

# how to design an experiment

**how to design an experiment** is a fundamental skill in scientific research and data analysis, essential for obtaining reliable and valid results. Designing an experiment involves careful planning and consideration of various factors including hypothesis formulation, variable control, selection of appropriate methods, and data analysis strategies. A well-structured experimental design maximizes the accuracy of conclusions while minimizing bias and errors. This article provides a comprehensive guide on how to design an experiment effectively, covering key principles, steps, and best practices. Whether conducting experiments in natural sciences, social sciences, or engineering, understanding the core concepts of experimental design is crucial. The following sections will outline the process of designing an experiment, from defining the research question to analyzing the collected data and interpreting the results.

- Understanding the Basics of Experimental Design
- Formulating a Hypothesis and Research Question
- Identifying Variables and Controls
- Choosing the Experimental Design Type
- Planning Data Collection Methods
- Implementing the Experiment
- Analyzing and Interpreting Data

## Understanding the Basics of Experimental Design

Experimental design is the framework that guides how research is conducted to test hypotheses and answer scientific questions. It ensures that experiments are structured in a way that the results are valid, reliable, and reproducible. At its core, experimental design involves manipulating one or more independent variables to observe their effect on dependent variables while controlling for extraneous factors. This structured approach helps isolate causal relationships and minimizes the influence of confounding variables.

## The Importance of Experimental Design

Proper experimental design is crucial because it directly impacts the integrity of the research findings. Without a clear design, experiments may produce ambiguous or misleading results. A rigorous design helps to:

- Reduce experimental bias

- Enhance reproducibility and validity
- Facilitate clear interpretation of results
- Allow for statistical analysis with confidence

## Key Principles of Experimental Design

Several fundamental principles guide the process of designing an experiment. These include randomization, replication, and control. Randomization reduces selection bias by randomly assigning subjects or samples to different treatment groups. Replication involves repeating the experiment or using multiple samples to ensure findings are consistent. Control refers to the management of variables that could influence the outcome but are not the focus of the study.

## Formulating a Hypothesis and Research Question

The first step in how to design an experiment is to clearly define the research question and hypothesis. The hypothesis is a testable statement predicting the relationship between variables. It should be specific, measurable, and grounded in existing knowledge or theory.

## Developing a Research Question

A well-crafted research question guides the direction of the experiment. It should be concise and focused, addressing a gap in knowledge or a particular phenomenon. For example, instead of a broad question like "Does fertilizer affect plant growth?", a more precise question would be "How does the concentration of nitrogen fertilizer affect the growth rate of tomato plants over six weeks?"

## Constructing a Testable Hypothesis

The hypothesis should clearly state the expected outcome. It often takes the form of a null hypothesis (no effect) and an alternative hypothesis (an effect exists). For example:

- **Null hypothesis (H0):** Nitrogen fertilizer has no effect on tomato plant growth.
- **Alternative hypothesis (H1):** Increasing nitrogen fertilizer concentration increases tomato plant growth rate.

## Identifying Variables and Controls

Understanding and defining variables is crucial when learning how to design an experiment. Variables are the elements that can change and affect the outcome of the experiment.

# Types of Variables

There are three primary types of variables in experimental design:

- **Independent variable:** The factor that is deliberately manipulated or changed to observe its effect.
- **Dependent variable:** The measurable outcome that responds to changes in the independent variable.
- **Controlled variables (constants):** Factors kept constant to prevent them from affecting the dependent variable.

## Establishing Controls

Controls are essential to ensure that the results can be attributed to the independent variable alone. This includes using control groups that do not receive the experimental treatment or maintaining environmental factors such as temperature, humidity, or lighting consistent across groups.

## Choosing the Experimental Design Type

Selecting the appropriate experimental design is a key consideration in how to design an experiment. The choice depends on the research question, the nature of the variables, and the resources available.

## Common Types of Experimental Designs

Several experimental designs are commonly used, each with its own advantages and limitations:

- **Completely Randomized Design:** Subjects or samples are randomly assigned to treatment groups, ideal for homogenous populations.
- **Randomized Block Design:** Subjects are grouped into blocks based on a variable (e.g., age, gender) before random assignment, controlling for variability within blocks.
- **Factorial Design:** Tests the effects of two or more independent variables simultaneously, allowing for interaction effects analysis.
- **Crossover Design:** Subjects receive multiple treatments in a sequence, useful for reducing variability between subjects.

