

# Analysis of Variance

- ANOVA and its terminology
- Within and between subject designs
- Case study

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## Analysis of Variance (Anova)

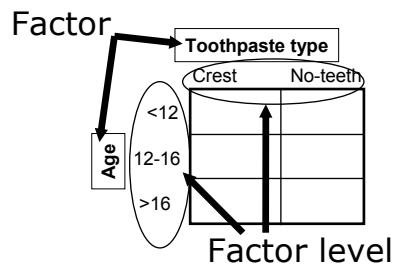
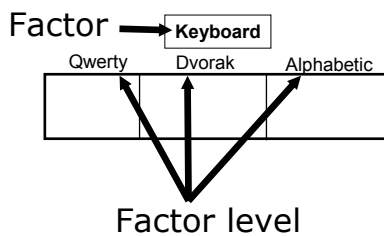
### Statistical Workhorse

- supports moderately complex experimental designs and statistical analysis
- Lets you examine multiple independent variables at the same time
- Examples:
  - There is no difference between people's mouse typing ability on the Dvorak, Alphabetic and Qwerty keyboard
  - There is no difference in the number of cavities of people aged under 12, between 12-16, and older than 16 when using Crest vs No-teeth toothpaste

## Analysis of Variance (Anova)

### Terminology

- Factor = independent variable
- Factor level = specific value of independent variable



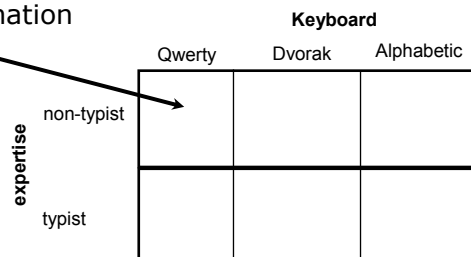
## Anova terminology

### Factorial design

- cross combination of levels of one factor with levels of another
- eg keyboard type (3) x expertise (2)

### Cell

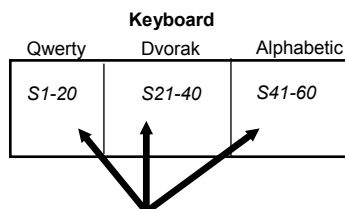
- unique treatment combination
- eg qwerty x non-typist



## Anova terminology

Between subjects (*aka* nested factors)

- subject assigned to only one factor level of treatment
- control is general population
- advantage:
  - guarantees independence i.e., no learning effects
- problem:
  - greater variability, requires more subjects

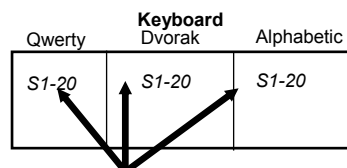


different subjects in each cell

## Anova terminology

Within subjects (*aka* crossed factors)

- subjects assigned to all factor levels of a treatment
- advantages
  - requires fewer subjects
  - subjects act as their own control
  - less variability as subject measures are paired
- problems:
  - order effects



same subjects in each cell

## **Anova terminology**

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### Order effects

- within subjects only
  - doing one factor level affects performance in doing the next factor level, usually through learning
  - example:
    - learning to mouse type on *any* keyboard improves performance on the next keyboard
    - Alphabetic > Dvorak > Qwerty performance *even if there was really no difference between keyboards!*
- S1: Q then D then A  
S2: Q then D then A  
S3: Q then D then A  
S4: Q then D then A ...

## **Anova terminology**

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### Counter-balanced ordering

- mitigates order problem
  - subjects do factor levels in different orders
  - distributes the order effect across all conditions, but does not remove them
  - Fails if order effects are not the equal between conditions
    - people's performance improves when starting on Qwerty but worsens when starting on Dvorak
- S1: Q then D then A  
S2: D then A then Q  
S3: A then Q then D  
S4: Q then A then D...

