




Types of research design

- ♦ **Cross-sectional designs**
 - Data are collected at a fixed point in time
 - Processes evolving over time (cohort comparison design)
 - Nursing skills among classes of 4 different academic years



Types of research design

- ♦ **Longitudinal designs**
 - Data are collected at more than one point in time
 - Trend studies
 - Cohort studies
 - Age-related groups (1960s vs. 1970s)
 - Cross-sequential design



Types of research design

- ♦ **Retrospective designs**
 - Present phenomenon is linked to other phenomena that occurred in the past
 - Relationship about smoking and lung cancer
- ♦ **Prospective designs**
 - Presumed causes and then goes forward in time, what will happen?
 - Need long time follow-up



How to select a research design

- ♦ Based on the amount of knowledge existing
- ♦ Appropriate to the research questions
- ♦ Other consideration
 - Ethics: “No harm!”
 - Time
 - Cost
 - others



Experiment research design

True experiment design
Quasi-experimental design



True experiment research

- ♦ A true true experiment is a scientific investigation characterized by three properties
 - Manipulation
 - Control
 - Randomization



Manipulation

- ♦ The experimenter does **something** to at least one group of the subjects in the study
- ♦ “Something” referred to as the experimental treatment or intervention
- ♦ The experimenter consciously varies the independent variable and observes the effect that the manipulation has on the dependent variable of interest



Control

- ♦ The experimenter introduces one or more controls over the experimental situation, including the use of a control group.
- ♦ A control group is to ensure that the groups are identical on some influencing variables, e.g., sex and age etc.
- ♦ To verify the effects being caused by the intervention (internal validity)



Randomization

- ♦ The experimenter assigns subjects to a control or experimental group on a random basis
- ♦ If subjects are placed in groups randomly, there is no systematic bias in the group with respect to attributes that may effect the dependent variable under investigation (equalizing groups)
- ♦ **Random assignment to groups, not random sampling**



Randomization

- ♦ Matching
 - Advantages
 - Disadvantages
- ♦ Random numbers
 - Advantages
 - Disadvantages
- ♦ Cluster randomization
 - Advantages: Reduced contamination
 - Disadvantages: Large sample size



True experiment designs

- ♦ Basic experimental designs
 - After-only design (post-test only design)
- ♦ Repeated measures design (crossover design)
 - Subjects exposure to more than one exp. treatment



Quasi-experimental design

- ♦ Lack of control or randomization
 - Nonequivalent control group design
 - Not randomly assign subjects to groups
 - Time series design
 - One group pretest-posttest design
 - Time series nonequivalent control design



Comparison of different experiment designs

- ♦ True experimental design is most powerful to test cause-and-effect relationship (internal validity), but make randomization and equal treatment within groups difficult
- ♦ Quasi-experimental design is less powerful in testing cause-and effect relationship, but is more practical and feasible



Nonexperimental research

Descriptive research design
Correlational research design
Comparative research design



Reasons for nonexperimental research

- ♦ Variables cannot be manipulated
 - Human inherent characteristics
 - Manipulation could cause harm
- ♦ Cannot conduct exp. Research
- ♦ Appropriateness of research questions
 - Descriptive studies



Descriptive research

- ♦ To observe, describe, and document aspects of a situation as it naturally occurs
- ♦ Mean, frequency, and percentage are often used



Correlational research design

- ♦ Also refer to survey research
- ♦ Understand relationships among variables
- ♦ Cannot infer causal relationships
 - smoking — lung cancer
 - smoking —→ lung cancer
- ♦ Correlation does not prove causation



Comparative research design

- ♦ To understand differences between groups in a natural situation
- ♦ Groups are equalized, except for with or without the independent variables
- ♦ Cannot infer causal relationship



Qualitative research design



What is Qualitative Research

- ♦ A holistic approach to questions
- ♦ The focus is on **human experience**
- ♦ There is a high level of researcher involvement with subjects



Types of Qualitative Research

- ♦ Phenomenology
- ♦ Grounded Theory (theory development)
- ♦ Ethnography (culture)
- ♦ Anthropology (race)



Phenomenology

- ♦ Husserl (1913) – tried to be objective, rational, and disinterested inquiry.
Bracketing – suspending any belief about the reality of an object so that the thing itself, in itself, could be known.
- ♦ Heidegger (1962) – Being in the world hermeneutical – interpretative approach
One cannot bracket or separate self from the world
– Parse (1987)



Phenomenology

- ♦ Research question – describe **lived experience**
 - What does it feel like to be a parent?
 - What is the living experience of hospitalization?



Phenomenology

- ♦ Sampling
 - Purposive sampling



Phenomenology

- ♦ Data analysis
 - Giorgi methodologies (descriptive phenomenology) (See page 52)
 - Van Kaam (Duchesne school; existential-phenomenological psychology)
 - Parse's approach is consistent with Giorgi's approach
 - Scientific explication: use of frequency to decide the order of categories



Grounded Theory

- ♦ Symbolic interactionism – human behavior is developed through interaction with others. Individuals are active participants in creating meaning in a situation. Focus on **social interactive process** between the individual and others and actions
- ♦ The purpose of Grounded Theory is to **generate explanatory theories of human behavior**



Grounded Theory

- ♦ Research question
 - What is the underlying processes of coping with chronic illnesses?



Grounded Theory

- ♦ Sampling
 - Purposeful sampling
 - To account for all behavioral variation within a group, diverse samples are desired to ensure the data that cover the wide ranges of behavior in various situation. (Analytic generalizability, not statistical generalizability)
 - Theoretical sampling



Grounded Theory

- ♦ Data analysis
 - See handout



Ethnography

- ♦ The culture patterns (about something, e.g., health care)
- ♦ An approach to develop concepts and understanding human behavior from **insider's** views.



Ethnography

- ♦ Research question
 - What is a surgical care unit like?
 - What is Taiwan Native culture?



Ethnography

- ♦ Sampling
 - Purposive sampling in order to get the BEST informants who can “tell it like it is”
 - Opportunistic sampling to get the greatest opportunities to gather the most relevant data



Ethnography

- ♦ Data collection
 - Complete observer
 - Observer-as-participant
 - Participant-as-observer
 - Complete participant



Ethnography

- ♦ Data analysis
 - Content analysis to derive patterns or themes; data coding from concrete to abstract; similar codes are groups together into categories (search for patterns)
 - Data analysis and data collection proceed simultaneously