

Using Experiments to Test Process Theories

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# How and Why?

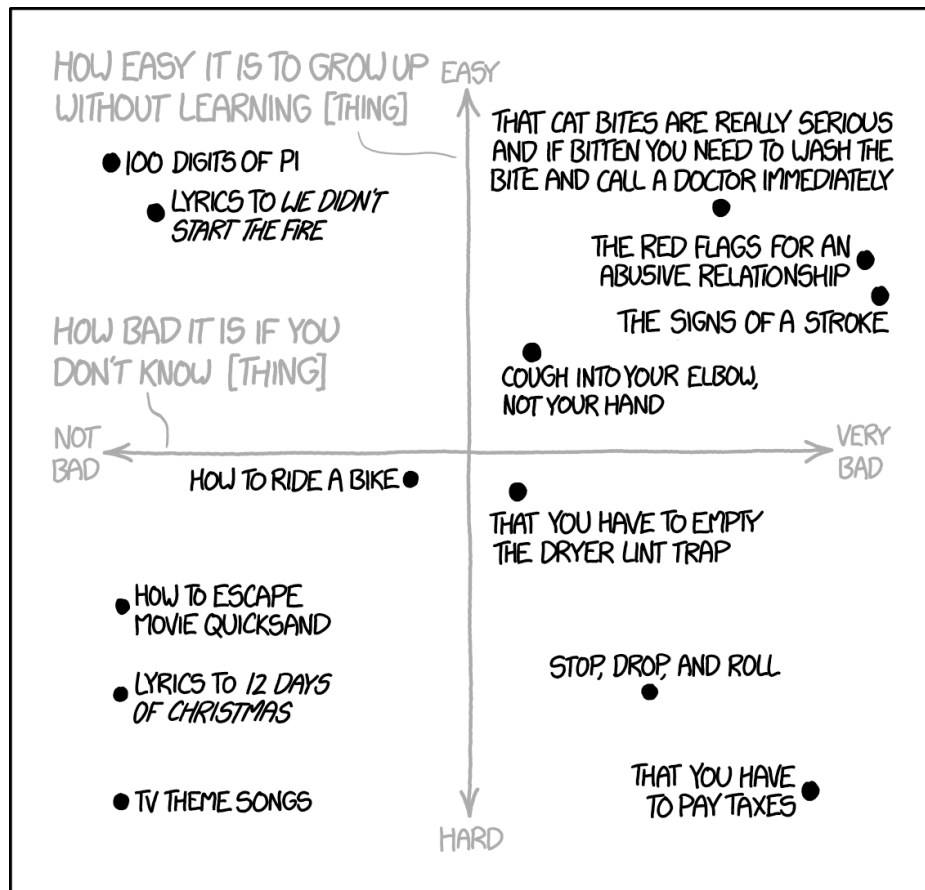
A talk based on Asay, Guggenmos, Kadous, Koonce, and Libby (forthcoming, TAR)

Ryan Guggenmos, Assistant Professor of Accounting



Johnson  
Cornell  
SC Johnson College of Business

# Where are we at (learning-wise)?



# Today, I hope to..

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2. Enhance your ability to recognize the strengths and limitations of experimental research.



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3. Develop your understanding of what makes a more or less effective experiment.

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1. Communicate the value of experimental research in business and economic contexts.
2. Enhance your ability to recognize the strengths and limitations of experimental research.
3. Develop your understanding of what makes a more or less effective experiment.
4. Show how experiments can help us better understand how and why causes become effects.

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So why am I focusing on experiments...

- Well-designed experiments can provide strong causal evidence, that other approaches cannot.
- Experiments are suitable for testing nuanced theory and leveraging strict control to rule out alternative explanations.
- I am an experimental researcher, so I know more about experiments than other methods. (And I like them. :) )

# Applied Research

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For us, usually, these are business and economics contexts.





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The usefulness of a "tool" is conditional on the goals of the project.

**Example:** If our goal is to provide strong causal evidence for how or why misreporting leads to poor firm performance, then we need a tool that is designed to help us provide this kind of evidence.



# The Experimentalist's Advantage

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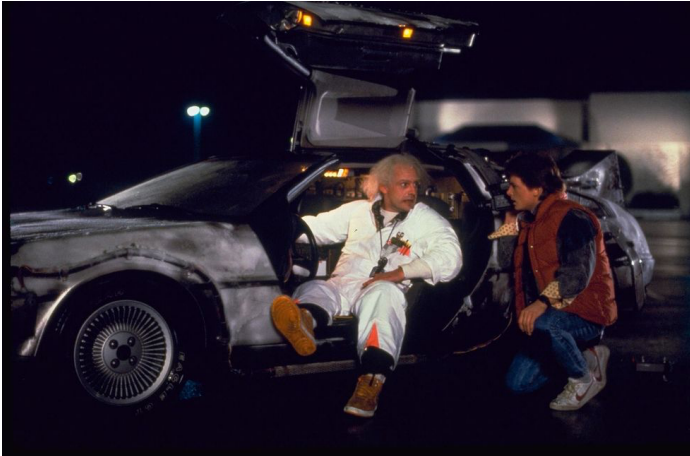
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Theories vary on many dimensions, but experiments are especially good at providing theory-consistent *causal* evidence and testing "how", "when", or "why" causes become effects.

# When is evidence causal?

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1. The cause preceeded the effect.
2. The cause was related to the effect.
3. No plausible alternative explanations exist for the effect.



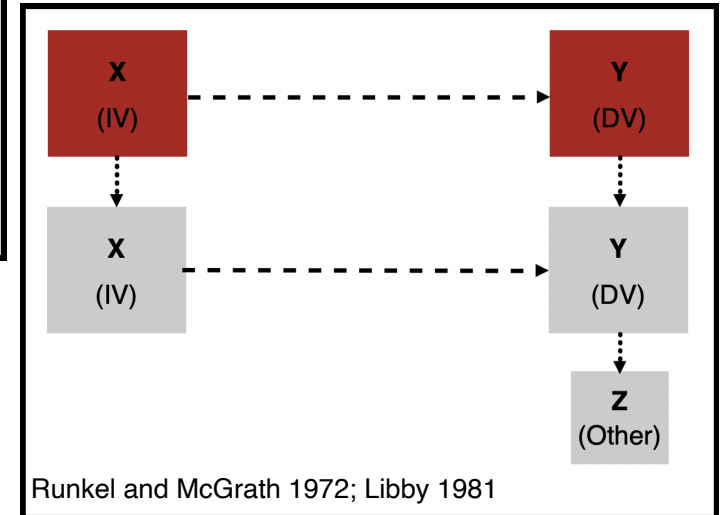
Shadish, Cook, and Campbell 2002

# What makes a good design?

## The goals:

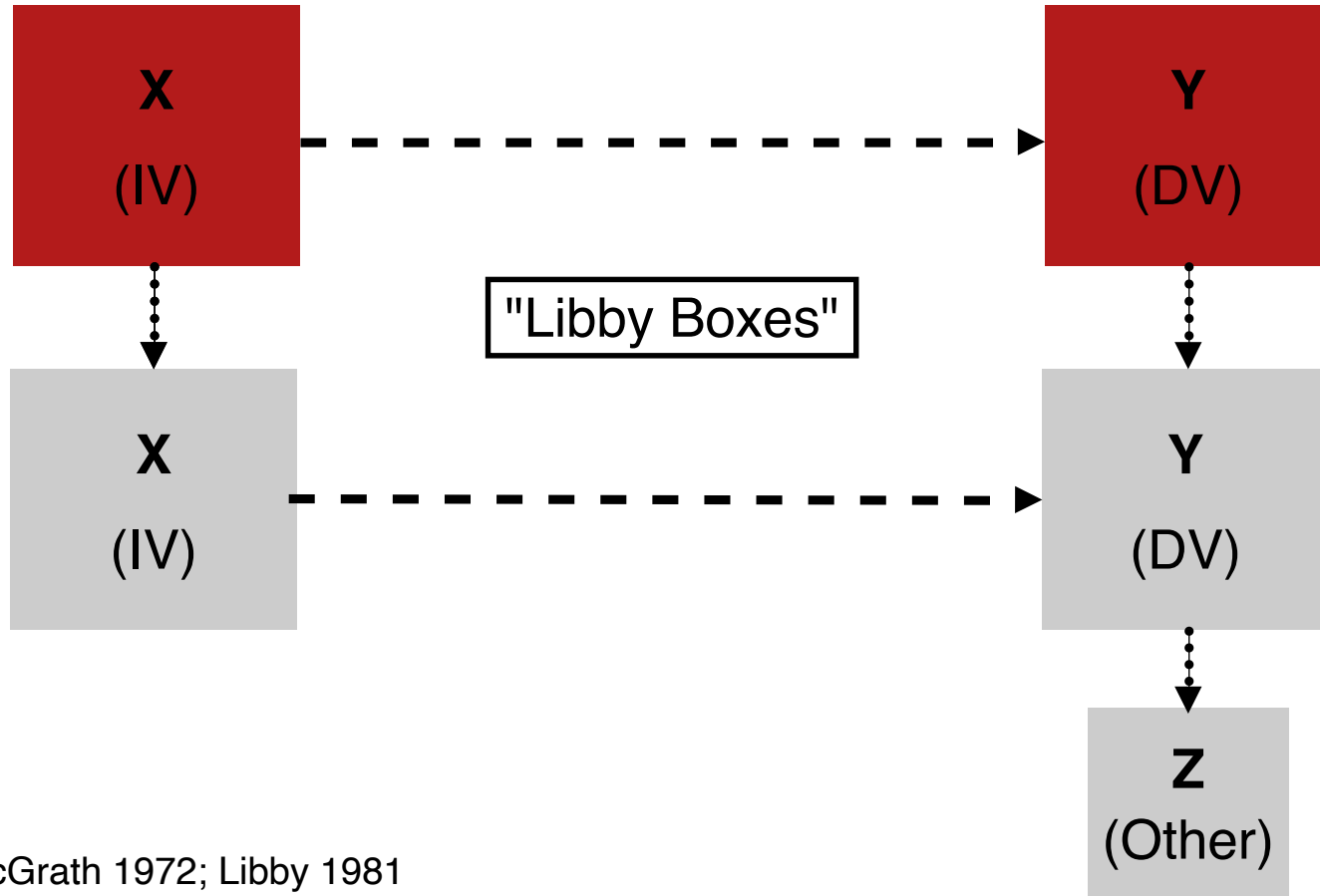
1. Create a high-quality, but imperfect source of counterfactual variation.
2. Understand how this source differs from the treatment condition.

Shadish, Cook, and Campbell 2002



# The Predictive Validity Framework

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## How do experiments do this?

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1. Manipulate the cause and observe an outcome afterward.
2. See whether variation in cause is related to variation in effect.
3. Use design to rule out alternative explanations (usually through randomization and holding other variables constant).

