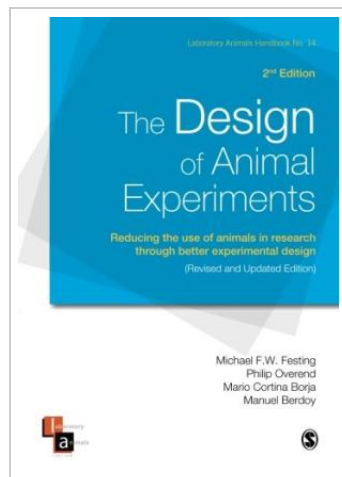




The Design of Animal Experiments: Reducing the use of animals in research through better experimental design (Paperback)

By -

Sage Publications Ltd, United Kingdom, 2016. Paperback. Condition: New. 2nd Revised edition. Language: English . Brand New Book ***** Print on Demand *****. Where there is no alternative to the use of animals in biomedical research, it is important that experiments are well designed and correctly analysed in order to minimise pain and maximize the chance of getting scientifically valid results. Experiments that use too few animals may fail to pick up biologically important effects, while those who use them incorrectly or wastefully may get invalid results while subjecting the animals to unnecessary pain, distress or lasting harm. The Design of Animal Experiments is intended for all research scientists who use laboratory animals, with the aim of helping them to design their own experiments more effectively and/or to improve their ability to communicate with professional statisticians when necessary. It covers all randomised controlled experimental designs likely to be needed in laboratory animal research, with worked examples showing how they can be statistically analysed. It suggests the more widespread use of randomised block designs and shows how both males and females can be included in an experiment without the need to increase the total number of animals by using factorial designs....



READ ONLINE
[4.15 MB]

Reviews

A must buy book if you need to adding benefit. This is for anyone who statte that there had not been a well worth reading through. Its been designed in an exceptionally straightforward way which is simply right after i finished reading this book where basically changed me, change the way i think.

-- **Adrien Robel**

An incredibly amazing book with perfect and lucid information. I was able to comprehended everything using this written e book. I realized this book from my dad and i advised this ebook to understand.

-- **Hank Ruecker DDS**