

Name: _____

Homework Assignment #4: Language and Decision-Making

Psy 201 (15pts)

Consider a video game that (1) you have either had personal experience playing, or (2) are otherwise very familiar with. You may also choose refer to settings beyond games (e.g., film/TV, books, social media, personal experience, etc).

1. Provide 2 examples of each decision making process. Be specific, and use clear explanations to help illustrate your point(s).

a) **Routine choice:**

b) **Randomized choice:**

c) **Optimizing:**

d) **Satisficing:**

e) **Selection-by-Elimination:**

2. According to the **Sapir-Whorf hypothesis**, language has the potential to influence thought. Drawing upon the concept of **pragmatics**, explain how these two concepts work together to influence cognition.
3. Briefly contrast **Chomsky's "generative linguistics" theory** to the **Behaviorist concept** of cognition and language acquisition.