## **Considerations for Design Selection**

Factors influencing design choice include the complexity of the research question, the number of variables, ethical considerations, and the feasibility of replication. Proper design selection ensures that the data collected will be suitable for analysis and interpretation.

## **Planning Data Collection Methods**

Effective data collection is essential in how to design an experiment, as the quality of data directly affects the validity of conclusions. Planning involves deciding what data to collect, how, and when.

## **Measurement Techniques**

Choosing precise and reliable measurement tools is critical. Depending on the experiment, data may be collected through instruments, surveys, observations, or digital sensors. Calibration and validation of measurement tools help maintain accuracy.

## **Sampling and Sample Size**

Determining the correct sample size ensures statistical power, reducing the risk of Type I and Type II errors. Sampling methods should aim for representativeness to generalize results. Common sampling methods include random sampling, stratified sampling, and systematic sampling.

## **Data Recording Procedures**

Establish clear protocols for recording data to avoid errors and inconsistencies. This includes standardized data sheets, electronic databases, and backup systems. Proper documentation facilitates transparency and reproducibility.

## **Implementing the Experiment**

After thorough planning, the next phase in how to design an experiment is execution. Implementation must follow the established design strictly to maintain integrity.

## **Conducting the Experiment**

Execute the experiment according to the predefined protocols, ensuring that all variables are controlled and treatments applied consistently. Randomization and blinding techniques may be used to reduce bias during implementation.

## **Monitoring and Adjustments**

Continuous monitoring helps identify any deviations or unforeseen issues during the experiment. While strict adherence to the protocol is necessary, minor adjustments may be warranted to address practical challenges, provided they are documented and justified.

## **Analyzing and Interpreting Data**

Data analysis is the final step in how to design an experiment, where raw data are transformed into meaningful results through statistical methods and interpretation.

## **Statistical Analysis**

Select appropriate statistical tests based on the experimental design and data type. Common analyses include t-tests, ANOVA, regression analysis, and chi-square tests. Statistical software can assist in calculating significance, confidence intervals, and effect sizes.

## **Interpreting Results**

Interpretation involves assessing whether the data support or refute the hypothesis. Consider the magnitude and direction of effects, potential confounding factors, and the limitations of the study. Results should be presented clearly with appropriate graphs, tables, and narrative explanations.

## **Reporting Findings**

Transparent reporting includes describing the experimental design, methods, data analysis techniques, and results comprehensively. This allows others to evaluate the validity and reproducibility of the experiment.

## **Frequently Asked Questions**

### **What are the key steps in designing a scientific experiment?**

The key steps include defining the research question, conducting background research, formulating a hypothesis, choosing variables, selecting a control group, deciding on the experimental procedure, collecting data, and analyzing results.

### **How do you identify variables when designing an experiment?**

Variables are identified by determining the independent variable (what you change), the dependent variable (what you measure), and controlled variables (what you keep constant) to ensure the experiment tests the hypothesis effectively.

## **Why is it important to have a control group in an experiment?**

A control group serves as a baseline that does not receive the experimental treatment, allowing comparison to determine if the independent variable has a real effect on the dependent variable.

## **How can randomization improve the design of an experiment?**

Randomization helps eliminate bias by randomly assigning subjects or samples to different groups, ensuring that differences observed are due to the treatment rather than other factors.

## **What role does replication play in experimental design?**

Replication involves repeating the experiment multiple times or using multiple subjects to ensure that results are consistent and reliable, increasing the validity of conclusions.

## **How do you ensure ethical considerations are met when designing an experiment?**

Ethical considerations include obtaining informed consent, ensuring participant confidentiality, minimizing harm or discomfort, and following institutional guidelines or regulations during experiment planning and execution.

## **Additional Resources**

### *1. Design and Analysis of Experiments*

This classic textbook by Douglas C. Montgomery provides a comprehensive introduction to the principles and methods of designing experiments. It covers various designs such as factorial, randomized block, and response surface designs, with a strong emphasis on practical applications. The book includes numerous examples and exercises, making it ideal for both students and practitioners looking to improve their experimental design skills.