# Process Theories and Evidence

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*how, when, and why*  
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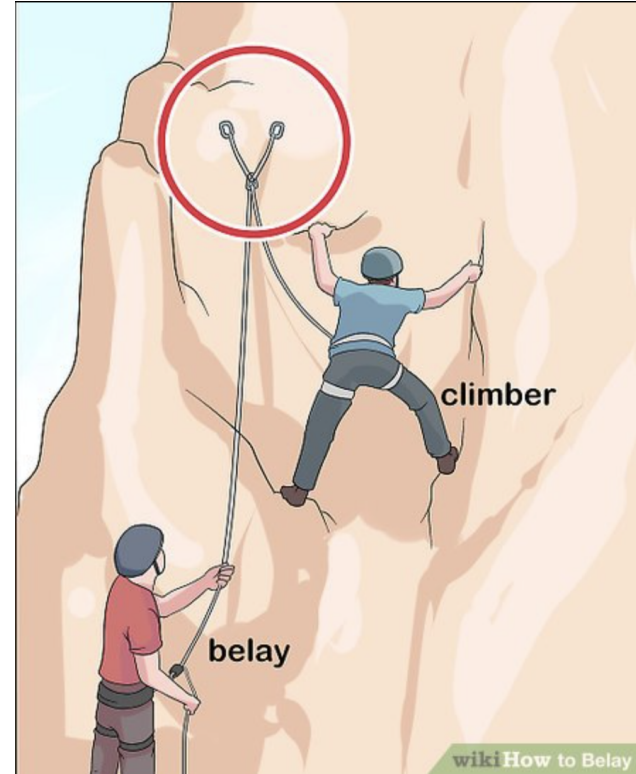
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Should we care about process? If so, when?

Yes, when it matters.







Belay device (ATC)









**How does it work?**



## How does it work?

- Rope Spikes?



## How does it work?

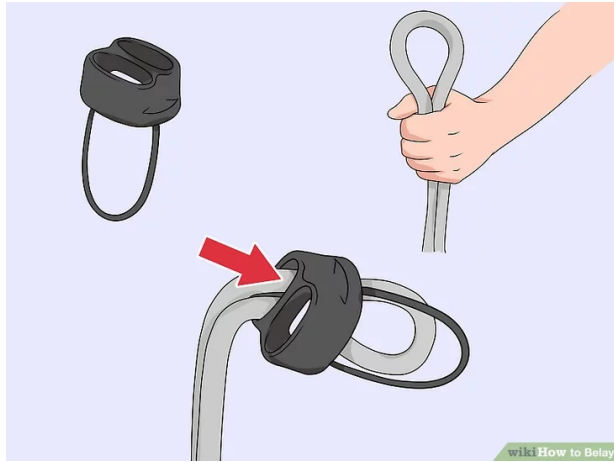
- Rope Spikes?
- Friction?



## How does it work?

- Rope Spikes?
- Friction?
- Magnets?





## How does it work?

- Rope Spikes?
- Friction?
- Magnets?
- Divine Intervention?

# Process, Experiments, and Validity

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How are these three related?

## Strengths

## Experiments

- Testing for directional effects
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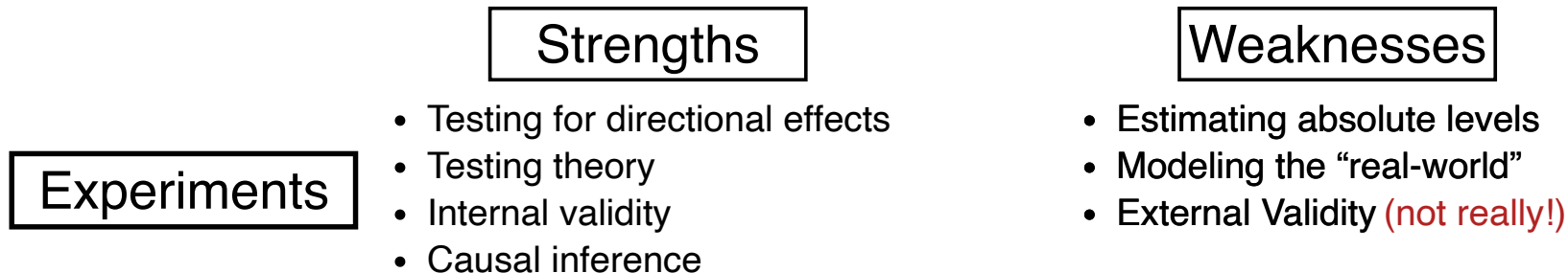
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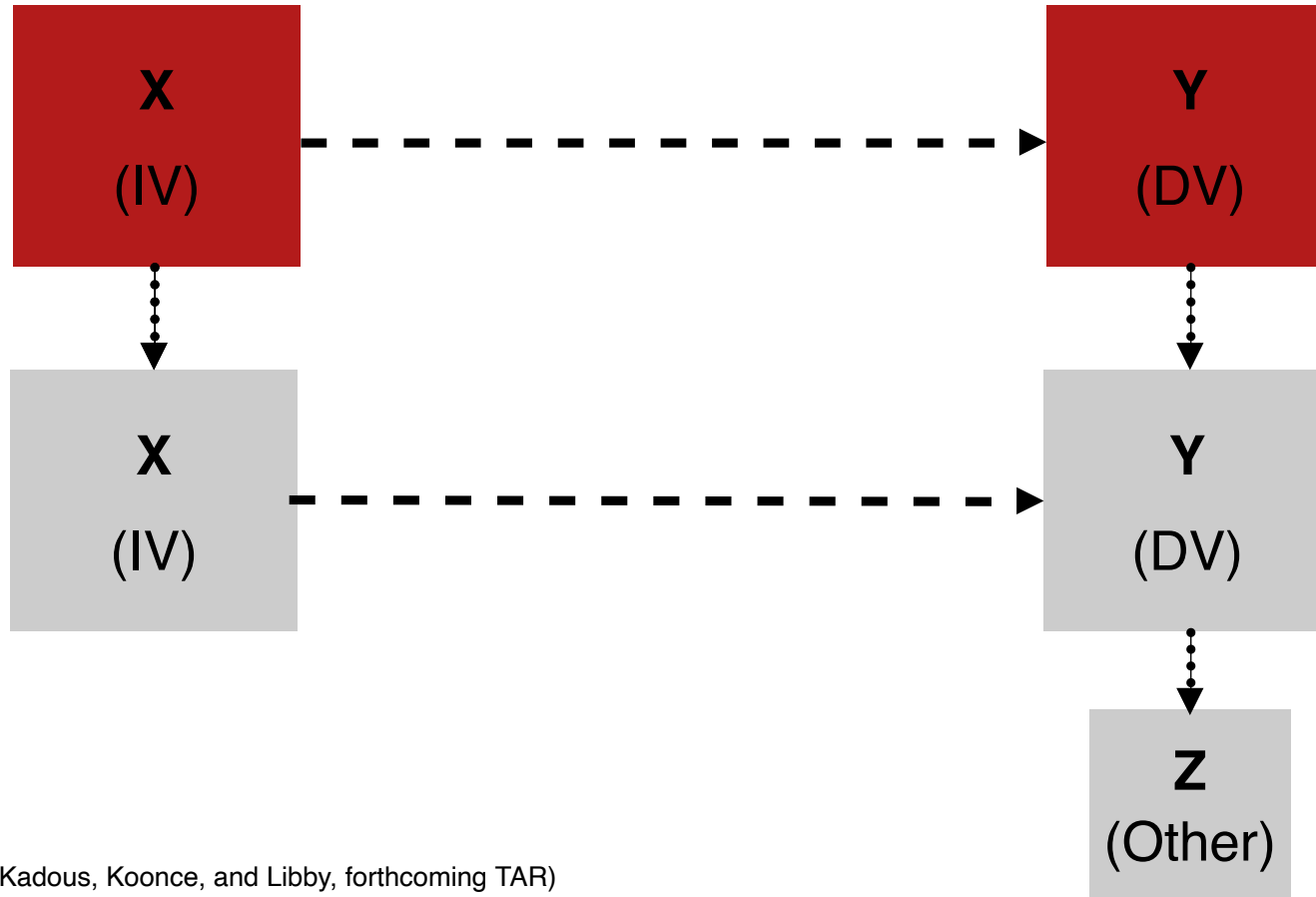
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...And theory is what generalizes from an experiment.

Convincing process evidence helps us generalize  
from our experiment to the "real world".

# Let's get more complicated.

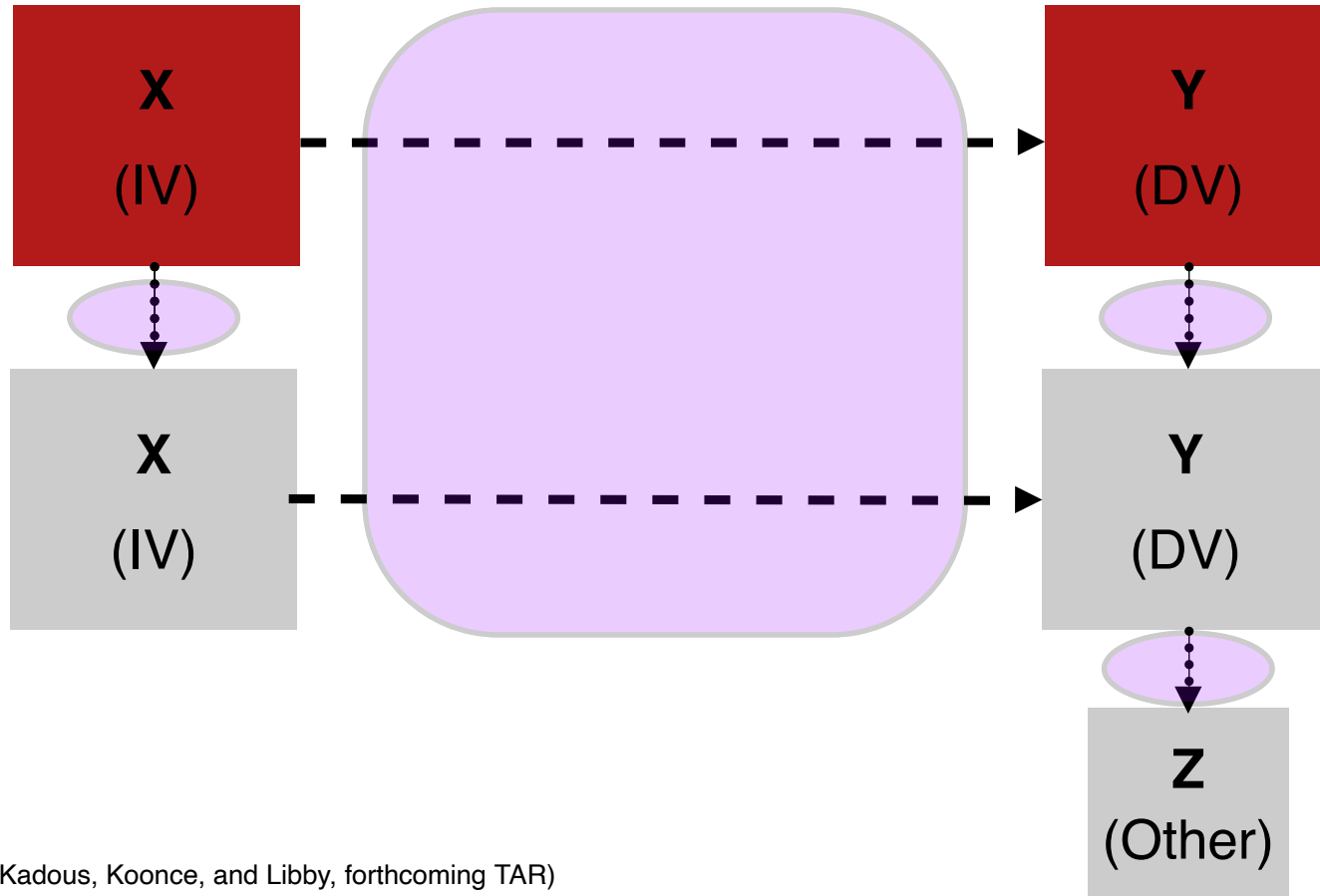
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(Asay, Guggenmos, Kadous, Koonce, and Libby, forthcoming TAR)

