Design and Implementation of Online Behavioral Experiments

nodeGame.org

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Projects Evaluation

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Projects Evaluation

1. Form a group of 3-5 students (size flexible)
2. Pick a topic, **define a research question**
3. **Design an experiment** to answer the research question
4. **Create an experiment** with the nodeGame framework
5. **Run your experiment** in class or with other subject pools
6. Present current state of work on the last day of the course
7. **Submit your experiment** together with a short report on **GitHub.com**

Projects Evaluation

Your Experiment is Evaluated Against the Following Criteria

1. Must "**run**" (i.e., no errors).
2. **Experimental workflow**, including instructions, must be suitable for online audience
3. Should **take care of common issues of online experiments** (e.g., validate inputs, right waiting room and authorization settings, handle dropouts, etc.).
4. Data collected by your experiment should be able to answer your research question, **ruling out alternative explanations**

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5. **Bonus.** Quality of code (properly commenting it, properly naming variables, avoiding duplication, etc.)
6. **Bonus.** Originality of research approach

Projects Evaluation

Your Report

1. Must be **2-5 pages** (not more)
2. Must **define research questions**
3. Must **highlights previous literature** (experimental or theoretical) related to your research question and **explain what is your new contribution**
4. Must explain potential issues not covered by your experimental code

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4. Must explain potential issues not covered by your experimental code
5. **Bonus.** Could contain analysis of any collected experimental data

Projects Evaluation

Individual Contributions

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Projects Evaluation

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2. **Bonus.** Be curious, ask questions and give answers (wrong or correct) in class.

Deadlines

1. **Form a group** with a **research topic**: Sat 16th Nov 19
2. Nail down your **hypotheses** and **research question**: Sat 23rd Nov 19
    1. Create a GitHub project repository per group stating your research question with some preliminary code
    2. Add README.md containing short summary and references to related literature
3. Present **current state of work**: Mon 25th Nov 19 (last lecture)

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3. Present **current state of work**: Mon 25th Nov 19 (last lecture)
4. Submit **Final Report**: Sun 12th Jan 20
5. **Presentation** with all students: 13-24 Jan 20 (a doodle will be available to choose the exact date and time)