CHANGING CRITERION DESIGNS

- Used to evaluate effects of a treatment that is applied in a graduated fashion to a single target behavior
- Baseline is followed by Treatment phase
- Once stabilized, the treatment serves as a baseline for increased criterion of the next phase
- Is a variation of the multiple baseline design
- Shows repeated production of new rates of behavior as function of manipulations of independent variable
- Is very flexible

GUIDELINES FOR USE

- Requires careful manipulation of 3 design factors:
  - length of phases
  - magnitude of criterion changes
  - number of criterion changes

LENGTH OF PHASES

- Each treatment phase must be long enough to achieve stable responding
  - Acts as a baseline
  - Is slower to change target behaviors
  - May require longer treatment phases
  - Should vary phases considerably to increase validity

MAGNITUDE OF CRITERION CHANGES

- Varying size of changes gives more convincing demonstration of experimental control
- Must be large enough to be detectable, but not so large as to be unachievable
  - Can get ratio strain
  - Smaller changes can be used with very stable levels of responding
  - Larger changes may be required to demonstrate behavior change

NUMBER OF CRITERION CHANGES

- The more times the behavior changes to meet new level, the more convincing the experimental control
- Interrelated with phase length and magnitude of criterion changes
- If limited time for study, the greater the number of phases, the shorter each phase can be
POINTS TO NOTE

• Does not require reversal of improved behavior
• Only one target behavior is required
• Should only be used with behaviors that are in a subject's repertoire
• Should lend themselves to stepwise modification and potential increase.
• Not appropriate for shaping behaviors

SUMMARY

• Best suited for evaluating effects of instructional techniques on stepwise changes in rate, frequency, accuracy, duration, or latency of single target behavior
• Is a good design for school settings
• Final point. You can reach a level where you cannot go any higher or any faster due to subject limitations
  • >100% is hard to do