

Classical Test Theory: Simple but inadequate

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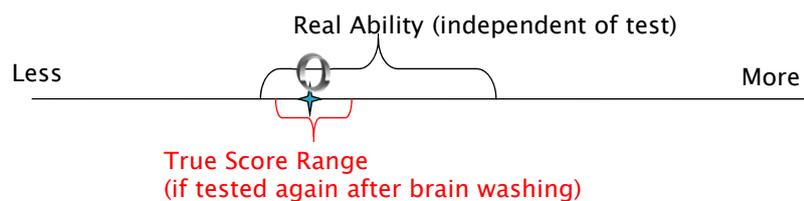
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Test Scores



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- ▶ **Scores**—How we measure success or learning
 - *Observed*—What you actually get on a test
 - *True*—What you should get if test were perfect, bearing in mind test is a sample of domain (latent)
 - *Ability*—What you really are able to do or know of a domain independent of what's in any one test (latent)

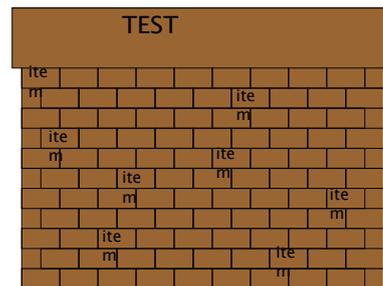


Core principle



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- ▶ Observed score = TRUE score + ERROR
 - $O = T + e$
- ▶ Total Score is simply sum of number of items answered correctly
- ▶ All items are equivalent
 - Like another brick in the wall



Classical Test Theory



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- ▶ items only mean something in context of the test they're in
- ▶ All items are random sample of domain being tested
- ▶ All items have equal weight in making up test statistics
- ▶ Error is assumed to be random
 - If not random, then X the measurement is **Biased**
 - $O = T + e_{\text{random}} + e_{\text{systematic}}$
 - Accept random but try to minimise it
 - but remove systematic

Random Error



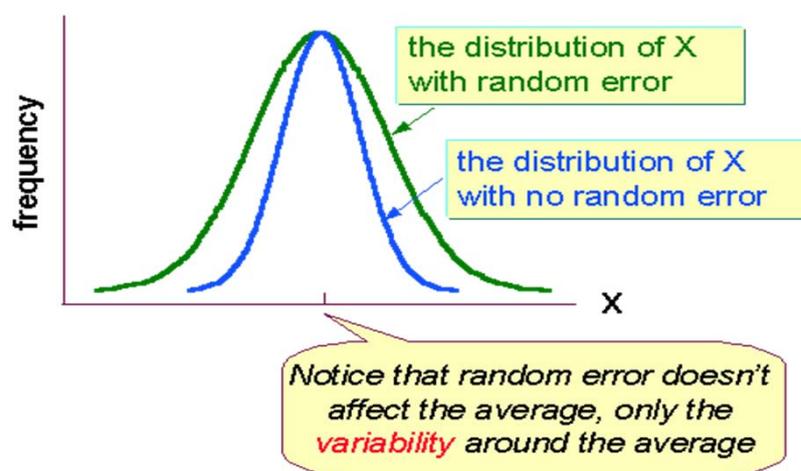
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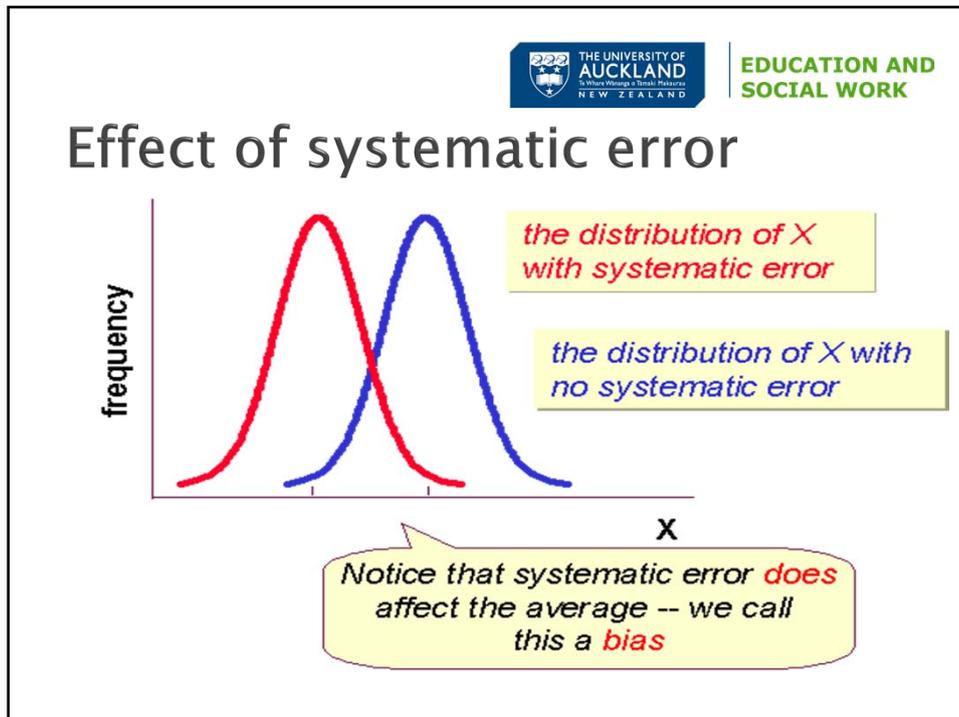
- ▶ Random error means that
 - Errors will sometimes be positive, sometimes negative
 - tend to cancel out when we add up a person's score
 - Errors will not be correlated with other things
 - $\sum e = 0$
 - Thus, test score correlations depend on the true components - not error
 - $E(X) = T$
 - Thus the higher the proportion of t in X the higher the correlations will be between items
 - The more items correlate with each other the less disturbance

