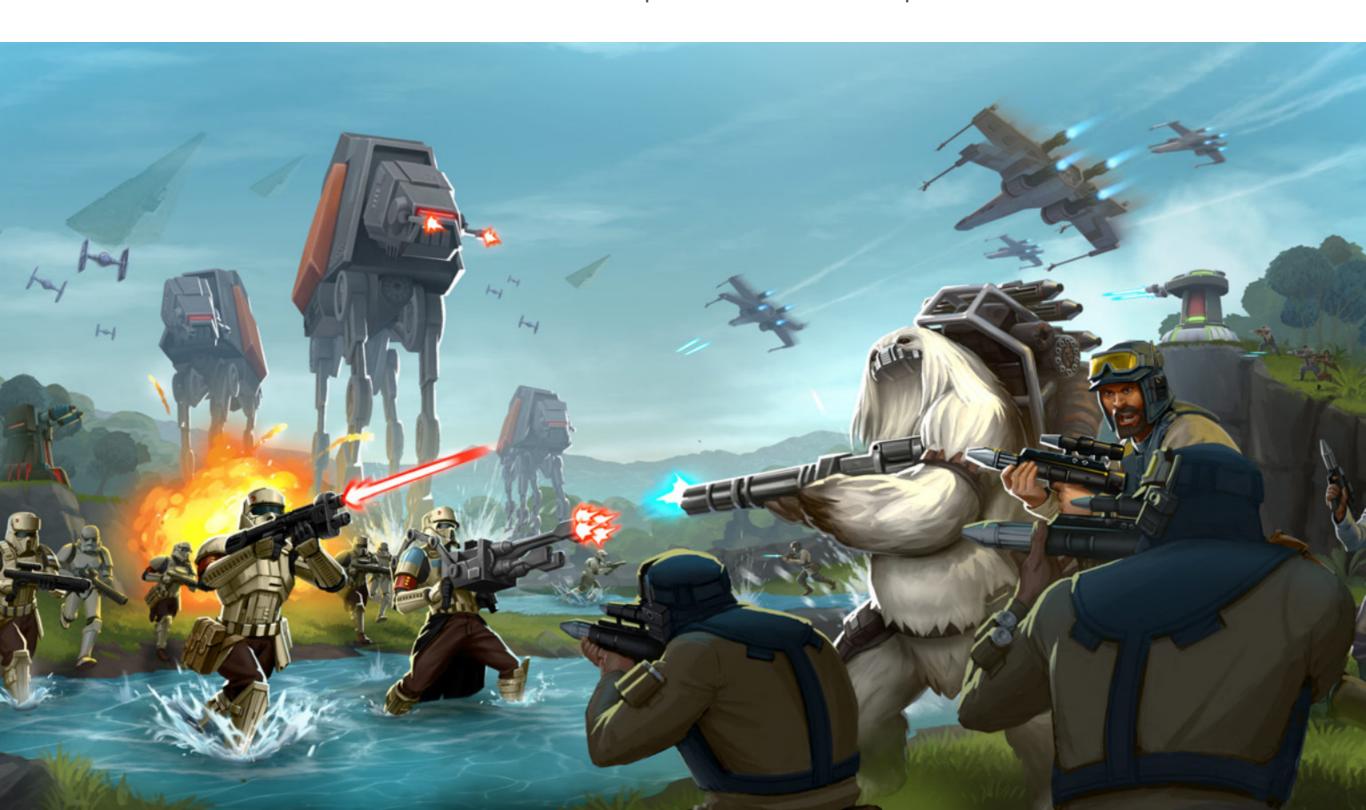
delta > 4 treatments switch from each first order(ing) to random

ideal strategy is random permutations of all order



one block model typically and focus on sequence (of attack/intervention) to precipitate changes

typically employ sequencing and not simultaneous treatments and can lead to more protracted experimentation



A long time ago, in a galaxy far, far away....

consider coding time as a factors in models