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# Mediation

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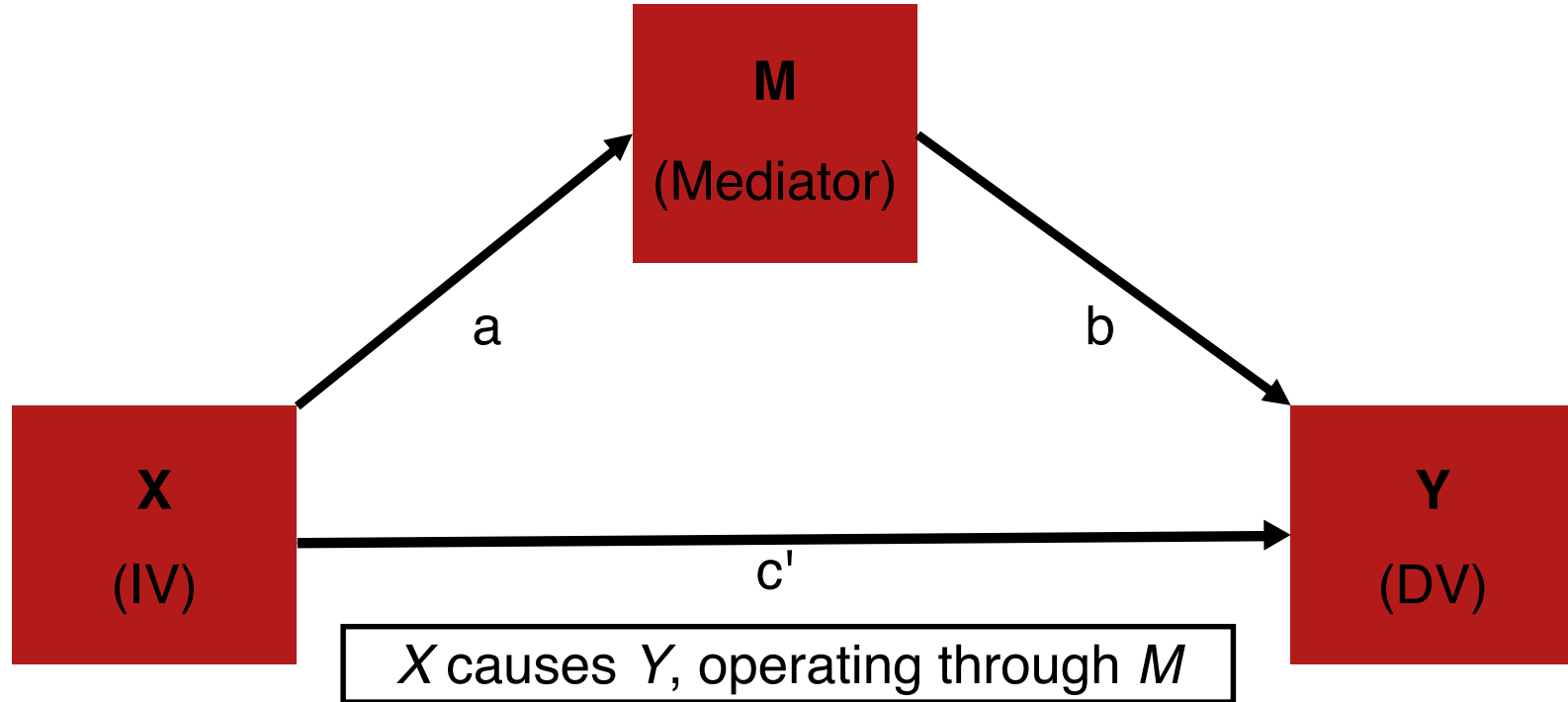
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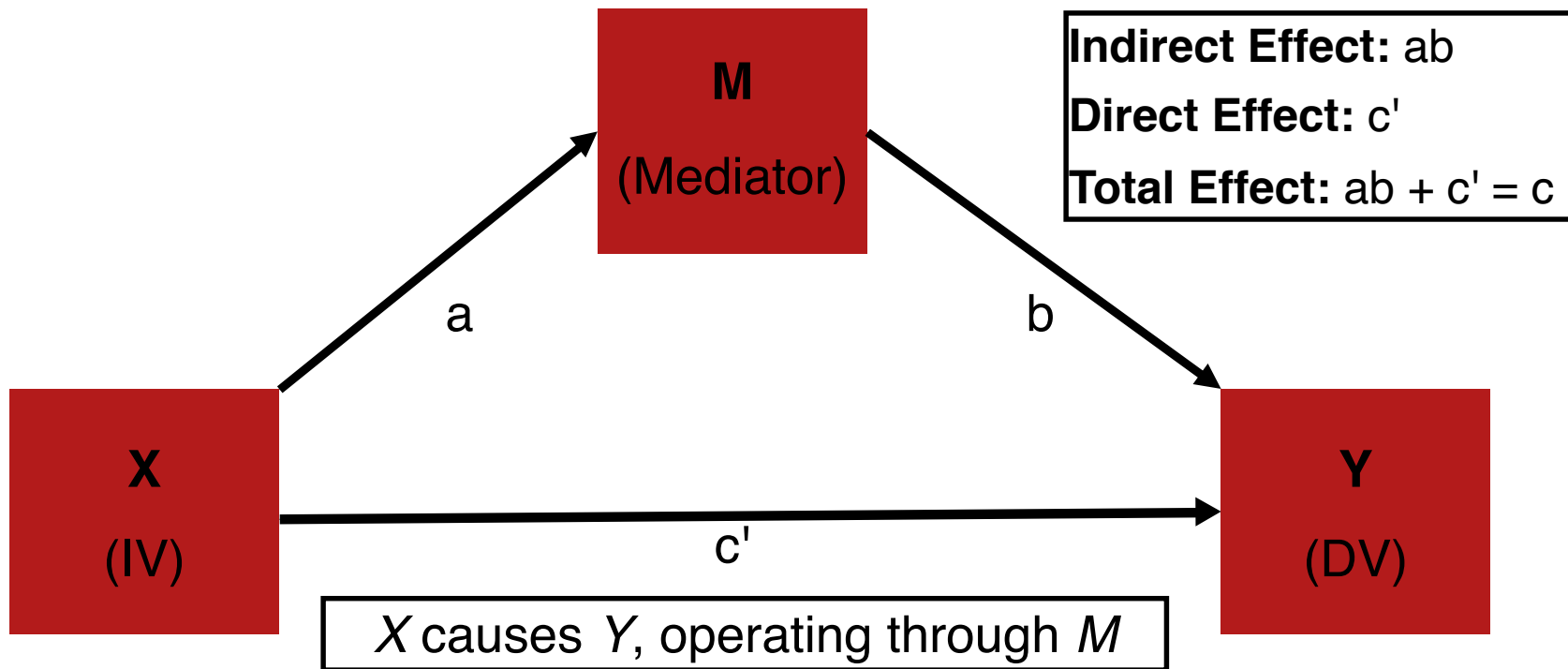
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- Generally allows for efficient designs.
- Usually easy to implement.
- Can be implemented without altering experimental flow.
- Analysis is (usually) straightforward with modern stats software.

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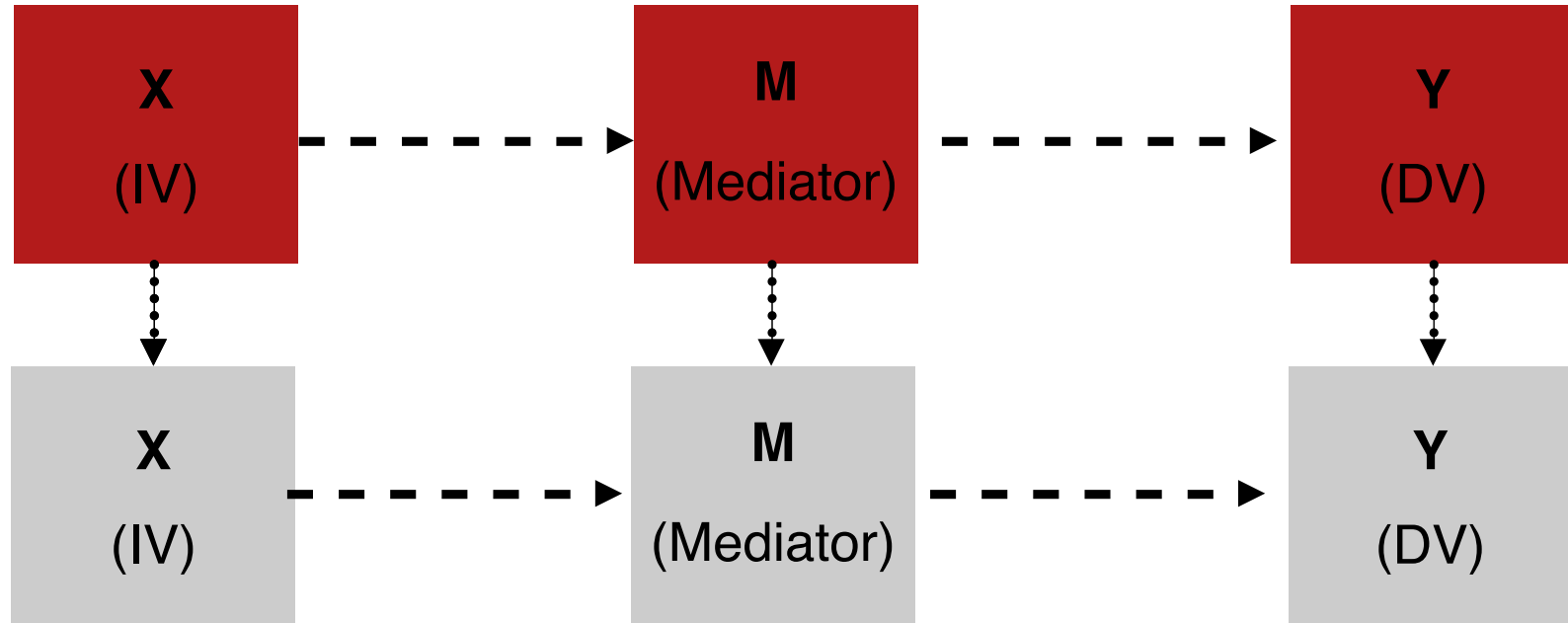
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## Weaknesses

- Can only provide *correlational*, not causal evidence.
- Often relies on PEQs or participant self-insight, which can introduce validity threats.
- Relies on measured variables, so subject to measurement error concerns.
- No benefit of random assignment to the mediator.
- Coefficients are often biased.

