

# Current Topics in Media Computing and HCI

## L02 Experimental Research: Writing a Protocol

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<http://hci.rwth-aachen.de/cthci>

# Expected Until Now

- Received the “Welcome to CTHCI SS 18” email via L2P
- Read Research contributions in human-computer interaction
- Watched all videos on iTunes Podcasts (RSS) (total 8)
  - HCI contribution types
  - Contribution and benefits statement
  - Experimental approaches
  - Experimental research
- Formed a team for assignments

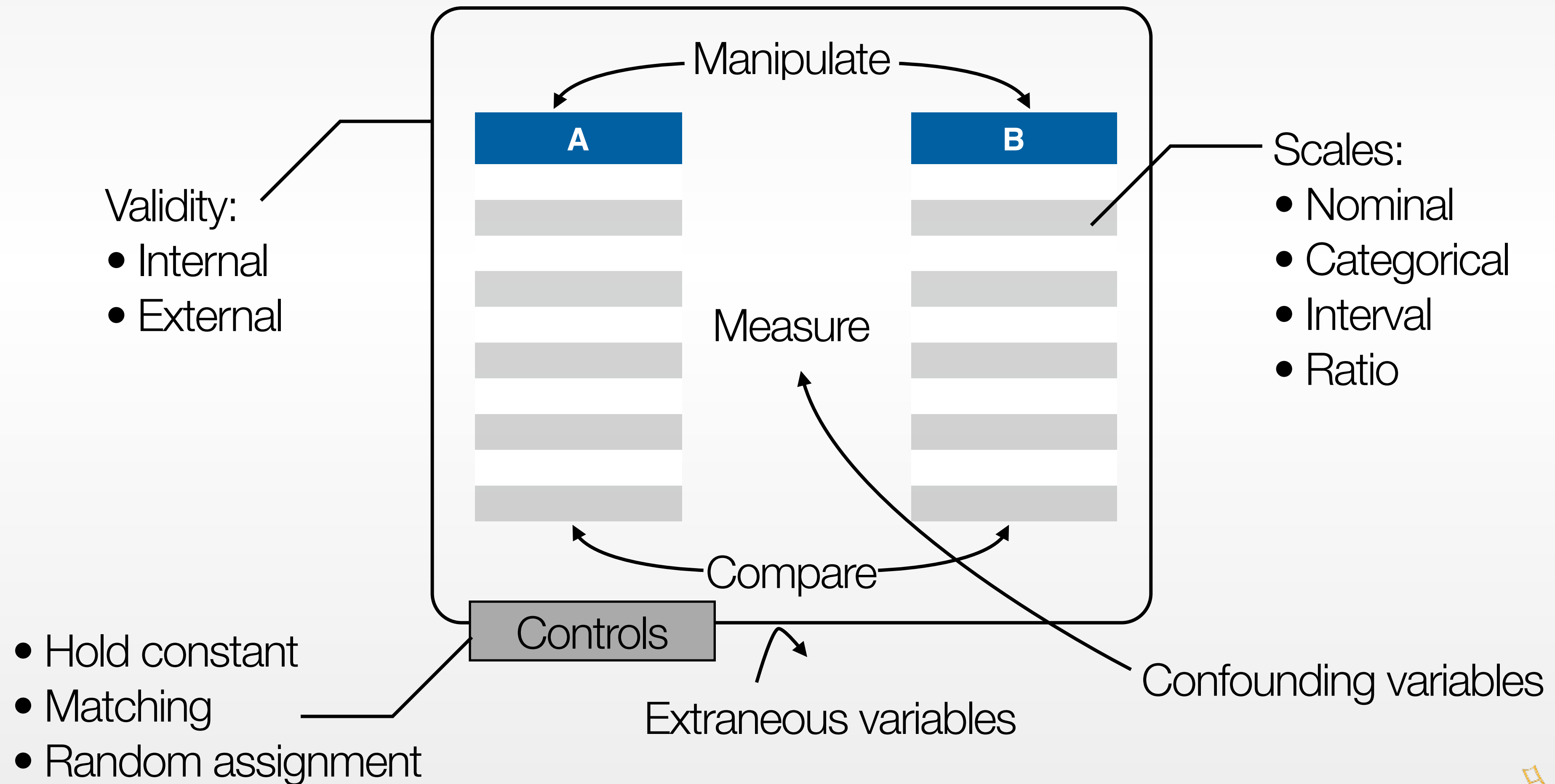
# Assignment Teams

Last Name	First Name	Team
Shanmuga Sundaram	Harish Balaji	1
Arsenij	Anton	1
Pelinescu	Catalin-Ionut	1
M?nguez Garrigues	Jose	1
Isaenko	Vitalii	1
Ahnvik	Louise	2
Messerschmidt	Moritz Alexander	2
Olbrich	Joshua	2
Röttgen	Michel Maximilian	2
Belova	Anastasiia Albertovna	2
Benscheid	Jan	3
Bayer	Patrick	3
Slupczynski	Michal Piotr	3
Golinski	Tanja	3
Offermanns	Tobias	3
Bayer	Julia	4
Peskovic	Mirela	4
Raouf	Emania	4
Wronska	Ada Magdalena	4
Junga	Marten	4

