

## Quasi-experimental Designs

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## Review from last week

- True experimental
  - preferred type when feasible
  - controls for more threats
- Factorial
  - Two or more independent variables; often with more than one level; at least one is manipulated
- Pre-experimental
  - not as powerful
  - limited usefulness, though program evaluation relies on this type

## Quasi-experimental

- Used when randomization is not possible
  - I.e. - not permitted to break up intact groups
  - Whole class is assigned to treatment

## Two major designs

- Nonequivalent control group design
- Counterbalanced design

## Nonequivalent control group

- Similar to pretest-posttest control
- Random assignment of groups, not individuals

O X1 O  
O X2 O

## Counterbalanced design

- Patten calls this “equivalent time-samples design”
- All groups get all treatments, but in (preferably) random order

X1 O X2 O X3 O  
X3 O X1 O X2 O  
X2 O X3 O X1 O