# Mediation: What could go wrong?

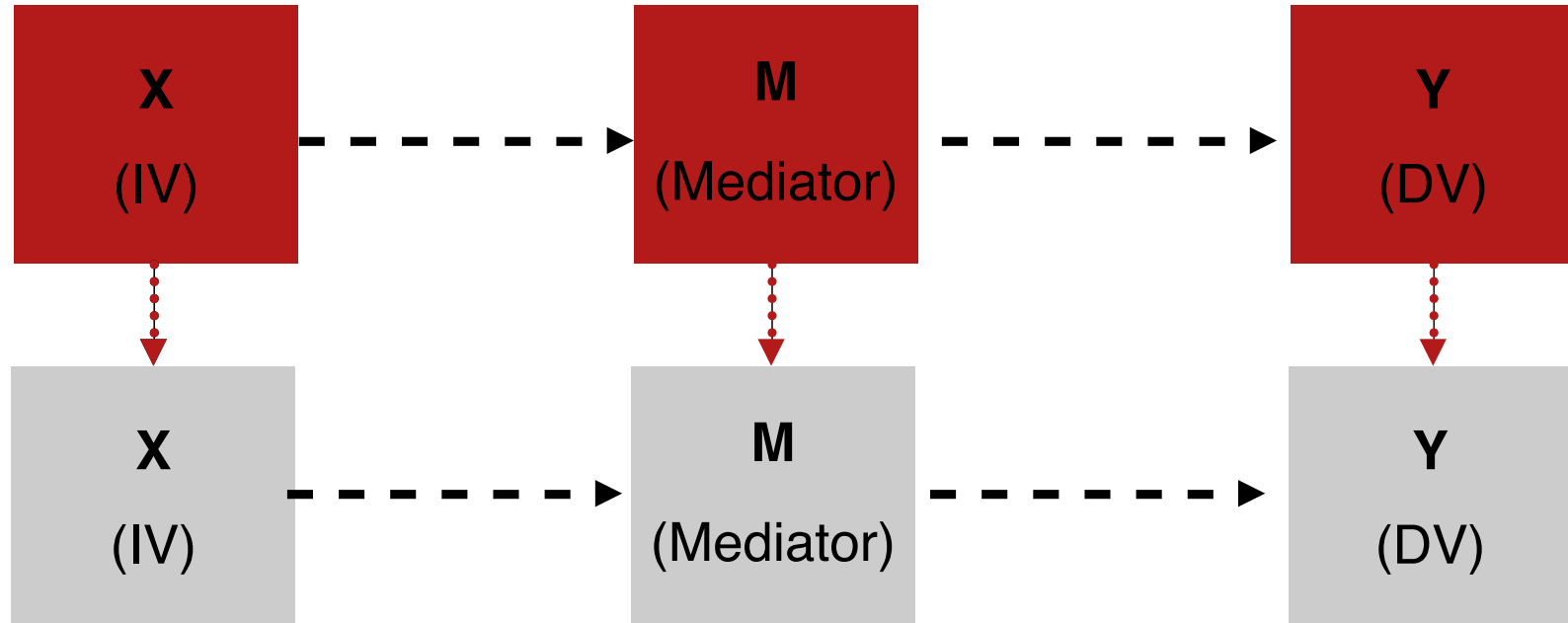




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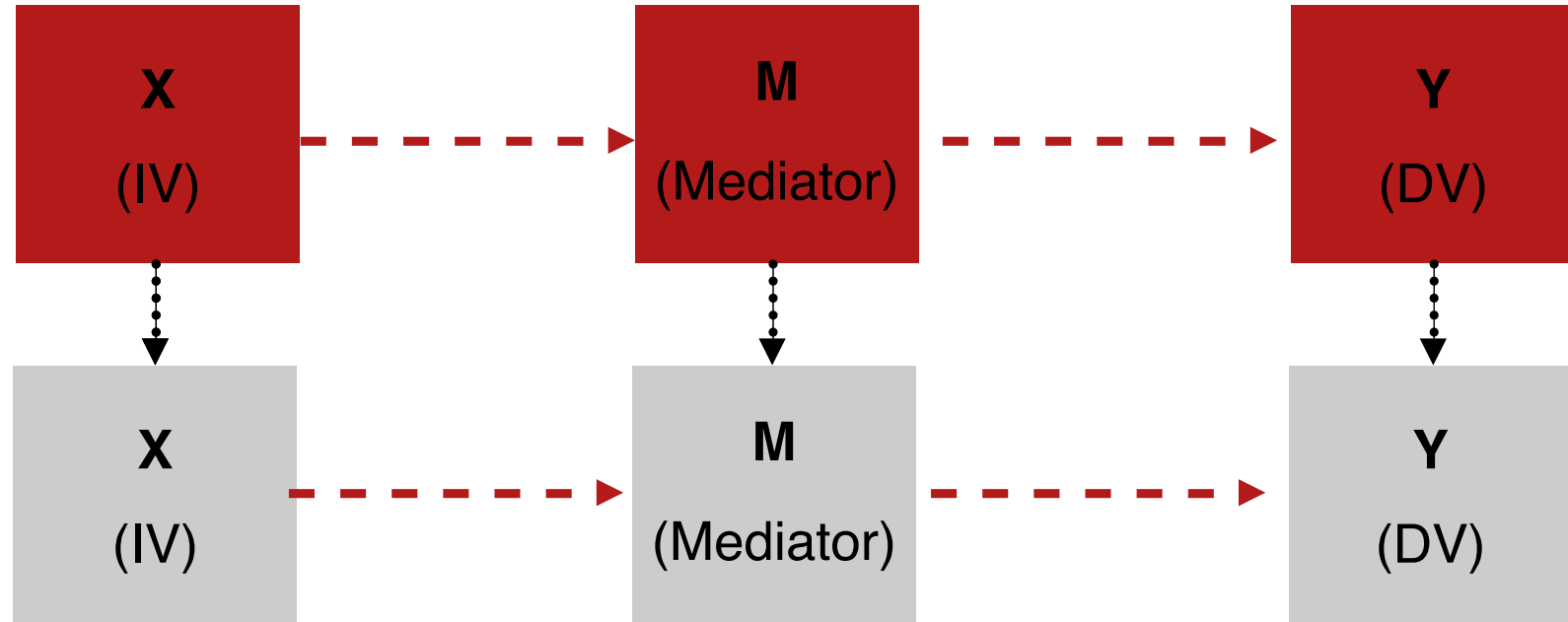
Construct Operationalization Threats



# Mediation: What could go wrong?

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## Variable Sequence Threats



# **Mediation: Best Practices**

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How to Measure

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  - Technology
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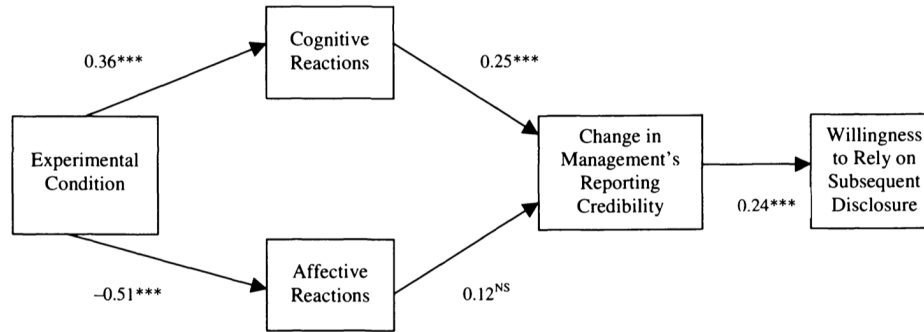
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## What to Measure

- One "thing", all "things", or somewhere in-between?

# Credibility and forthcomingness

**Panel A: Determinants and Consequences of Reporting Credibility in the Short-Term**



**Panel B: Determinants and Consequences of Reporting Credibility in the Long-Term**

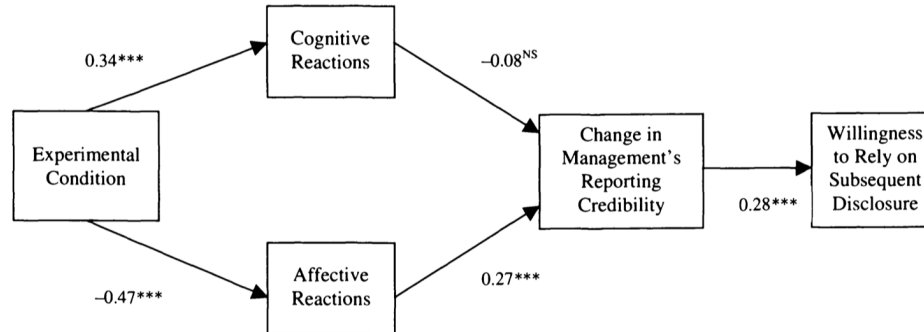
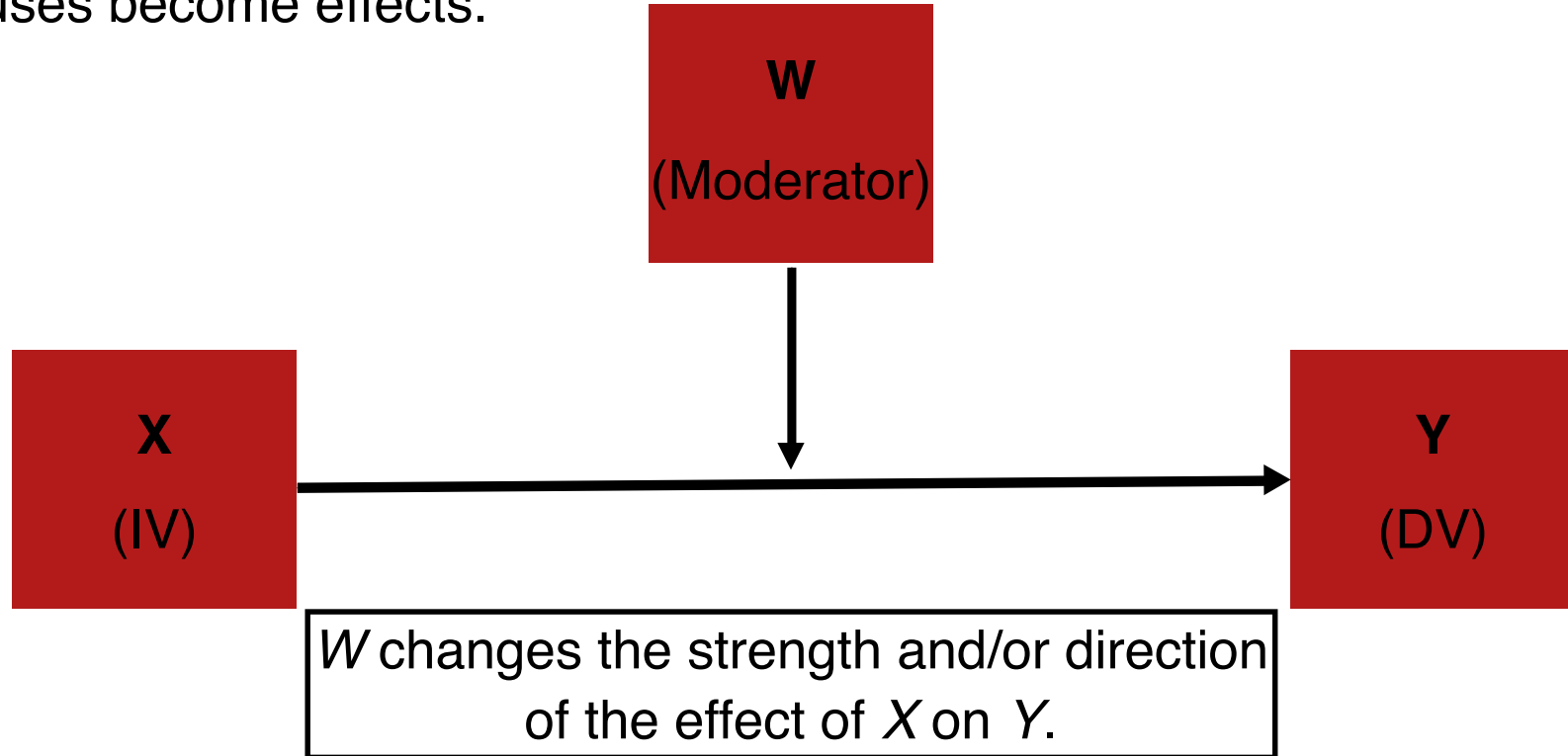


