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## Producing Data

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Review		
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- State hypotheses about the answer to the question.
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  - Scatterplot Depict the relationship between two quantitative variables.
  - Two-way table Joint distribution of two categorical variables.

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Questions		
Defining t	the Question	

How do we find and define topics for research questions?

- Policymakers (e.g., considering a new program, evaluating an existing program)
- Advocacy organizations or think tanks identify a problem
- Academic literature has found a problem, trend, or policy worth examining

Research questions generally investigate a specific question on a specific topic to better inform the data needed to answer the question

- Describe a trend in policy specific behaviors (e.g., Are imprisoned persons more likely to re-offend? Are teachers leaving the profession at higher rates?)
- Identify a theoretically important relationship (e.g., Does monopoly control of a service increase prices? Does denser development reduce driving?)
- Identify a causal link between an intervention and outcome (e.g., Does higher funding levels for schools improve student learning? Does better street lighting reduce crime?)

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Once we have a research question, we need to design our study. Generally three kinds:

- Observational: Record data on individuals without attempting to influence the responses.
  - Good for describing a trend or theoretically important relationship.
  - Many of the statistics we've learned to calculate to date are useful for observational studies.
- Quasi-experimental: Use advanced statistical techniques to estimate effects of treatments on people in the real world.
  - Good for identifying a causal link between an intervention and an outcome.
  - BUT...highly technical
- Experimental: Deliberately impose a treatment on individuals and record their responses. Influential factors can be controlled.
  - Good for identifying a causal link between an intervention and an outcome.

• BUT...expensive and potentially not generalizable outside of the lab. Note that good research questions often imply what design should be used.  $\langle \Box \rangle \langle \Box \rangle \langle \Box \rangle \langle \Xi \rangle \langle \Xi \rangle \langle \Xi \rangle$ 

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Collecting	g Data	

We have a question, we have a design, now we need data! Most common ways to get data in policy research:

- Survey a sample or population of interest to the study.
  - Used in observational studies and quasi-experiments.
- Observe and record information about a sample or population.
- Collect administrative data about a sample or population.

What is the difference between a sample and a population?

- Population refers to every individual in a given frame. Example: All humans, all residents in America, all public school students in California, all bees.
- Sample refers to the set of individuals we observe in our data. Example: A sample of public school students in California, a set of bees collected from different locations.



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Sampling		
Designing	a Sample	

Study results can be deeply influenced by decisions made when constructing the sample for analysis. Common sample designs you will see in research:

- Convenience sampling: Just ask whoever is around. Examples: Street polls, classroom polls, many marketing surveys.
- Voluntary Response Sampling: Individuals choose to be involved. Examples: Clinical trials, Internet polls
- Random sampling: Individuals are randomly selected. Each individual in the population has the same probability of being in the sample. Example: Public opinion polls.
- Stratified random sample: a series of random sampling performed on subgroups of a given population. Examples: Some government surveys.
- Multiple stage random sample: select groups within a population in stages, resulting in a sample consisting of clusters of individuals. Examples: Many government studies.

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Sampling		
Sampling	Considerations	

Two important factors for a good sample:

- Sample is representative of the population of interest.
- ② All eligible individuals have equal likelihood of selection into sample.

Many different designs try to optimize both representativeness and efficiency (lowest cost for needed statistical power). Considerations for samples:

- Random sampling might lead to **undercoverage**, an issue where a subpopulation is excluded or undercounted in the sample, and create an unrepresentative sample
- Multiple stage and stratified sampling can ensure representativeness with a smaller and less expensive sample; however, selection is not entirely random.
- All samples can suffer from nonresponse, which occurs when people refuse to provide some or all information for the study despite being sampled, again yielding unrepresentative samples.
- Participants can be subject to question wording effects, such as using a positive or negative lead to a question, or social desirability bias, such as lying about how much you study to look better for the researcher.

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Sampling		
Sampling	Considerations	

Always consider the strength of a sample when analyzing it (or reading someone's analysis of it). Be skeptical of convenience and voluntary samples in observational studies!

