**Goals:** Gain a general framework for research articles in cognitive psychology, learn how to use the PsycInfo system, etc.

**Description:** Sometimes the best way to understand research in psychology is to actually *read* the original research in a particular subject. This project is designed to show you how research might be made interesting to a lay person.

**Rules:**

* Topic must be related to cognitive psychology. **No clinical articles**.
* Article must be from a peer-reviewed journal. Not sure? Ask. Most of the works you’ll find on PsycInfo will be peer reviewed. See help guide for how to get started.
* Article must have been published in the last two years (2012-2014). If you give me your topic, and we can’t find something in the last couple years, I’ll let you go farther back.
* Article must be empirical (unless I give you special permission). Empirical works have experiments in them. The experiments may be correlational designs (they didn’t manipulate anything, survey research, etc.) or experimental designs, but you must have experiments in your paper. This restriction excludes summary papers, theory papers, but not quite meta-analyses. If you aren’t sure, ask or look for a Methods section in the article.
* You should not wait until the end of the semester to get started or you will get stuck. Not all of the journals will be available online.
  + Hints: Try Google Scholar for journals the library does not have access to. You can try searching for a particular author’s website as well.
  + Ask me to help you find the articles.
* You will create an article flyer (see below) for the article and upload them on blackboard. You will be required to self-grade your work and to grade two other flyers from other students.
* YOU CANNOT COPY ANY DIRECT QUOTES FROM THE ARTICLE.
  + You need to explain their experiments in your own terms. You can use their terms, but no quotes.
  + If you do, you will receive a zero for the project.

**What to turn in:**

* You will create a “research flyer” for one of the experiments in the article. You can be as creative as you like, using graphics from the article (screen shots of the tables/figures that convey what happened in the experiment), with descriptions of the following:
  + Main hypothesis: what were the researchers trying to investigate in their project? What were they predicting?
  + Simplified experimental procedure: What did the participants do in the experiment?
  + Results: What happened in the study?
  + Application: Why should we be interested? How might this apply to something that would be relevant to our lives?
* You can create this flyer as an infographic, flyer like you might see on campus advertising, or other picture/text combinations that display the research you are presenting in a simplified way.
  + Do not fill up a page with text. Think about how you might display the results that would be posted on social media or website to catch people’s eyes. Science text is boring. How can we make it interesting?
  + Do assume people will know some of the basic terms – for example, you will not need to explain terms that we’ve covered in class.
  + These assignments will be graded on completeness of answering the four parts above, and trying to design a flyer. It is ok if the design is not the prettiest, as long as it follows the rules above.
* Websites to get started:
  + <http://infogr.am>
  + <http://piktochart.com>
  + <http://www.easel.ly>
  + <http://www.creativebloq.com/infographic/tools-2131971>

**Note:**

Due date listed online is for the posting. You must make sure to follow the other due dates for the grading of the assignment.