Figure 3 - Mercer (2005 TAR)

# Moderation

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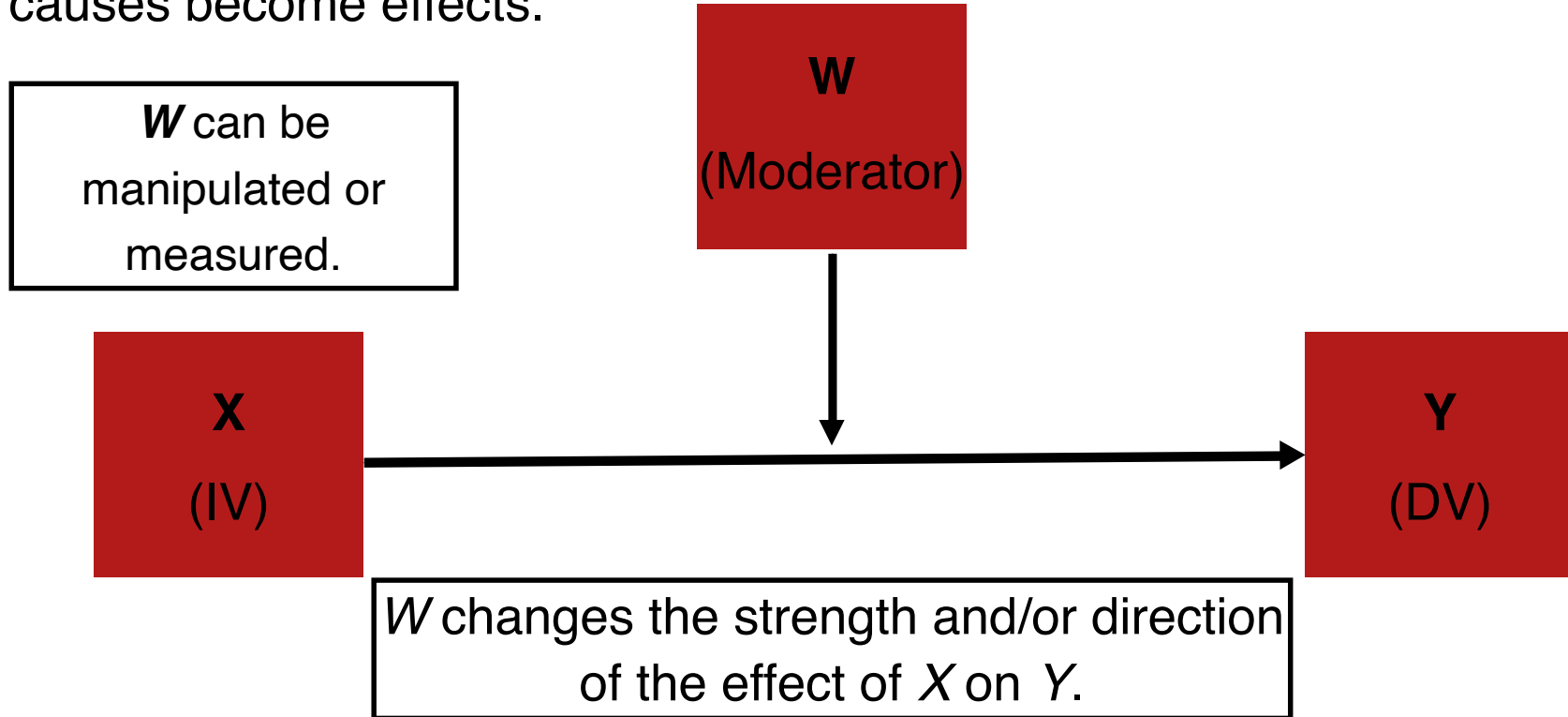
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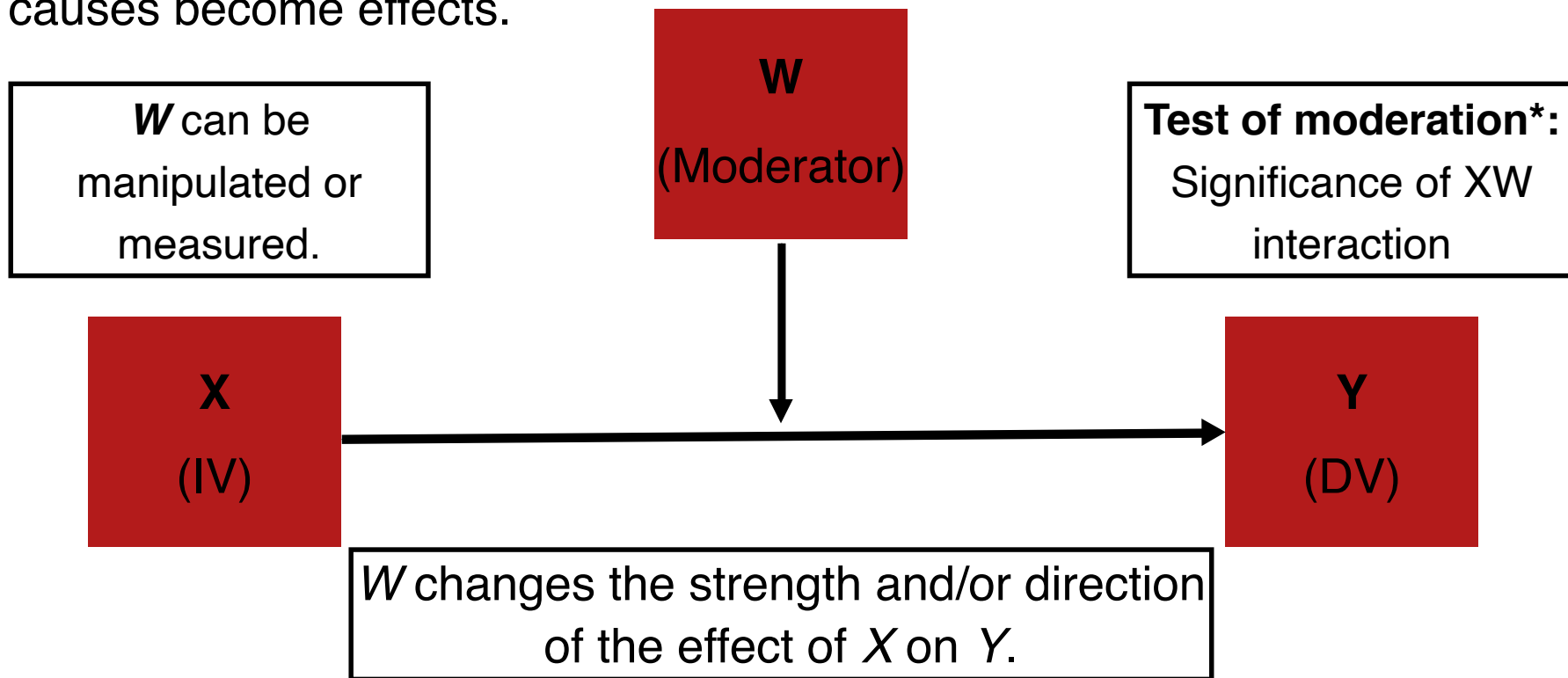
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- Can provide convincing *causal* process evidence (only when the moderator is manipulated).
- Manipulated moderators can leverage random assignment and control of temporal order to rule out plausible alternative theories.
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- Often provide confirmatory and disconfirmatory evidence at the same time.