### *2. Experimental Design: Procedures for the Behavioral Sciences*

Authored by Roger E. Kirk, this book focuses on experimental design specifically within the behavioral sciences. It offers detailed explanations of design principles and the logic behind experimental control, emphasizing the importance of validity and reliability. The text is accessible for beginners and provides guidance on designing experiments that yield meaningful and interpretable results.

### *3. Designing Experiments and Analyzing Data: A Model Comparison Perspective*

By Scott E. Maxwell, Harold D. Delaney, and Ken Kelley, this book takes a model comparison approach to experimental design and data analysis. It helps readers understand the rationale behind different design choices and how to analyze data accordingly. The authors integrate theory with practical examples, making it suitable for researchers and students seeking a deeper understanding of experimental methods.

### *4. Statistics for Experimenters: Design, Innovation, and Discovery*

This book by George E. P. Box, J. Stuart Hunter, and William G. Hunter introduces readers to the statistical techniques essential for designing and analyzing experiments. It promotes the philosophy

of continuous improvement and innovation in experimental research, providing tools to optimize processes and discover new insights. The text balances theory and application, supporting a wide range of scientific disciplines.

#### 5. *Experimental Design for the Life Sciences*

G. Geoffrey V. R. Warne's book is tailored to experimental design in biological and life sciences. It covers the fundamentals of designing experiments, including sample size determination, randomization, and controlling variability. The book also addresses common pitfalls and provides practical advice for conducting robust and reproducible research in life science fields.

#### 6. *Designing Clinical Research*

By Stephen B. Hulley and colleagues, this book is a valuable resource for designing experiments and studies in clinical and health research. It guides readers through the process of formulating research questions, choosing appropriate study designs, and implementing protocols. The book emphasizes ethical considerations and the importance of rigorous methodology to ensure valid and impactful clinical research findings.

#### 7. *Practical Experimental Design: A Guide to Research Design and Statistical Analysis*

Paul D. Ellis offers a pragmatic approach to designing experiments and analyzing data in this book. It covers the essentials of research design, including control groups, randomization, and replication, along with statistical methods for data interpretation. The book is ideal for researchers and students who want clear, straightforward guidance on conducting experiments effectively.

#### 8. *Design and Analysis of Experiments with R*

This book by John Lawson presents experimental design concepts alongside practical implementation using the R programming language. It bridges the gap between theory and practice by providing code examples and data sets to perform various experimental analyses. The text is well-suited for readers interested in combining statistical computing with experimental methodology.

#### 9. *Fundamentals of Experimental Design and Analysis*

John L. Hays's book offers a foundational look at the principles and techniques of experimental design and analysis. It covers key topics such as hypothesis testing, factorial designs, and variance analysis, with an emphasis on clarity and application. The book serves as a solid introduction for students and researchers new to experimental methods.

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writing up of results. While many books look at the fundamentals of doing successful experiments and include good coverage of statistical techniques, this book very importantly considers the process in chronological order with specific attention given to effective design in the context of likely methods needed and expected results. Without full assessment of these aspects, the experience and results may not end up being as positive as one might have hoped. Ample coverage is then also provided of statistical data analysis, a hazardous journey in itself, and the reporting of findings, with numerous examples and helpful tips of common downfalls throughout. Combining light humour, empathy with solid practical guidance to ensure a positive experience overall, *How to Design and Report Experiments* will be essential reading for students in psychology and those in cognate disciplines with an experimental focus or content in research methods courses.

**how to design an experiment: Experimental Design for Formulation** Wendell F. Smith, 2005-01-01 Many products, such as foods, personal-care products, beverages, and cleaning agents, are made by mixing ingredients together. This book describes a systematic methodology for formulating such products so that they perform according to one's goals, providing scientists and engineers with a fast track to the implementation of the methodology. *Experimental Design for Formulation* contains examples from a wide variety of fields and includes a discussion of how to design experiments for a mixture setting and how to fit and interpret models in a mixture setting. It also introduces process variables, the combining of mixture and nonmixture variables in a designed experiment, and the concept of collinearity and the possible problems that can result from its presence. *Experimental Design for Formulation* is a useful manual for the formulator and can also be used by a resident statistician to teach an in-house short course. Statistical proofs are largely absent, and the formulas that are presented are included to explain how the various software packages carry out the analysis. Many examples are given of output from statistical software packages, and the proper interpretation of computer output is emphasized. Other topics presented include a discussion of an effect in a mixture setting, the presentation of elementary optimization methods, and multiple-response optimization wherein one seeks to optimize more than one response.

