THE PERCEPTUAL PROCESS

**Definition: Perception**

The process or result of becoming aware of objects, relationships, and events by means of the sense, which includes such activities as recognizing, observing, and discriminating. The activities enable organisms to organize and interpret the stimuli received into meaningful knowledge.

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VandenBos, G. R. (2007). APA Dictionary of Psychology.

**Definition: Perception**

“Perception includes the five senses; touch, sight, taste smell and taste. It also includes what is known as proprioception, a set of senses involving the ability to detect changes in body positions and movements. It also involves the cognitive processes required to process information, such as recognizing the face of a friend or detecting a familiar scent.”

A screenshot of a cell phone

Description automatically generated

**Stimuli**

In the universe where the episode exists, everyone is equipped with “eye implants and mobile devices where everyone shares their daily activities and rates their interactions with others on a one-to-five star scale”. This is similar to the HUD (head’s up display) that is seen in video games in our world. Incoming stimuli is still the same as in our world but how it is organized and interpreted is much more advanced in the world of “Nosedive”.

**Sensation**

Although vision is augmented through the futuristic device it only serves to give more information of the world around the characters.

**Meaning**

It is the meaning attributed to the world surrounding the characters in “Nosedive” that is different from our real world. Everyone’s perceptions of their environment has been sanitized as to appear as perfect and pleasant as possible. Any negative emotion is seen as unpleasant and is “rated” poorly. We see this in our world in regards to businesses, food, opinions (Facebook, Yelp, etc.) and perhaps even professions (rate your teacher, doctor, etc.). In the world of “Nosedive”, ratings have been taken to the extreme. A person’s personal rating affects their ability to gain employment or buy houses, drive nice cars, etc.

HOW PERCEPTUAL ERRORS CAN INFLUENCE THE PERCEPTUAL PROCESS

**Definition: Halo Effect**

The tendency for a general evaluation of a person, or an evaluation of a person on a specific dimension, to be used as a basis for judgments of that person on other specific dimensions. For example, a person who is generally liked might be judged as more intelligent, competent, and honest than a person who is generally disliked.

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VandenBos, G. R. (2007). APA Dictionary of Psychology.

**Definition: False Consensus**

An opinion or belief that is mistakenly thought to be held by all or nearly all the people in a given group, whereas in fact there is significant dissent.

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VandenBos, G. R. (2007). APA Dictionary of Psychology.

**Definition: Primacy Error**

The tendency for facts, impressions, or items that are presented first to be better learned or remembered than material presented later in the sequence. This can occur in both formal learning situations and social contexts. For example, it can result in a First-Impression Bias, in which the first information gained about a person has an inordinate influence on later impressions and evaluations of that person.

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VandenBos, G. R. (2007). APA Dictionary of Psychology.

**Definition: Recency Error**

A memory phenomenon in which the most recently presented facts, impressions, or items are learned or remembered better than material presented earlier. This can occur in both formal learning situations and social contexts. For example, it can result in inaccurate ratings or impressions of a person’ abilities or other characteristics due to the inordinate influence of the most recent information received about that person.

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VandenBos, G. R. (2007). APA Dictionary of Psychology.

**Halo Effect**

The halo effect is seen in the world of “Nosedive” by use of the rating system. The people who have high ratings are seen as better in all regards opposed to those people who have low ranks. The higher the rank the easier it is to live in nice houses, drive nicer cars, maintain more prestigious jobs, etc. There are even distinct numerical separations (ie. 4.2 will get you more than a 4.18) between the “haves” and the “have-nots”.

**Primacy Error**

The primacy error is very prevalent in the world of “Nosedive”. First impressions are everything. The better your first impression to a new person you have met, the better your rating will be.

Primacy error is also seen at the end of the episode when we see Lacie and her fellow prisoner. Lacie assumes because he is in prison that he is a bad person. After getting to know him more she realizes that he is a regular person similar to herself.