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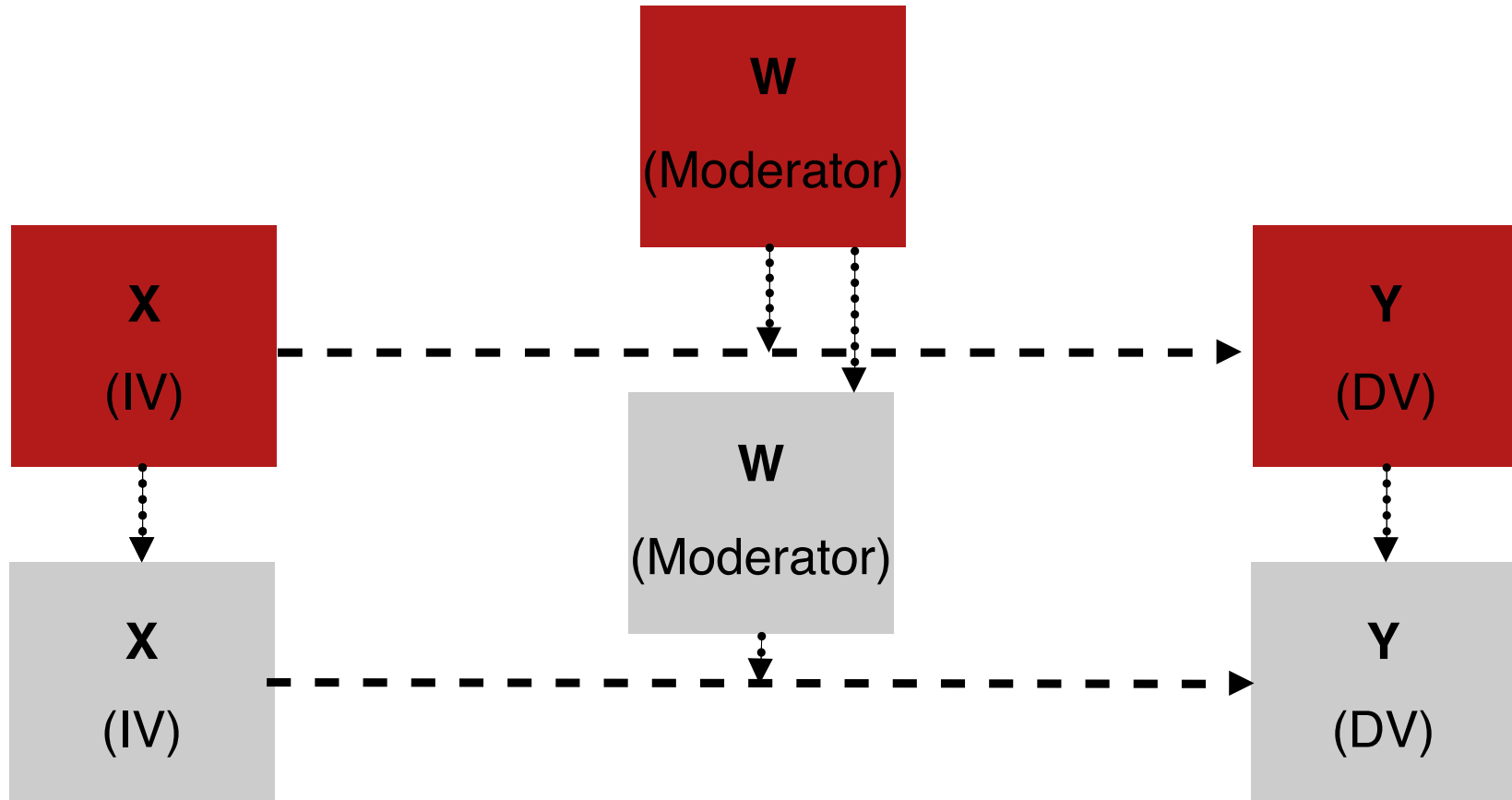
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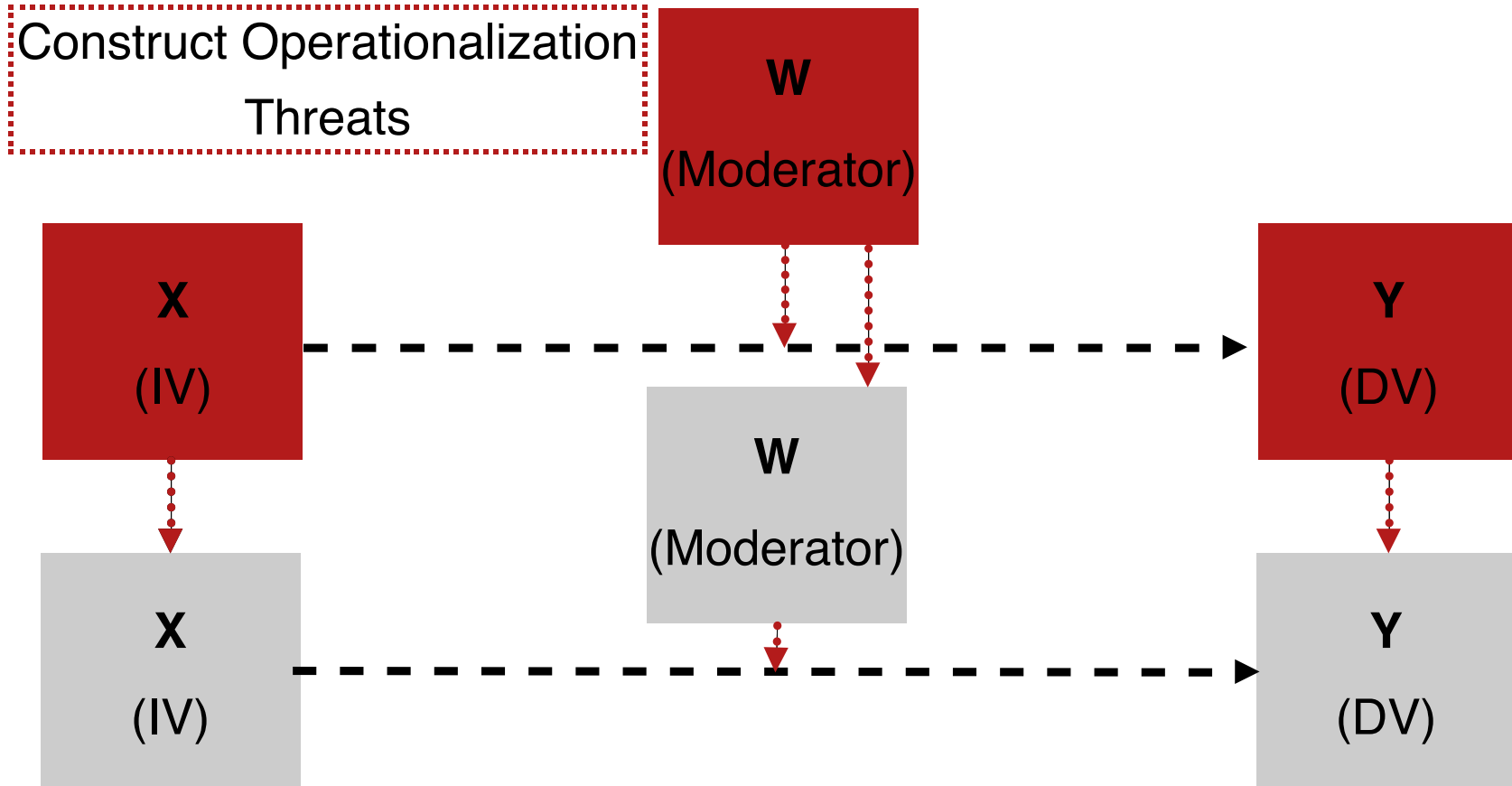
## Weaknesses

- Many of the weaknesses of mediation also apply to measured moderator designs.
- Manipulated moderator designs often entail high participant resource demands (less efficient).
- Some moderators are not able to be (ethically) manipulated.
- Moderators are often more difficult to design (more abstracted from process).

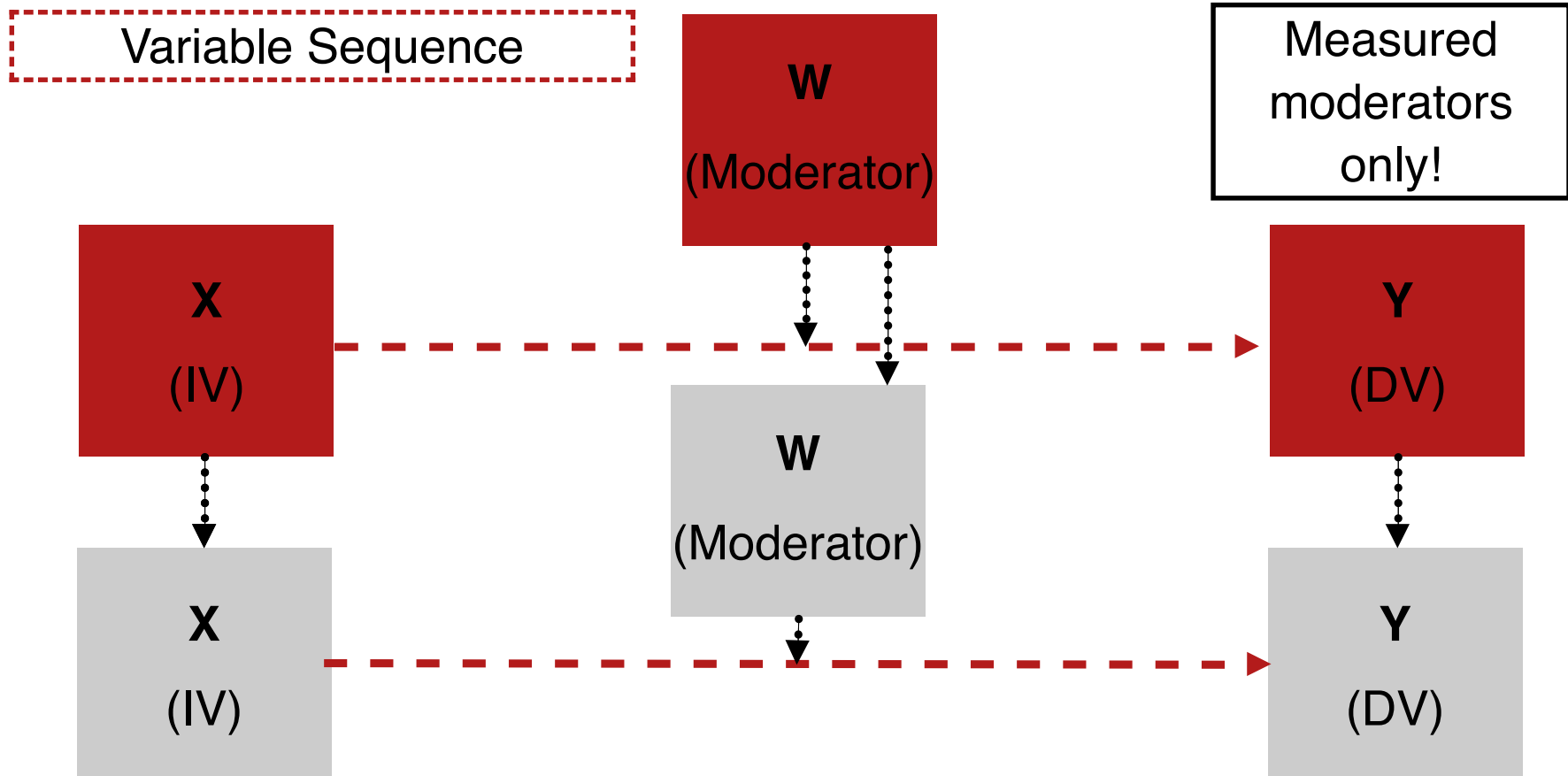
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# Moderation: Best Practices

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## Manipulated Moderators

- Manipulated moderators have fewer validity threats, but need well-specified theory.
- Manipulated moderators should only manipulate the construct of interest.

## Measured Moderators

- Subject to variable sequence threats (like mediation).
- Measured moderators should not be affected by other manipulations or measures.

## All Moderation Designs

- Moderator cleanly maps to construct.
- Interaction alone doesn't always mean process evidence.
- Consider costs of recruitment.



# I-FoMO and Investment Amount

The Effect of Push Notification, Information Release, and I-FoMO on Investment Amount

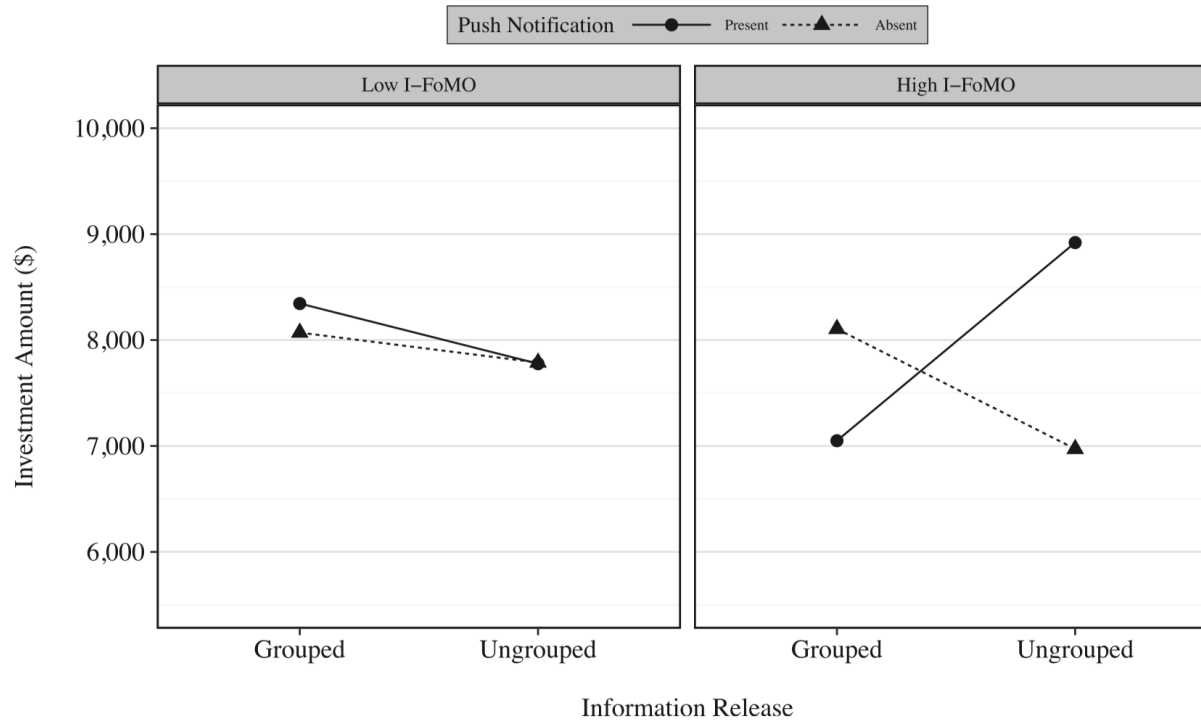


Figure 1 - Clor-Proell, Guggenmos, and Rennekamp (2020 TAR)

# Multiple Sources

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Increasing the quality, quantity, and/or diversity of process evidence can allow for stronger claims about process.