## Anova terminology

Mixed factor

- contains both between and within subject combinations
- within subjects: keyboard type
- between subjects: expertise

		Keyboard		
		Qwerty	Dvorak	Alphabetic
expertise	non-typist	S1-20	S1-20	S1-20
	typist	S21-40	S21-40	S21-40

## Single Factor Analysis of Variance

Compare means between two or more factor levels within a single factor

example:

- dependent variable: mouse-typing speed
- independent variable (factor): keyboard
- between subject design

Keyboard		
Qwerty	Alphabetic	Dvorak
S1: 25 secs	S21: 40 secs	S51: 17 secs
S2: 29	S22: 55	S52: 45
...	...	...
S20: 33	S40: 33	S60: 23

## **Anova**

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Compares relationships between many factors

In reality, we must look at multiple variables to understand what is going on

Provides more informed results

- considers the *interactions* between factors

## **Anova Interactions**

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Example interaction

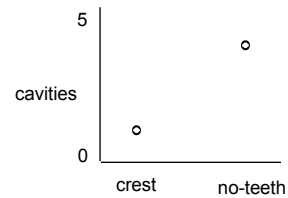
- typists are faster on Qwerty than the other keyboards
- non-typists perform the same across all keyboards
- cannot simply say that one keyboard is best

	Qwerty	Alphabetic	Dvorak
non-typist	S1-S10	S11-S20	S21-S30
typist	S31-S40	S41-S50	S51-S60

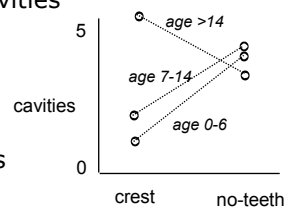
## Anova - Interactions

Example:

- t-test: crest vs no-teeth
  - subjects who use crest have fewer cavities



- anova: toothpaste x age
  - subjects 14 or less have fewer cavities with crest.
  - subjects older than 14 have fewer cavities with no-teeth.



- interpretation?
  - the sweet taste of crest makes kids use it more, while it repels older folks

## Anova case study

The situation

- text-based menu display for large telephone directory
- names listed as a range within a selectable menu item
- users navigate menu until unique names are reached

1) Arbor	- Kalmer
2) Kalmerson	- Ulston
3) Unger	- Zlotsky

1) Arbor	- Farquar
2) Farston	- Hoover
3) Hover	- Kalmer

...