**how to design an experiment: Design of Experiments for Engineers and Scientists** Jiju Antony, 2003-09-05 The tools and technique used in the Design of Experiments (DOE) have been proved successful in meeting the challenge of continuous improvement over the last 15 years. However, research has shown that applications of these techniques in small and medium-sized manufacturing companies are limited due to a lack of statistical knowledge required for their effective implementation. Although many books have been written in this subject, they are mainly by statisticians, for statisticians and not appropriate for engineers. *Design of Experiments for Engineers and Scientists* overcomes the problem of statistics by taking a unique approach using graphical tools. The same outcomes and conclusions are reached as by those using statistical methods and readers will find the concepts in this book both familiar and easy to understand. The book treats Planning, Communication, Engineering, Teamwork and Statistical Skills in separate chapters and then combines these skills through the use of many industrial case studies. *Design of Experiments* forms part of the suite of tools used in Six Sigma. Key features: \* Provides essential DOE techniques for process improvement initiatives \* Introduces simple graphical techniques as an alternative to advanced statistical methods - reducing time taken to design and develop prototypes, reducing time to reach the market \* Case studies place DOE techniques in the context of different industry sectors \* An excellent resource for the Six Sigma training program This book will be useful to engineers and scientists from all disciplines tackling all kinds of manufacturing, product and process quality problems and will be an ideal resource for students of this topic. Dr Jiju Antony is Senior Teaching Fellow at the International Manufacturing Unit at Warwick University. He is also a trainer and consultant in DOE and has worked as such for a number of companies including Motorola, Vickers, Procter and Gamble, Nokia, Bosch and a large number of SMEs. \* Provides essential DOE techniques for process improvement initiatives \* Introduces simple graphical techniques as an alternative to advanced statistical methods - reducing time taken to design and conduct tests \* Case studies place DOE techniques in the context of different industry sectors



**how to design an experiment:** *The Principles of Experimental Research* K Srinagesh, 2011-04-01 The need to understand how to design and set up an investigative experiment is nearly universal to all students in engineering, applied technology and science, as well as many of the social sciences. Many schools offer courses in this fundamental skill and this book is meant to offer an easily accessible introduction to the essential tools needed, including an understanding of logical processes, how to use measurement, the do's and don'ts of designing experiments so as to achieve reproducible results and the basic mathematical underpinnings of how data should be analyzed and interpreted. The subject is also taught as part of courses on Engineering statistics, Quality Control in Manufacturing, and Senior Design Project, in which conducting experimental research is usually integral to the project in question.\* Covers such essential fundamentals as definitions, quantification, and standardization of test materials\* Shows students and professionals alike how to plan an experiment—from how to frame a proper Hypothesis to designing an experiment to accurately reflect the nature of the problem to designing with factors.\* Includes a separate section on the use of Statistics in Experimental Research, including overview of probability and statistics, as well as Randomization, Replication and Sampling, as well as proper ways to draw statistical inferences from experimental data.

**how to design an experiment: Designing Experiments for the Social Sciences** Renita Coleman, 2018-08-27 *Designing Experiments for the Social Sciences: How to Plan, Create, and Execute Research Using Experiments* is a practical, applied text for courses in experimental design. The text assumes that students have just a basic knowledge of the scientific method, and no statistics background is required. With its focus on how to effectively design experiments, rather than how to analyze them, the book concentrates on the stage where researchers are making decisions about procedural aspects of the experiment before interventions and treatments are given. Renita Coleman walks readers step-by-step on how to plan and execute experiments from the beginning by discussing choosing and collecting a sample, creating the stimuli and questionnaire, doing a manipulation check or pre-test, analyzing the data, and understanding and interpreting the results. Guidelines for deciding which elements are best used in the creation of a particular kind of experiment are also given. This title offers rich pedagogy, ethical considerations, and examples pertinent to all social science disciplines.

