

## Bab 6: Desain Penelitian

### Psikologi Eksperimen

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#### DESAIN PENELITIAN EKSPERIMENTAL

Desain penelitian : rencana/strategi yg digunakan utk menyelidiki masalah penelitian (Christensen, 2001).

→ bukan berarti menentukan desain penelitian, kita mengarahkan penelitian agar hasilnya sesuai dgn keinginan peneliti.

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#### DESAIN PENELITIAN EKSPERIMENTAL

##### FUNGSI DESAIN:

1. Menjawab masalah & hipotesis Penelitian

2. Mengontrol VS

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## JENIS-JENIS DISAIN

### 1. Desain berdasarkan Paradigma Eksperimental

#### A. Between-subject (R.A. Fisher, 1925)

= pendekatan eksperimen N-besar.

→ inter-group comparison

Desain: 2-klp, anova, faktorial

Kontrol: randomisasi harus dilakukan,  
kecuali *counter-balancing*

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## JENIS-JENIS DISAIN

### 1. Desain berdasarkan Paradigma Eksperimental

#### B. Within-subject (B.F. Skinner, 1938)

= pendekatan eksperimen N-kecil.

→ intra-subject comparison

Sebuah kelompok subyek penelitian mendapatkan > 1 perlakuan.

Desain: repeated measurement (within-subject design)

Kontrol: kecuali randomisasi

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## Kelebihan & Kelemahan

### Kelebihan:

Between-subject:

Within-subject:

\relatif singkat.

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## Kelebihan & Kelemahan

**Kelemahan:**

Between-subject:

Within-subject:

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### JENIS-JENIS DESAIN

#### 2. Desain Berdasarkan Teknik Kontrol

No.	Teknik kontrol	Desain
1	Randomisasi	Randomized design
2	Konstansi (kondisi)	-
	Konstansi karakteristik	Matched, blocked design
3	Eliminasi	-
4	VS dijadikan VB ke-2	Factorial design
5	Kontrol Statistik	Covariance design
6	Counterbalancing	Repeated measurement

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#### 3. Desain berdasarkan jumlah kelompok (beberapa contoh desain)

Kontrol	2-klp	Anavar	Faktorial
Konstansi	Matched 2-groups design	Blocked 1-way anova design	Blocked factorial design
Randomisasi	Randomized 2-groups design	Randomized 1-way anova design	Randomized factorial design
VB ke-2	--	--	(semua)
Kontrol Statistik	Ancova 2-groups design	Ancova 1-way anova design	Ancova factorial design

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**Bab 7:**  
**Desain satu kelompok**  
Psikologi Eksperimen

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**Desain Satu-Kelompok**

Merupakan desain penelitian eksperimental dimana 1 perlakuan dari sebuah VB diberikan pada 1 kelompok subyek penelitian.  
→ Bedakan dengan within-subject design

Desain 1 klp:

1. one-group post test design
2. One-group pretest-posttest design
3. Time-series design

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**Kesimpulan**

Desain satu-kelompok merupakan desain yang lemah/ kurang baik (*faulty design*) karena perubahan skor post-test belum tentu karena pengaruh VB.

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