Many observational studies want a realistic picture of a problem, trend, or relationship. For observational studies, in particular, it is important to ensure the sample is representative of the population of interest and not subject to nonrandom sample distortions.

Quasi-experiments and experiments use techniques that can compensate for some sample deficiencies (but should still avoid them).

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Research Designs		
Research I	Designs	

- Quasi-experiments and experiments distinguish themselves from observational studies by seeking to answer an additional question: what would the outcome have been if people had **not** been given a treatment? In other words, these designs try to estimate **potential outcomes**.
- **Treatment** in experimental designs refers to the factor, such as a policy change or program, that can be manipulated by researchers (or the larger world).
- To approximate the potential outcome that would have happened without the treatment, experimental designs also include a **control** group, or people not given the treatment.
- We refer to objects in an experiment **experimental units** or, if they are people, **subjects**.
- If something other than the treatment systematically effects one group and not another, we refer to this as **bias**.
- Subjects, like all people, sometimes change their behavior when participating in a study, which could lead to bias known as the placebo effect.

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Research Designs			

#### Potential Outcomes and Experiments

• If our research question is "Does this treatment affect outcome Y?", we are interested in estimating the **average treatment effect**, which can be expressed as:

$$ATE = (\overline{Y_t} - \overline{Y_c}) \tag{1}$$

- Equation (1) is just a fancy way of saying the difference between the average outcomes of people who received the treatment  $(\overline{Y_t})$  and people who did not  $(\overline{Y_c})$ .
- We cannot observe what would happen to the people who got the treatment if they didn't receive it...
- BUT...if we randomly assign some people to get the treatment and others to not get it, we can construct a control group who, *on average*, only differs from the treatment group by not getting the treatment.
- Randomizing helps us ensure that we account for unobserved factors that might affect the outcome.
- The result: the difference in average outcomes between the two groups can only be attributed to the treatment!

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Research Designs			

#### Potential Outcomes and Experiments

More visually, some possible explanations for an observed association are below. The dashed lines show an association. The solid arrows show a cause-and-effect link. x is explanatory, y is response, and z is a lurking variable for which we lack data. Experiments control for Z because Z will be equal between treatment and control groups as a result of randomization.



Figure 2.28 Introduction to the Practice of Statistics, Sixth Edition © 2009 W.H. Freeman and Company

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Spurious	Correlations		
Research Designs			
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Put another way, sometimes X and Y can have the same pattern for no reason whatsoever (spurious correlations)!



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Randomizing comes in after you have a question, know your treatment, and have a sample. You follow these steps:

- Use number to label experimental units
- Use the table of random digits to select labels and assign units to two groups, treatment group and control group. Or in Excel, use function "=rand()".
- Only the treatment group will receive the treatment.
- After the treatment, the changes of two groups are compared to determine the effect of the treatment.
- Repeat the experiment with a different sample to see whether the results can be replicated.

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Research Designs		
Final Desig	n Notes	

- Observational studies are important and can tell us a lot about the world.
- BUT...there should be either a strong theoretical reason for a relationship or, even better, some strong experimental evidence to confirm it.
- Make sure that the design and sample you use match the question you are trying to answer.

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Example			

• RQ1: What classes do high school students take?

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- RQ1: What classes do high school students take?
- Sample: Multiple stage sample 1) Representative sample of high schools; 2) Random sample of students within schools

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- RQ1: What classes do high school students take?
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- Study design: Observational

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- RQ1: What classes do high school students take?
- Sample: Multiple stage sample 1) Representative sample of high schools; 2) Random sample of students within schools
- Study design: Observational
- Statistics: Central tendency, spread, some joint distributions.

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• RQ2: Does taking calculus in high school affect college enrollment?

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- RQ2: Does taking calculus in high school affect college enrollment?
- Sample: Multiple stage sample 1) Representative sample of high schools; 2) Random sample of students within schools OR administrative data OR voluntary participation from some high schools (if experiment)

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- RQ2: Does taking calculus in high school affect college enrollment?
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- Treatment: Taking calculus

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- Study design: Quasi-experimental or experimental.
- Treatment: Taking calculus
- Statistics: Average Treatment Effect

Examples

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