Multiple methods can help "rule out" that an effect is a methodological artifact.

Multiple experiments allow for strategic design.

- Breaking into smaller pieces (home in on process).
- Test the causal chain.
- Don't need to run cells that aren't useful.

Triangulation across studies can lead to richer inference over the lifetime of a research literature.

# Trust in Algorithms

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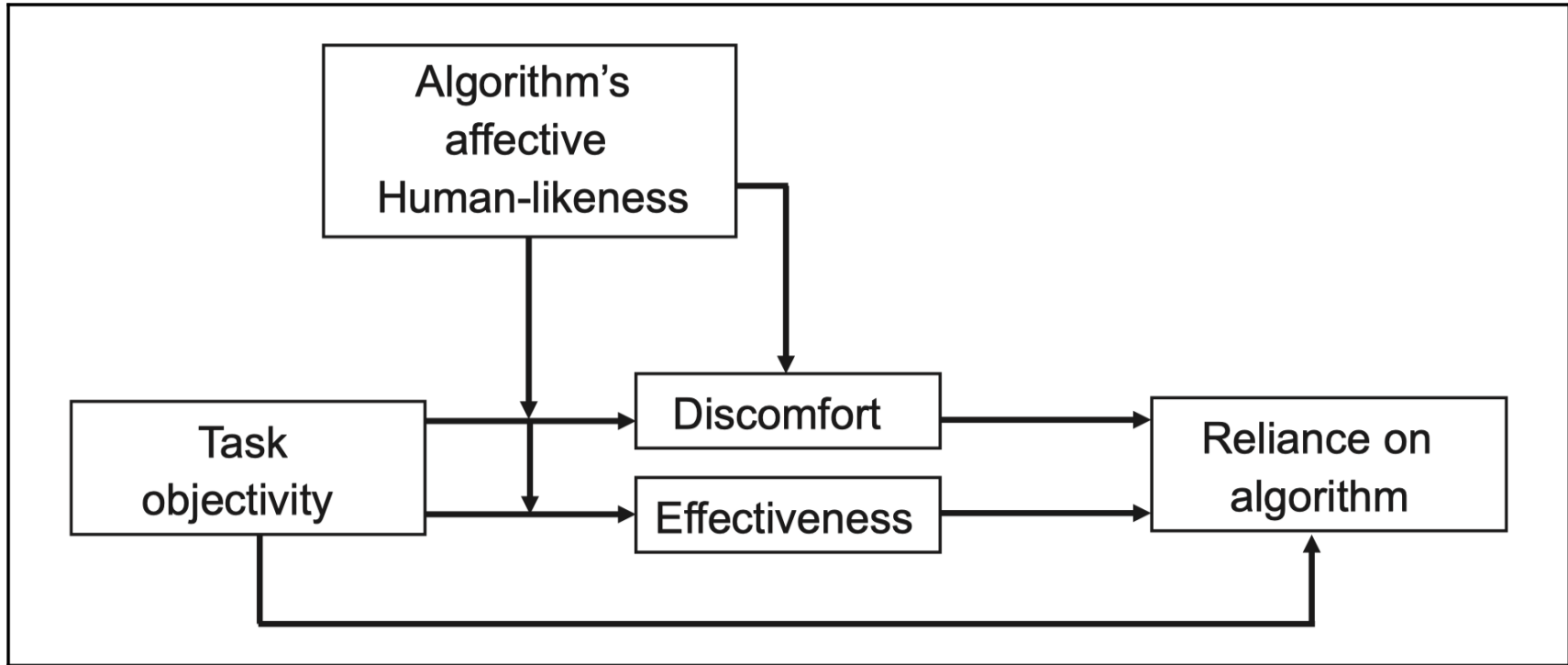


Figure 1 - Castelo, Bos, and Lehmann (2019 JMR)

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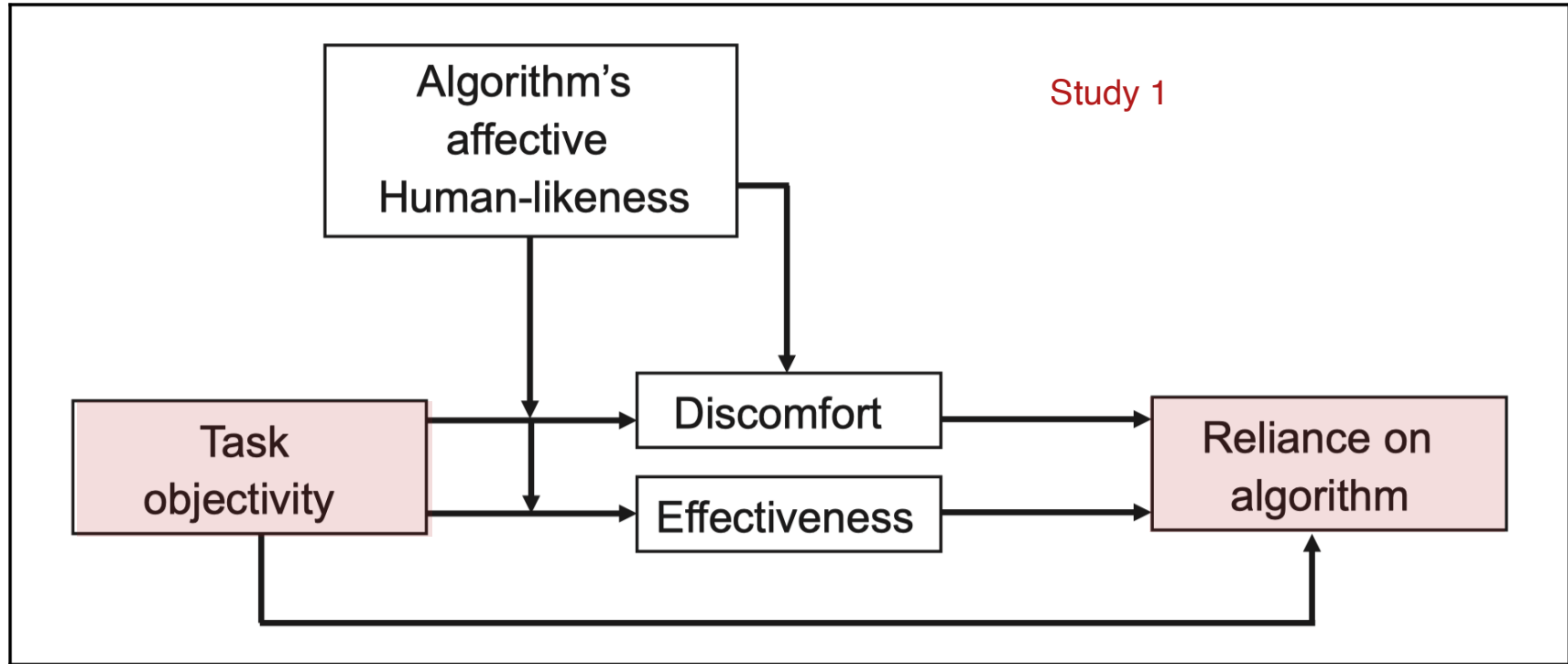


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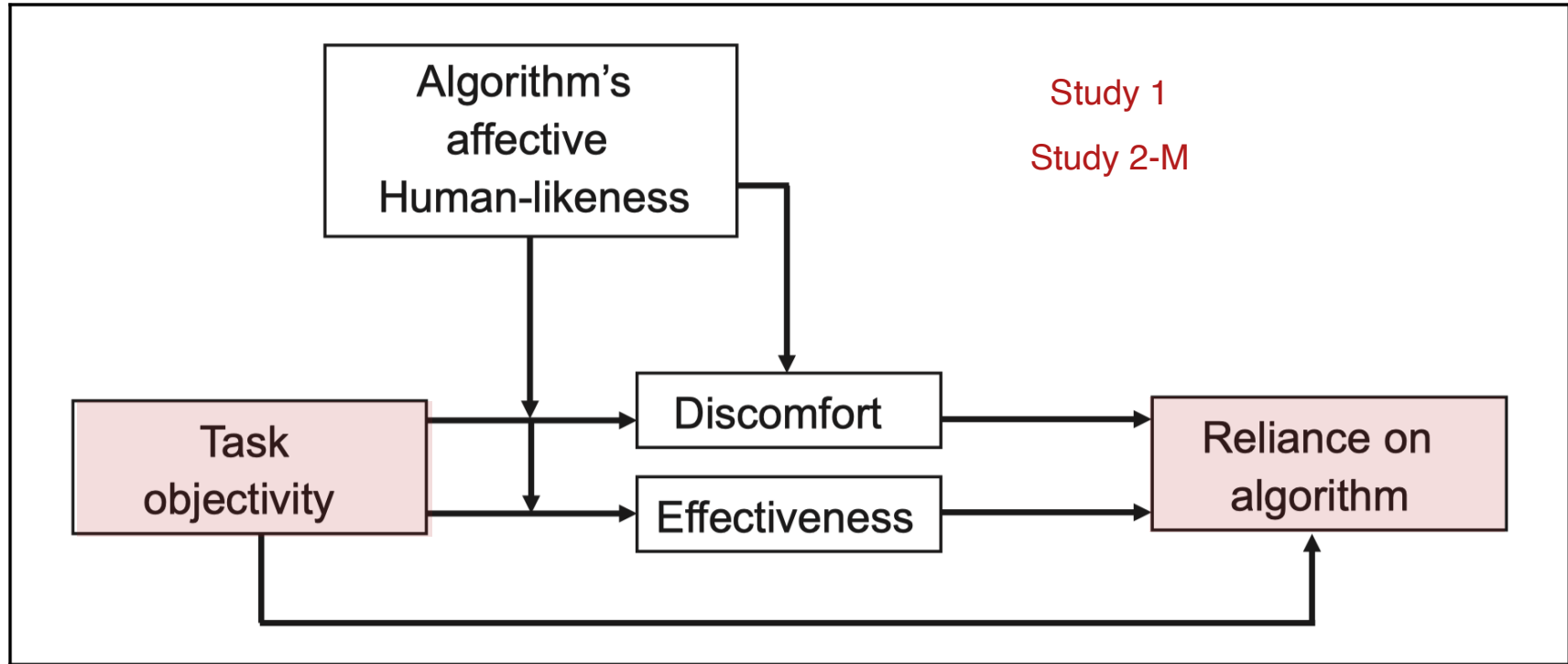