Effect of random error



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- ## Basic Properties of Items
- ▶ Core total test statistics are:
 - **DIFFICULTY**: the average test score (mean)
 - **DISCRIMINATION**: Who gets the items correct?
The spread of scores (standard deviation)
 - **RELIABILITY**: how small is the error?
 - ▶ All statistics for persons and items are sample dependent
 - Requires robust representative sampling (expensive, time consuming, difficult)
 - Classrooms are not large or representative; schools might be



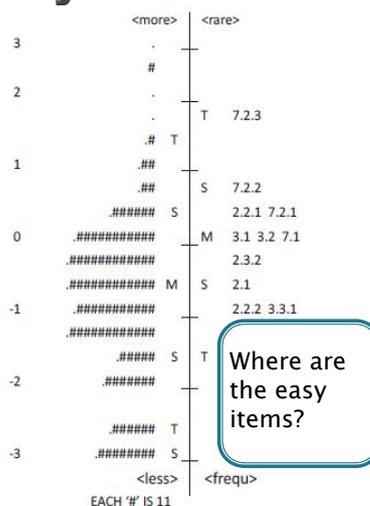
Item Difficulty

- ▶ Not about the complexity or obscurity of the item
- ▶ Nor does it relate to an individual's subjective reaction
- ▶ Derived from the responses to an item
- ▶ Item Difficulty: % answer correct or wrong
 - How hard is the item?
 - Mean correct across people is p
 - Usually delete items too easy ($p > .9$) or too hard ($p < .1$) for generalised ability test



Optimal Item Difficulty

- ▶ Don't want all items to have a $p = .50$
- ▶ Need to spread items out to measure the full range of the trait
- ▶ Accuracy in score determination requires enough information for each person's ability

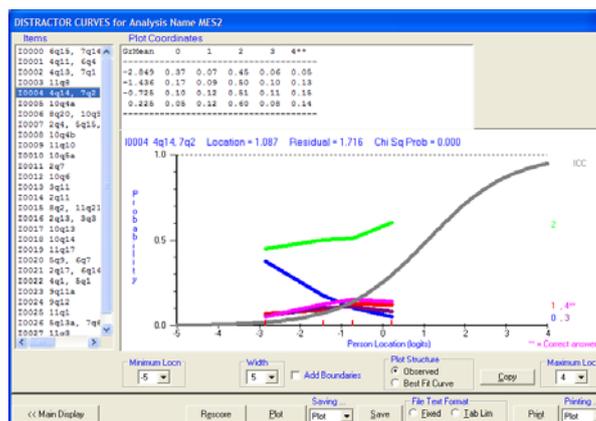


Item Discrimination r_{pb}

- ▶ Who gets the item right?
 - Correlation between item and total score, person by person – expect best students to get items correct, and least able to get it wrong
 - Are the distractors working properly?
 - Look for values $> .20$
 - Beware negative or zero discrimination items