1) Horace	- Horton
2) Hoster, James	
3) Howard, Rex	

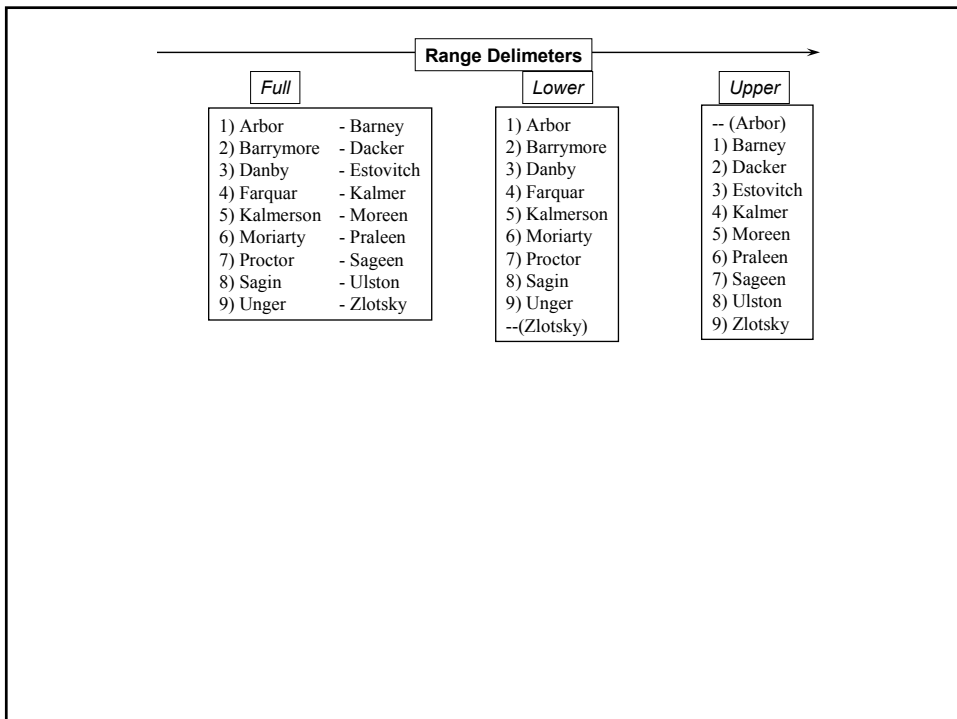
## Anova case study

### The problem

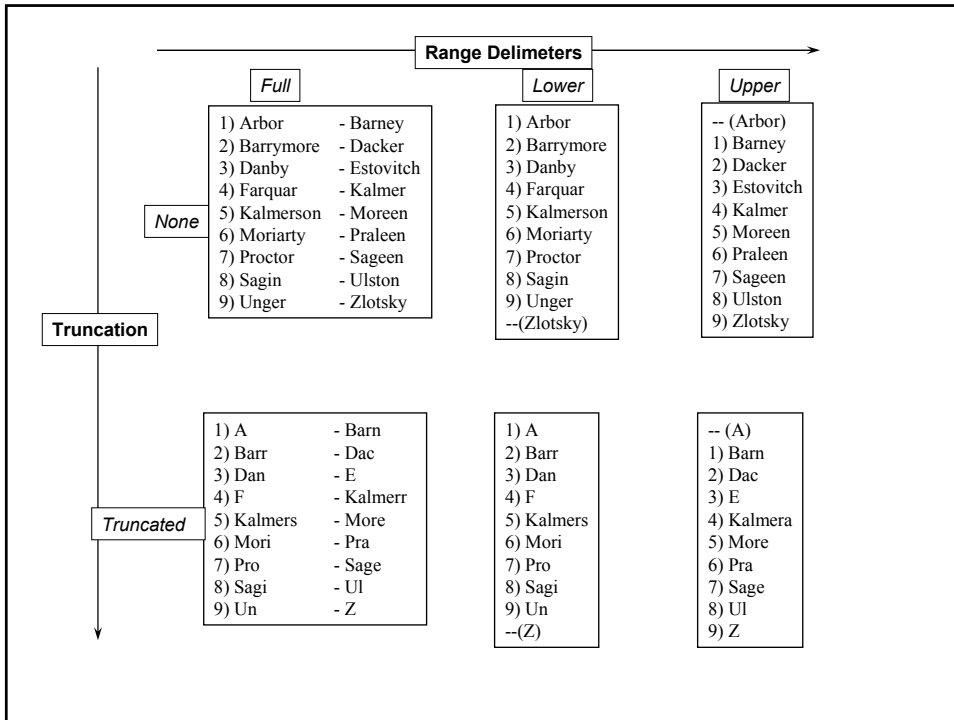
- we can display these ranges in several possible ways
- expected users have varied computer experiences

### General question

- which display method is best for particular classes of user expertise?







## Span

as one descends the menu hierarchy, name suffixes become similar

### Span

#### Wide Span

- 1) Arbor
- 2) Barrymore
- 3) Danby
- 4) Farquar
- 5) Kalmerson
- 6) Moriarty
- 7) Proctor
- 8) Sagin
- 9) Unger
- (Zlotsky)

#### Narrow Span

- 1) Danby
- 2) Danton
- 3) Desiran
- 4) Desis
- 5) Dolton
- 6) Dormer
- 7) Eason
- 8) Erick
- 9) Fabian
- (Farquar)

## Null Hypothesis

- six menu display systems based on combinations of **truncation** and **range delimiter** methods do not differ significantly from each other as measured by people's **scanning speed** and **error rate**
- **menu span** and **user experience** has no significant effect on these results
- 2 level (truncation) x
- 2 level (menu span) x
- 2 level (experience) x
- 3 level (delimiter)