**Recency Error**

The recency error can be seen in the progression of Lacie and Naomi’s interaction throughout the episode. Naomi treats Lacie wonderfully when they first connect after so many years. As Lacie’s rating begins to nosedive, Naomi’s treatment of her nosedive’s as well. Lacie is only as good as her last rating in Naomi’s opinion.

**False Consensus**

All the people in the world of “Nosedive” are forced to fall victim to false consensus. Everyone thinks that everyone else thinks exactly like them. Negative behaviour will be rated harshly. Finally, at the end of the episode, we see Lacie and her fellow prisoner begin to enjoy each other because the forced false consensus has been lifted.

DETERMINE WAYS TO IMPROVE PERCEPTUAL ERRORS

The best way to improve perceptual errors is to first realize and believe that they can happen. Next, the most amount of information that can be found the better.

Discuss the characters from Black Mirror – “Nosedive” in regards to improving perceptual errors.

In the world of “Nosedive” everyone is forced to perceive the world the same way. Negative behaviour is rated harshly whereas positive behaviour is rated highly.

Usually, the more information you gain about a subject means that you are much less likely to be affected by perception errors such as the primacy effect, halo effect, recency error, and false consensus. In the world of “Nosedive” this is not the case though. Why? There is plenty of information available about EVERYONE simply by looking at them but it is only ONE type of information – their rating. To offset errors in perception diverse information needs to be acquired.

THE ELEMENTS OF SELF-CONCEPT AND EXPLAIN HOW THEY AFFECT INDIVIDUAL BEHAVIOUR

**Definition: Self Esteem**

The degree to which the qualities and characteristics contained in one’s self-concept are perceived to be positive. It reflects a persona’s physical self-image, view of his or her accomplishments and capabilities, and values and perceived success in living up to them, as well as the ways in which others view and respond to the person. The more positive the cumulative perception of these qualities and characteristics, the higher one’s self-esteem. A high or reasonable degree of self-esteem is considered an important ingredient of mental health, whereas low self-esteem and feelings of worthlessness are common depressive symptoms.

Source: VandenBos, G. R. (2007). APA Dictionary of Psychology.

**Definition: Self-efficacy**

An individual’s capacity to act effectively to bring about desired results, especially as perceived by the individual.

Source: VandenBos, G. R. (2007). APA Dictionary of Psychology.

**Definition: Locus of Control**

A construct that is used to categorize people’s basic motivational orientations and perceptions of how much control they have over the conditions of their lives. People with an external locus of control tend to behave in response to external circumstances and to perceive their life outcomes a arising from factors out of their control. People with an internal locus of control tend to behave in response to internal states of intentions and to perceive their life outcomes as arising from the exercise of their own agency and abilities. [introduced into psychology by U.S. psychologist Julian Rotter (1916- )]

Source: VandenBos, G. R. (2007). APA Dictionary of Psychology.

THE ELEMENTS OF SOCIAL IDENTITY THEORY

**Definition: Social Identity Theory**

A general social-psychological conceptualization of the personal and interpersonal factors that influence the publicly claimed and presented self. Also, a conceptual perspective on group processes and intergroup relations that assumes that groups influence their members’ self-concepts and self-esteem, particularly when individuals categorize themselves as group members and identify strongly with the group. According to this theory, people tend to favour their ingroup over an outgroup because the former is part of their self-identity. With its emphasis on the importance of group membership for the self, social identity theory contrasts with individualistic analyses of behavior that discount the importance of group belongingness.

THE SELF-FULFILLING PROPHECY

**Definition: Self-fulfilling Prophecy**

A belief or expectation that helps to bring about its own fulfillment, as, for example, when a person expects nervousness to impair his or her performance in a job interview or when a teacher’s preconceptions about a student’s ability influence the child’s achievement for better or worse.

Source: VandenBos, G. R. (2007). APA Dictionary of Psychology.