Low discrimination

- ▶ Almost everyone chooses the wrong answer



Correlational Indexes of Discrimination



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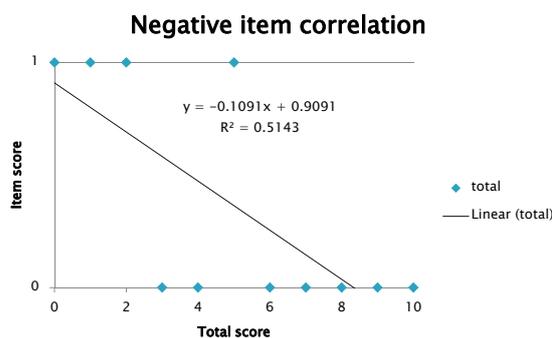
- ▶ Item to total correlations
- ▶ Point-biserial – dichotomous and continuous variable
 - The correlation of the item to the total without the item in the total

Negative item discrimination



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| item | total |
|------|-------|
| 1 | 0 |
| 1 | 1 |
| 1 | 2 |
| 0 | 3 |
| 0 | 4 |
| 1 | 5 |
| 0 | 6 |
| 0 | 7 |
| 0 | 8 |
| 0 | 9 |
| 0 | 10 |



What does it mean if low scoring students do better on an item than high scoring students?



Correlational Indexes of Discrimination

- ▶ Selecting items with high item to total correlations will maximize internal consistency reliability
 - Items that correlate with total score also tend to correlate with other items
- ▶ Problem: items with extreme p values have low variance, which will depress item discrimination
 - $p < .10$ or $p > .90$ will reduce discrimination and reliability



Estimating Reliability

- ▶ Reliability Agreement Processes
 - Time to Time comparison (*test-retest*)
 - Assessment to Assessment comparison (e.g., test to observation to portfolio) sometimes known as *construct validity*
 - Marker to Marker comparison (*inter-rater*)
 - Items to Total Score comparison (*internal estimate*, assuming e is random)
- ▶ Can & SHOULD be measured



Reliability Determination, ctd

- ▶ Split-half procedure
 - Test divided into halves either
 - Separately administered
 - Divided after single overall measurement
 - Often odd versus even items to make split-halves
 - Since N is reduced when test is halved correlation has to be adjusted
 - Spearman-Brown formula:
 - $R = 2r / (1 + r)$ where R = reliability of full test, r is the correlation between the halves



Reliability Determination Ctd

- ▶ Internal Consistency Method
 - Calculate the correlation of each item with every other item on the test (Note: Not item-total correlations)
 - Each item seen as a miniature test with true and error components
 - Intercorrelations depend only on the true components
 - Hence reliability can be deduced from intercorrelations
 - Resulting measure is called Cronbach's Alpha
 - But alpha is always the lowest estimate of reliability lower bound



Standard Error of Measurement

- ▶ A measure of the extent to which test scores would vary if the test were taken again
 - Computed from reliability
 - A persons **true score** will be within one standard error of the observed score two out of three times
 - If the person took the **test** again a wider interval would be found as the test score includes error



SEM Formula

$$s_{EM} = SD\sqrt{1 - r_{IT}}$$

where SD is the standard deviation of the test scores and r_{IT} is the reliability coefficient, both computed from the same group

If an IQ test has a standard deviation of 15 and a reliability coefficient of .89, the standard error of measurement of the test would be:

$$15\sqrt{1 - .89} = 15\sqrt{.11} = 15(.33) = 5$$


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Selecting Items for Test: Using difficulty and discrimination

| <i>Student</i> | <i>Q1</i> | <i>Q2</i> | <i>Q3</i> | <i>Q4</i> | <i>Q5</i> | <i>Tot.</i> |
|----------------|-----------|-----------|-----------|-----------|-----------|-------------|
| <i>1</i> | 1 | 1 | 0 | 0 | 0 | 2 |
| <i>2</i> | 1 | 0 | 1 | 1 | 0 | 3 |
| <i>3</i> | 0 | 1 | 1 | 1 | 1 | 4 |
| <i>Diff p</i> | .67 | .67 | .67 | .67 | .33 | |
| <i>Disc r</i> | -.87 | -.00 | .87 | .87 | .87 | |

ITEMS

All items acceptable difficulty

Need many more students to have confidence in measurements

Poor items:
 Q1 (reverse discrimination)
 Q2 (zero discrimination)


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Major limitations of CTT

- ▶ Indices of difficulty and discrimination are sample dependent
 - change from sample to sample
- ▶ Trait or ability estimates (test scores) are test dependent
 - change from test to test
- ▶ Comparisons require parallel tests or test equating – not a trivial matter
- ▶ Reliability depends on SEM, which is assumed to be of equal magnitude for all examinees (yet we know examinees differ in ability)