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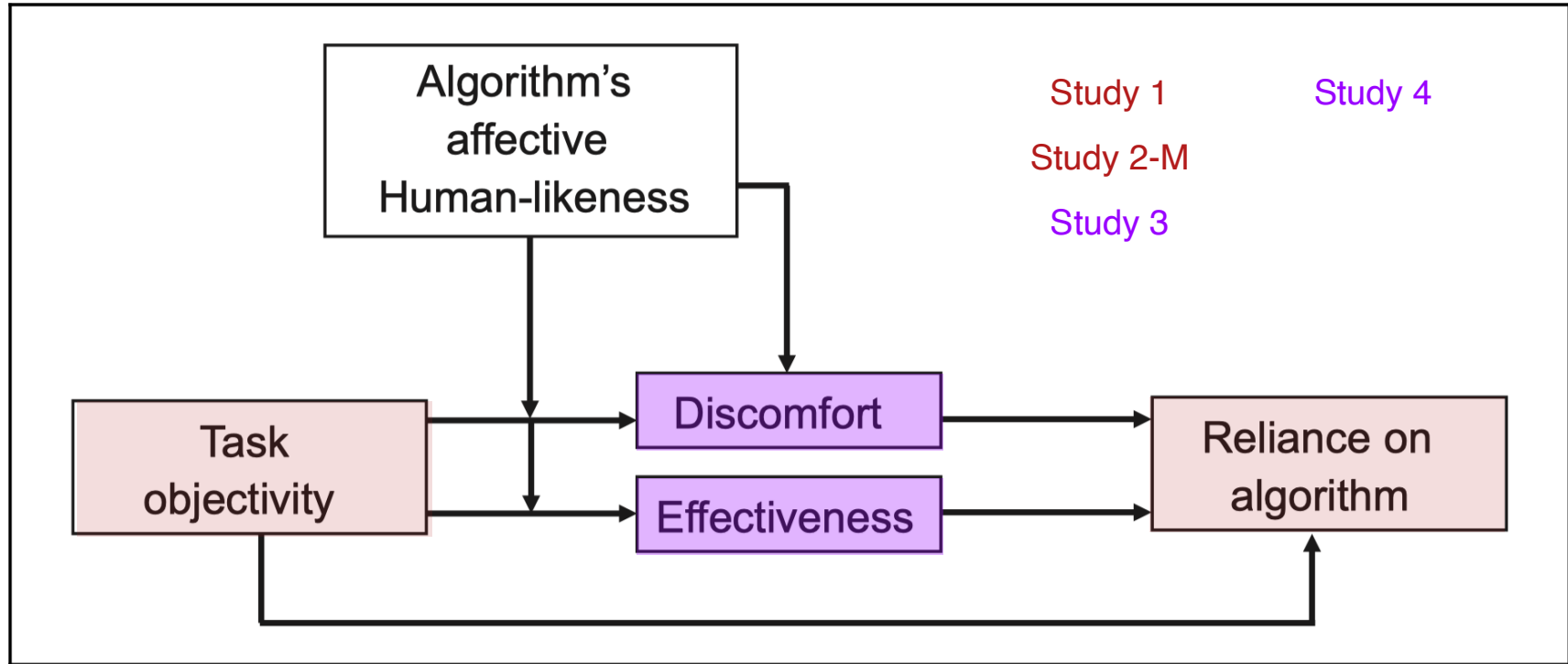


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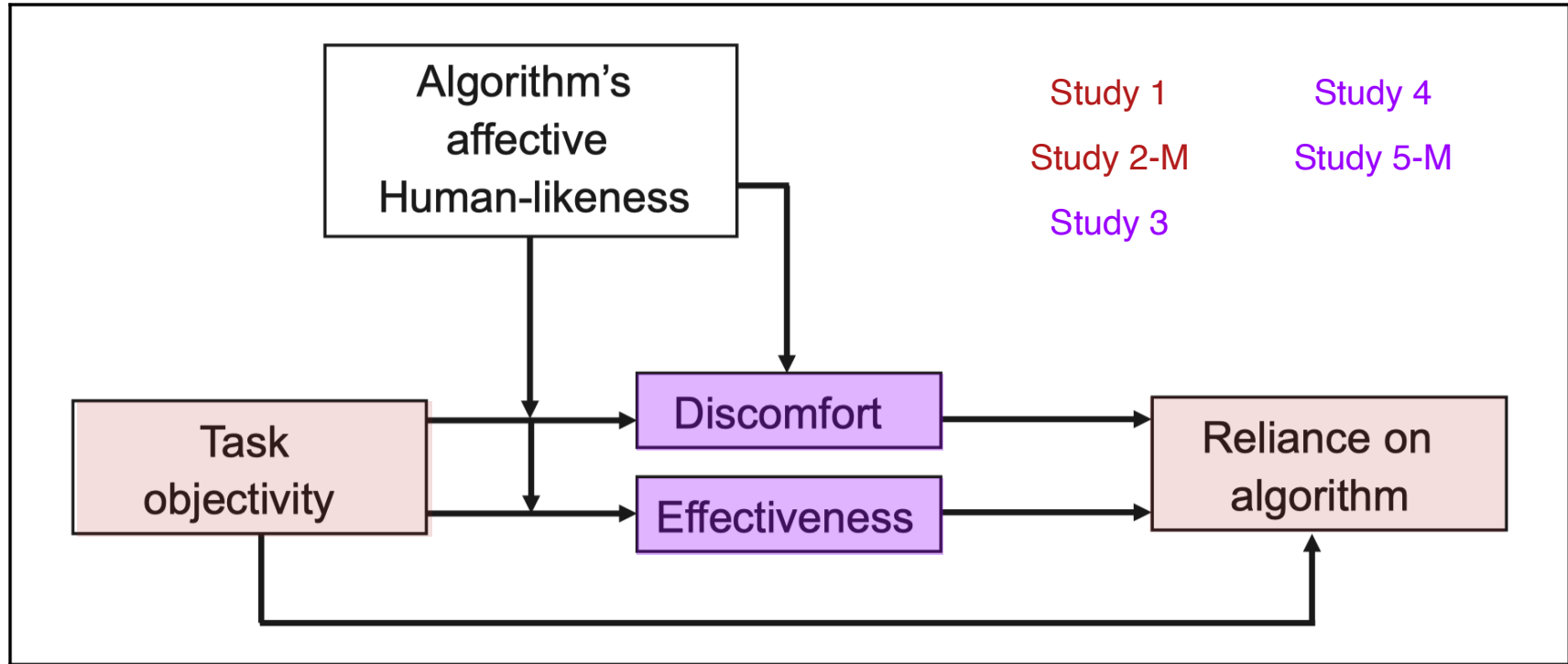


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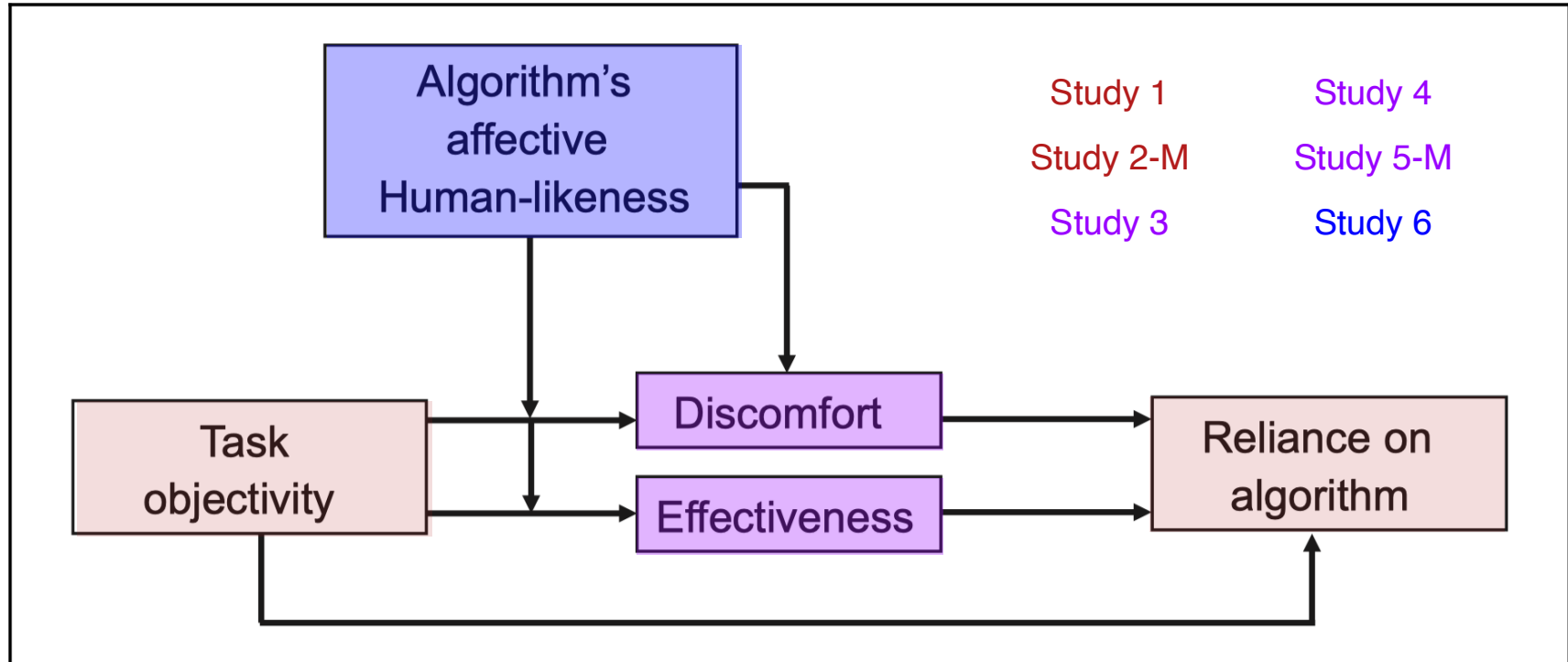


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Process testing (and design, more generally) is a game of tradeoffs. Be mindful and make these choices intentionally.

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But when we want to speak to process, approach providing process evidence with rigor commensurate with how much the contribution hinges on understanding process.

Process testing (and design, more generally) is a game of tradeoffs. Be mindful and make these choices intentionally.

Choose the right tool for the job. Whether mediation vs. moderation, measurement vs. manipulation, or choosing between one or multiple studies - match the theory, to the hypothesis, to the method, to the analysis.

# More Resources and References

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**For more resources related to statistics and research design:**

<https://rdg222.github.io/Resources/>

## **Primary Reference:**

Asay, H. S., R. Guggenmos, K. Kadous, L. Koonce, and R. Libby.  
2021. “Theory Testing and Process Evidence in Accounting  
Experiments.” Working Paper (SSRN)

**Thank you!**