Last Name	First Name	Team
Lagare	Rakesh Mahaveer	5
Snizhko	Oleksandr	5
Kücükyareli	Tayfun	5
Menon	Vishnu Nandakumar	5
Hupri	Devendra Bharatesh	5
Tavarekere Ramamoorthy	Nagesh	5
Schmidt	Alexander	6
Strüver	Jakob	6
He	Luisa	6
	Patrick	6
Schäfer	René	6
Comanns	Fabian	6

**This list is no longer valid!**

# Basic Elements of Experimental Study



# Hypothesis

- Hypothesis
  - A hypothesis is an educated prediction about the relationship between two or more variables. It is a specific, **testable** prediction about what you expect to happen in a study.
  - Example: “Young participants will have significantly better memories than older participants”
  - How could we study this?
  - Variables?

<https://explorable.com/operationalization>

# Operationalization

- Operationalization
  - “Operationalization is the process of strictly defining variables into measurable factors. The process defines fuzzy concepts and allows them to be measured, empirically and quantitatively.”
- Example: “Young participants will have significantly better memories than older participants”
  - *Young participants:* aged between 16 - 30
  - *better memories:* recall more nouns from a list of twenty
  - *older participants:* aged between 55 - 70
- **Final hypothesis** “Participants aged between 16 - 30 will recall significantly more nouns from a list of twenty than participants aged between 55 - 70”

# User Study Protocol

- A document that explicitly states why a research project is being conducted and how
- Purpose:
  - Clearly state the research question and hypotheses
  - Plan the research procedure in details
  - A guide for all involved personal
  - Monitor research progress
  - Reproducibility

\*(O'Brien and Wright, 2002) How to write a protocol

# Protocol Structure: The Research Problem

- **Title** - “Evaluating the performance of a new keyboard layout”
- **Research problem** - “We intend to find if our new keyboard layout performs faster and with less errors than the QWERTY keyboard. The new layout would lead to smaller form factors.”
- **Context** - “There have been many new layouts that appear to perform faster than QWERTY but lead to fatigue [X, Y, Z]”
- **Aim** (derived from context)
- **Hypotheses** - “There is no difference in typing speed between the new layout and QWERTY”



# Protocol Structure:

## The Research Method 1/2

- **Independent variables & dependent variables** (levels, operational definition, measurement scale and unit)
- **Task** - “The user will perform a composition task using statements from MacKenzie et al. (CHI 2003). The participant will do the following activities to complete the task...”
- **Subjects/Participants** (number, gender, age distribution, main characteristics, criteria to include or exclude them)
- **Experimental design** (within or between groups and how the conditions will be assigned)

# Protocol Structure: The Research Method 2/2

- **Experiment setup and/or apparatus** (such as hardware or special features in the testing space)
- **Experiment procedure** (what the experimenter will do to setup the testing space)
- **Data analysis methods**
- References
- Include images or sketches if informative
- Write this section in future tense

# A01: Reverse Engineering User Studies

- Split each team to two smaller teams
- Read the paper's introduction and experiment sections
- Reconstruct the experiment protocol
- How did the paper attempt to establish internal and external validity?
- Peers will evaluate the protocol using a checklist

# Validation

- The difference between a claim and a result is **validation**
- **Internal validity**: the extent to which you can say that no other variables except the ones you are studying caused the measure result.
- **External validity**: the extent to which the results of one experiment can be generalized to the world at large.

# Protocol Evaluation Check List

- Is the research question stated clearly?
- Is there any alternative interpretation of the question?
- Suppose you can accept the stated hypotheses, does it contribute to the understanding of the research question?
- Are variables defined clearly on the operational level?
- Is there more than one possible interpretation for the variables?
- Is the experimental design chosen carefully with consideration of the trade-offs?
- Are the statistical methods specified?
- Are the resources needed to conduct the experiment stated?
- Is the duration of the experiment appropriate?
- Ultimate question: If you had no idea about the experiment before, could you pick up this protocol, set up, and conduct the experiment? (Replicability)

# What You Need To Do Now

- **Finish and submit** A01 via L2P
  - The assignment will also be available for you on L2P
- **Required** Read:
  - Methodology Matters – McGrath, 1995 (starting from STUDY DESIGN, COMPARISON TECHNIQUES, AND VALIDITY section)
- **Recommended** Read:
  - Evaluation of Text Entry Techniques – MacKenzie, 2007
  - Developers ask reachability questions – LaToza, T. D., & Myers, B. A., ICSE 2010