**how to design an experiment: Design of Experiments** Bradley Jones, Douglas C. Montgomery, 2019-12-12 *Design of Experiments: A Modern Approach* introduces readers to planning and conducting experiments, analyzing the resulting data, and obtaining valid and objective conclusions. This innovative textbook uses design optimization as its design construction approach, focusing on practical experiments in engineering, science, and business rather than orthogonal designs and extensive analysis. Requiring only first-course knowledge of statistics and familiarity with matrix algebra, student-friendly chapters cover the design process for a range of various types of experiments. The text follows a traditional outline for a design of experiments course, beginning with an introduction to the topic, historical notes, a review of fundamental statistics concepts, and a systematic process for designing and conducting experiments. Subsequent chapters cover simple comparative experiments, variance analysis, two-factor factorial experiments, randomized complete block design, response surface methodology, designs for nonlinear models, and more. Readers gain a solid understanding of the role of experimentation in technology commercialization and product realization activities—including new product design, manufacturing process development, and process improvement—as well as many applications of designed experiments in other areas such as marketing, service operations, e-commerce, and general business operations.

**how to design an experiment: Design of Experiments for Agriculture and the Natural Sciences Second Edition** Reza Hoshmand, 2006-03-23 Written to meet the needs of both students and applied researchers, *Design of Experiments for Agriculture and the Natural Sciences, Second Edition* serves as an introductory guide to experimental design and analysis. Like the popular original, this thorough text provides an understanding of the logical underpinnings of design and analysis by

selecting and discussing only those carefully chosen designs that offer the greatest utility. However, it improves on the first edition by adhering to a step-by-step process that greatly improves accessibility and understanding. Real problems from different areas of agriculture and science are presented throughout to show how practical issues of design and analysis are best handled. Completely revised to greatly enhance readability, this new edition includes: A new chapter on covariance analysis to help readers reduce errors, while enhancing their ability to examine covariances among selected variables Expanded material on multiple regression and variance analysis Additional examples, problems, and case studies A step-by-step Minitab® guide to help with data analysis Intended for those in the agriculture, environmental, and natural science fields as well as statisticians, this text requires no previous exposure to analysis of variance, although some familiarity with basic statistical fundamentals is assumed. In keeping with the book's practical orientation, numerous workable problems are presented throughout to reinforce the reader's ability to creatively apply the principles and concepts in any given situation.

**how to design an experiment: Designing Experiments and Analyzing Data** Scott E. Maxwell, Harold D. Delaney, Ken Kelley, 2017-09-11 *Designing Experiments and Analyzing Data: A Model Comparison Perspective* (3rd edition) offers an integrative conceptual framework for understanding experimental design and data analysis. Maxwell, Delaney, and Kelley first apply fundamental principles to simple experimental designs followed by an application of the same principles to more complicated designs. Their integrative conceptual framework better prepares readers to understand the logic behind a general strategy of data analysis that is appropriate for a wide variety of designs, which allows for the introduction of more complex topics that are generally omitted from other books. Numerous pedagogical features further facilitate understanding: examples of published research demonstrate the applicability of each chapter's content; flowcharts assist in choosing the most appropriate procedure; end-of-chapter lists of important formulas highlight key ideas and assist readers in locating the initial presentation of equations; useful programming code and tips are provided throughout the book and in associated resources available online, and extensive sets of exercises help develop a deeper understanding of the subject. Detailed solutions for some of the exercises and realistic data sets are included on the website ([DesigningExperiments.com](http://DesigningExperiments.com)). The pedagogical approach used throughout the book enables readers to gain an overview of experimental design, from conceptualization of the research question to analysis of the data. The book and its companion website with web apps, tutorials, and detailed code are ideal for students and researchers seeking the optimal way to design their studies and analyze the resulting data.

**how to design an experiment: *Design and Analysis of Experiments*** Angela M. Dean, Daniel Voss, 2000-12-21 This book offers a step-by-step guide to the experimental planning process and the ensuing analysis of normally distributed data, emphasizing the practical considerations governing the design of an experiment. Data sets are taken from real experiments and sample SAS programs are included with each chapter. Experimental design is an essential part of investigation and discovery in science; this book will serve as a modern and comprehensive reference to the subject.