		Truncated		Not Truncated	
		narrow	wide	narrow	wide
Full	Novice	S1-8	S1-8	S1-8	S1-8
	Expert	S9-16	S9-16	S9-16	S9-16
Upper	Novice	S17-24	S17-24	S17-24	S17-24
	Expert	S25-32	S25-32	S25-32	S25-32
Lower	Novice	S33-40	S33-40	S33-40	S33-40
	Expert	S40-48	S40-48	S40-48	S40-48

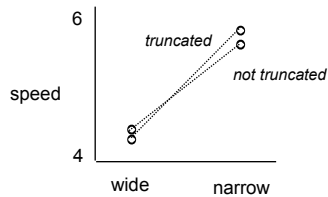
## Statistical results

Scanning speed	<i>F-ratio.</i>	<i>p</i>
<b>Range delimiter (R)</b>	<b>2.2*</b>	<b>&lt;0.5</b>
Truncation (T)	0.4	
<b>Experience (E)</b>	<b>5.5*</b>	<b>&lt;0.5</b>
<b>Menu Span (S)</b>	<b>216.0**</b>	<b>&lt;0.01</b>
RxT	0.0	
RxE	1.0	
RxS	3.0	
TxE	1.1	
<b>TxS</b>	<b>14.8*</b>	<b>&lt;0.5</b>
ExS	1.0	
RxTxE	0.0	
RxTxS	1.0	
RxExS	1.7	
TxExS	0.3	
RxTxExS	0.5	

## Statistical results

### Scanning speed:

- Truncation x Span



### Main effects (means)

	Full	Lower	Upper
Full	----	1.15*	1.31*
Lower		----	0.16
Upper			----
<hr/>			
Span:	Wide	4.35	
	Narrow	5.54	
<hr/>			
Experience	Novice	5.44	
	Expert	4.36	

### Results on Selection time

- Full range delimiters slowest
- Truncation has very minor effect on time: ignore
- Narrow span menus are slowest
- Novices are slower

## Statistical results

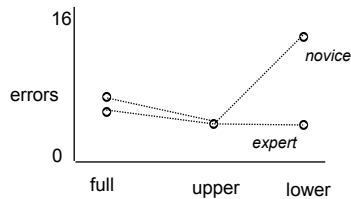
Error rate		<i>F-ratio.</i>	<i>p</i>
<b>Range delimiter (R)</b>		<b>3.7*</b>	<b>&lt;0.5</b>
Truncation (T)		2.7	
<b>Experience (E)</b>		<b>5.6*</b>	<b>&lt;0.5</b>
<b>Menu Span (S)</b>		<b>77.9**</b>	<b>&lt;0.01</b>
RxT		1.1	
<b>RxE</b>		<b>4.7*</b>	<b>&lt;0.5</b>
<b>RxS</b>		<b>5.4*</b>	<b>&lt;0.5</b>
TxE		1.2	
TxS		1.5	
ExS		2.0	
RxTxE		0.5	
RxTxS		1.6	
RxExS		1.4	
TxExS		0.1	
RxTxExS		0.1	

## Statistical results

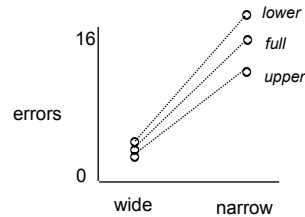
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### Error rates

#### Range x Experience



#### Range x Span



### Results on Errors

- more errors with lower range delimiters at narrow span
- truncation has no effect on errors
- novices have more errors at lower range delimiter

## Conclusions

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Upper range delimiter is best

Truncation up to the implementers

Keep users from descending the menu hierarchy

Experience is critical in menu displays

## **You now know**

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### Anova terminology

- factors, levels, cells
- factorial design
  - between, within, mixed designs

### You should be able to:

Find a paper in CHI proceedings that uses Anova

Draw the Anova table, and state

dependant variables

independant variables / factors

factor levels

between/within subject design