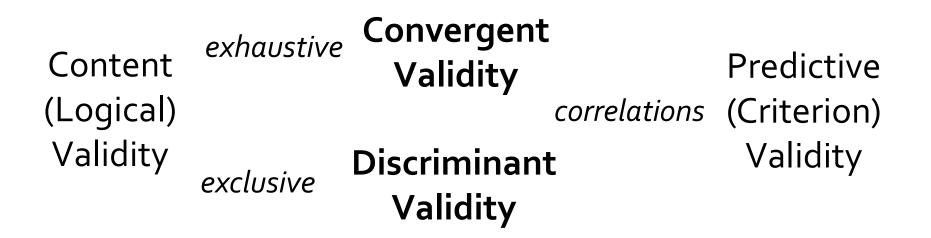
the Two Sides of Construct Validity



Typical Approach to measure development

Convergent-validity Phase

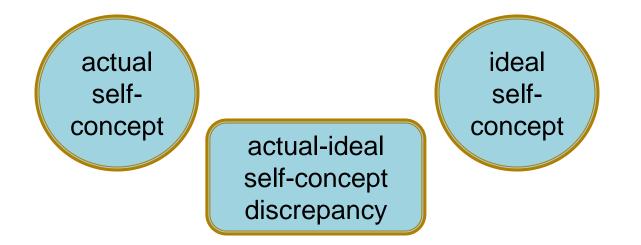
verify +.70 or better correlations with existing measures of the same construct when a failure occurs

 Discriminant-validity Phase verify correlations within .20 of zero with existing measures of different constructs when a failure occurs

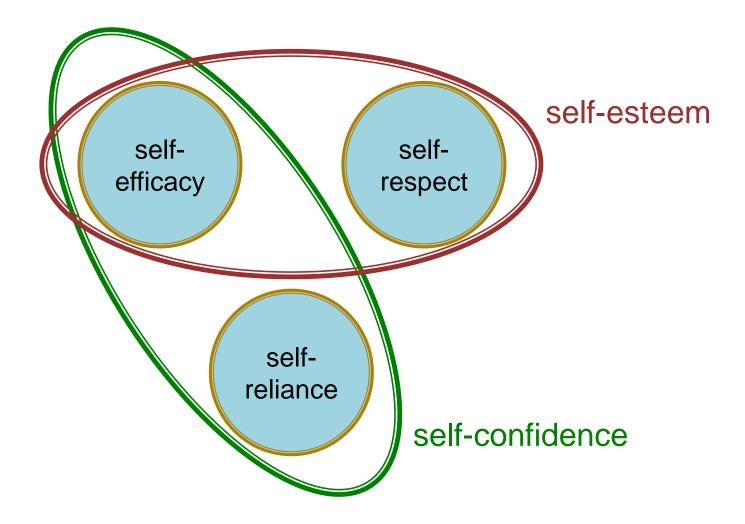
Reliability vs. Construct Validity

- test/retest reliability only concerns the observable data from using the measure
 - vs. construct validity also involves unobservable, target theoretical construct that you're trying to estimate
- there's (really) only one kind of reliability vs. construct validity has two sides
- there's no "excuse" for low reliability
 vs. there are some reasons for low construct validity

- What does it mean when a new measure "fails" a test for convergent validity?
 - (a) the new measure does **not** provide an exhaustive estimate of the theoretical construct ... 😕
 - need to add or expand some items
 - (b) the theoretical construct is *ad hoc* (instead of "real") and the new measure fails to activate it ... OK



- What does it mean when a new measure "fails" a test for discriminant validity?
 - (a) the new measure does **not** provide a selective estimate of the theoretical construct ... 🟵
 - need to delete or refine some items
 - (b) the theoretical construct is distributed (instead of unitary) and the new measure taps one or more of the same elements as the existing measure of something else ... OK



Threats to a "Validated" Measure

 Reactivity – any change in the behavior of subjects due to the fact that they are being measured this can be "triggered" in several ways example: evaluation apprehension – fear of being judged negatively (for socially-unacceptable behavior)

- why is this a threat to construct validity?
 if the subjects "react," then they cease to provide the needed data
 - example: you are now measuring what the subjects think is socially acceptable, instead of their behavior