A matter that becomes clear ceases to concern us. -- Nietzsche

You are to generate (typed/double-spaced) **two experiments**, *each* with (A) one **psychology-related INDEPENDENT variable** of your own choosing as well as (B) one **psychology-related DEPENDENT variable** of your own choosing (but nothing less than ratio or interval data). In other words, in this assignment you will be operationally defining **two independent** variables and **two dependent** variables.

For each independent variable, you will be defining it as used in an *experiment* you could actually (potentially) do. I.e., where participants would be *randomly assigned* to the different levels of that variable examining some aspect of human behavior (this is a psychology course, after all).

For each dependent variable, you should define it in a manner that you could realistically (potentially) collect that data from your behavioral experiment. In other words, avoid using fancy and expensive technologies or surveys that you do not actually have.

Note that you should be certain to provide me with sufficient details in order for your measures and manipulations to make sense to me.

EXAMPLES:

So, for example, let's say I wanted to do a study to determine the effects of humor on people's perceptions of the realism of art. I could **manipulate** HUMOR (independent variable) so that there were three levels/groups. I would **RANDOMLY ASSIGN** 30 participants to a "high humor" group, another 30 to a "medium-humor" group, and a final 30 to a "low-humor" group. My definition of "humor" as an independent variable would be ***amount of time laughing that a confederate engages in per joke (taken from any google search for "jokes") while the research participant is present***. The more laughing, the more humor. Specifically, I would have confederates laugh 8 seconds per joke, 4 seconds per joke, or 0 seconds per joke, depending on the condition (high, medium, low humor).

For my dependent variable that **measured** REALISM I would simply have people rate the "realism" of a randomly selected top-100 museum painting in the world (or at a specific museum, or based on a google search, etc.) using a 7-point Likert scale after each joke. The definition here is ***the self-reported level of perceived realism of museum-quality paintings based on a 7-point Likert scale, where 1 = "not at all realistic" and 7 = "extremely realistic."*** To get sufficient data, I would probably make sure to have each participant complete twenty trials (i.e., provide ratings for 20 randomly selected paintings each following 20 different jokes).

BOTTOM LINE: Ultimately how you define your variables depends on the research goal. Clearly, there are research questions for which the above methods would not be appropriate.

Your mission is to generate two simple experiments in order to come up with operational definitions of **two dependent** and **two independent** variables of your own choosing as they would be used in a psychological experiment you could really (potentially) perform.

IMPORTANT: Please ***DO NOT rely solely on an example as your definition***. Your definition may (and probably should) *include* an example, but must ultimately be independent of examples. I.e., you should DEFINE the variable not just give examples of it. **Example-only "definitions" earn no credit.**

TIP: If you find yourself struggling to create an operational definition for a variable, then DROP that variable and try another one. Don't make this assignment more difficult than it needs to be!

WARNING: You may not use the following as independent or dependent variables:

Amount of Sleep	Hunger	Music	Light Color
Stress	Distraction	Sex/Gender	Room Color
IQ/Intelligence	Temperature	Paper Color	(Maybe just avoid color)

DUE: One week from today!

Amount-of-blood-sugar
Amount-of-study-time
Arousal
Audience
Building-floor
Ceiling-height
Clothing-style
Day-of-week
Experimenter-appearance
Experimenter-attitude
Familiarity-with-other
Hunger-level
Lighting
Nervousness
Noise-level
Number-of-doors
Number-of-people
Personal-space
Physical-comfort
Presence-of-experimenter
Presence-of-odor
Presentation-medium
Room-location
Room-size
Room-temperature
Seating-arrangement
Strength
Time-of-day
Type-of-lighting
Weather

Aggression
Attention
Attitudes
Balance
Body-temperature
Breathing-rate
Distance-judgment
Emotions
Eye-blinking
Eye-contact-duration
Eye-movements
Facial-expression
Hand/eye-coordination
Heart-rate
Humor-appreciation
Instruction-following
Intelligence
Judgment-of-time
Memory
Mood
Pleasure
Problem-solving
Reaction-time
Reading-ability
Reading-speed
Reflexes
Respiration
Smoking
Sympathy
Task-performance

Age
Beauty
Disability
Education-level
Eye-separation
Food-preference
Gender
Geographic-location
Hair-length
Handedness
Height
Intelligence/ability
Major-in-college
Materialism
Muscular-health
Olfactory-sensitivity
Personal-interests
Personality-type
Political-beliefs
Profession
Race
Religion
Sexual-orientation
Shoe-size
Smoking-preference
Socioeconomic-status
Study-habits
Type-of-course-sampled
Visual-acuity
Weight