**how to design an experiment: *Design as Democratic Inquiry*** Carl DiSalvo, 2022-02-08 Through practices of collaborative imagination and making, or doing design otherwise," design experiments can contribute to keeping local democracies vibrant. In this counterpoint to the grand narratives of design punditry, Carl DiSalvo presents what he calls "doing design otherwise." Arguing that democracy requires constant renewal and care, he shows how designers can supply novel contributions to local democracy by drawing together theory and practice, making and reflection. The relentless pursuit of innovation, uncritical embrace of the new and novel, and treatment of all things as design problems, says DiSalvo, can lead to cultural imperialism. In *Design as Democratic Inquiry*, he recounts a series of projects that exemplify engaged design in practice. These experiments in practice-based research are grounded in collaborations with communities and institutions. The projects DiSalvo describes took place from 2014 to 2019 in Atlanta. Rather than presume that government, industry—or academia—should determine the outcome, the designers began with the recognition that the residents and local organizations were already creative and

resourceful. DiSalvo uses the projects to show how design might work as a mode of inquiry. Resisting heroic stories of design and innovation, he argues for embracing design as fragile, contingent, partial, and compromised. In particular, he explores how design might be leveraged to facilitate a more diverse civic imagination. A fundamental tenet of design is that the world is made, and therefore it could be made differently. A key concept is that democracy requires constant renewal and care. Thus, designing becomes a way to care, together, for our collective future.

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**how to design an experiment:** Educational Design Research Jan Van den Akker, Koeno Gravemeijer, Susan McKenney, Nienke Nieveen, 2006-11-22 The field of design research has been gaining momentum over the last five years, particularly in educational studies. As papers and articles have grown in number, definition of the domain is now beginning to standardise. This book fulfils a growing need by providing a synthesised assessment of the use of development research in education. It looks at four main elements: background information including origins, definitions of development research, description of applications and benefits and risks associated with studies of this kind how the approach can serve the design of learning environments and educational technology quality assurance - how to safeguard academic rigor while conducting design and development studies a synthesis and overview of the topic along with relevant reflections.

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**how to design an experiment:** Teknika: Jurnal Sains dan Teknologi, Vol 17(2), Tahun 2021 , 2021-11-30 Teknika: Jurnal Sains dan Teknologi Volume 17, Number 2, 2021

**how to design an experiment:** Advances in Guidance, Navigation and Control Liang Yan, Haibin Duan, Yimin Deng, 2023-02-10 This book features the latest theoretical results and techniques in the field of guidance, navigation, and control (GNC) of vehicles and aircrafts. It covers a wide range of topics, including but not limited to, intelligent computing communication and

control; new methods of navigation, estimation and tracking; control of multiple moving objects; manned and autonomous unmanned systems; guidance, navigation and control of miniature aircraft; and sensor systems for guidance, navigation and control etc. Presenting recent advances in the form of illustrations, tables, and text, it also provides detailed information of a number of the studies, to offer readers insights for their own research. In addition, the book addresses fundamental concepts and studies in the development of GNC, making it a valuable resource for both beginners and researchers wanting to further their understanding of guidance, navigation, and control.

**how to design an experiment: Research & Education in Design: People & Processes & Products & Philosophy** Rita Almendra, João Ferreira, 2020-05-27 Design is about the creation of meaningful connections to solve problems and advance human wellbeing; the discipline has always explored the beneficial links between form and function, technology and meaning, beauty and utility, people and artefacts and problems and solutions, among others. This book focuses on the crucial connection between design research and design education. Contemporary society grows increasingly hyper-complex and globally competitive. This state of affairs raises fundamental questions for both Design Education and Design Research: Should research skills be integrated into undergraduate courses? How can we modify design courses without compromising the positive aspects of the educational studio experience? Can the three cycles of higher education in design be combined into a creative and inquisitive educational continuum? To examine the relationship between research and education in Design we must address the topic of knowledge, keeping in mind that the development and dissemination of new and useful knowledge is the core purpose of a University. If we agree that design has its own things to know and ways to find out about them, then design knowledge resides in people, processes, products, and philosophy. This book explores the intersection of these four areas with the aim of uncovering insights to advance the current state of the design discipline.

**how to design an experiment: The Corsini Encyclopedia of Psychology and Behavioral Science, Volume 1** W. Edward Craighead, Charles B. Nemeroff, 2001 Encyclopedia

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standardized approach that includes a basic background to the concepts and step-by-step procedure for conducting the experiment Explains designs that are suitable for college laboratory and professional applications Shows how to organize experimental data as it is collected to optimize usefulness Provides templates for design of the experiment and for presenting the resulting data to technical and nontechnical audiences or clients

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