

# Upcoming Schedule:

---

## ■ Tuesday (11-18)

- In-Class Group Work: Find Research Articles
- Every group member must find 1 unique research article related to the group topic
- Reference List Due at END of class (APA style list of all articles)
- Homework: read the article in depth

## ■ Thursday (11-20)

- In-Class Group Work: Present articles and Design Study
- Start Group Short Paper (2 pages total)
  - (a) Synthesize articles into a 1-page summary
  - (b) 2nd page, propose a new variable related to your topic and create a hypothesis around it

# Upcoming Schedule:

---

- Tuesday (11-25)
  - Finalize Group Short Paper before the break
- Tuesday (12-2)
  - Group Short Paper Due at the START of class
  - Outline final papers with group member / instructor help
- Thursday (12-4)
  - In-Class Group Work: Create Presentations in PowerPoint
- Tuesday (12-9)
  - Finalize Papers and Presentations
- Wednesday (12-17, 9:45am – 12:15pm)
  - Individual Final Papers Due; Group Presentations

# Designing an Effects Study

---

- (1) Select a topic that you find interesting
- (2) Review the literature on the topic
- (3) Define your variables of interest
- (4) Propose a hypothesis
- (5) Design your experiment

# (1) Topic and (2) Lit Review

---

- Your group has been assigned a topic based on your mutual interests, but you may change it
- Once the topic is settled do NOT propose a research hypothesis just yet
- First, examine previous research on the topic
  - Each group member must find a published research article
  - They MUST be from peer-reviewed print journals
  - You should search through the PSYCinfo Database
  - Debate previous study findings with your group members

# (3) Define Your Variables

---

- Conceptual definitions:

- 

- 

- E.g., aggressive personality

- “An individual’s stable tendency to act hostile, regardless of the situation.”

- E.g., rhythmic video games

- “A genre of video games that call for the player to keep time with a musical rhythm.”

# (3) Define Your Variables

---

- Operational definitions:

- 

- E.g., aggressive personality

- “It will be measured with a 29-item questionnaire (Buss & Perry, 1992). For example, ‘There are people who pushed me so far that we came to blows.’”

- E.g., rhythmic video games

- “Participants will be randomly assigned to play either *Rock Band* (rhythmic game) or *Tetris* (puzzle game) for 15 minutes.”

## (4) Propose a Hypothesis

---

- Hypothesis

- 

- 

- E.g., “Participants who play a rhythmic game and then listen to a separate song will remember more of that song’s lyrics than will those that play a puzzle game and then listen to that song.”

# Or Propose a Research Question

---

- Research question

- 

- E.g., Social learning theory says vio → more agg

- Catharsis theory says that vio → less agg

- If evidence for both theories is equal, pose a RQ:

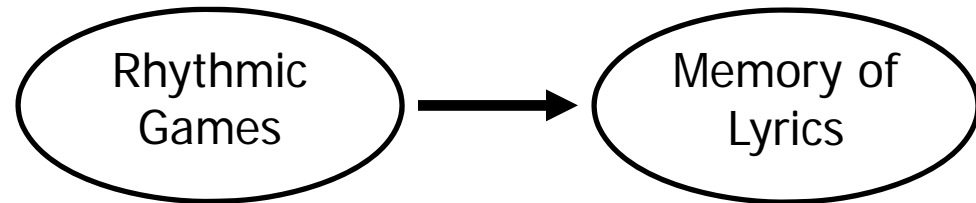
- “Will there be a difference between the effects of violent and non-violent game play on aggression?”



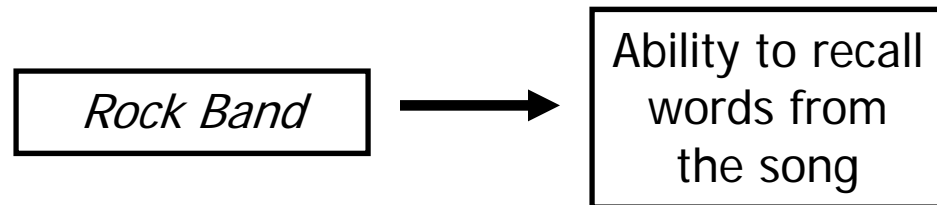
# (5) Design Your Experiment



Conceptual Level



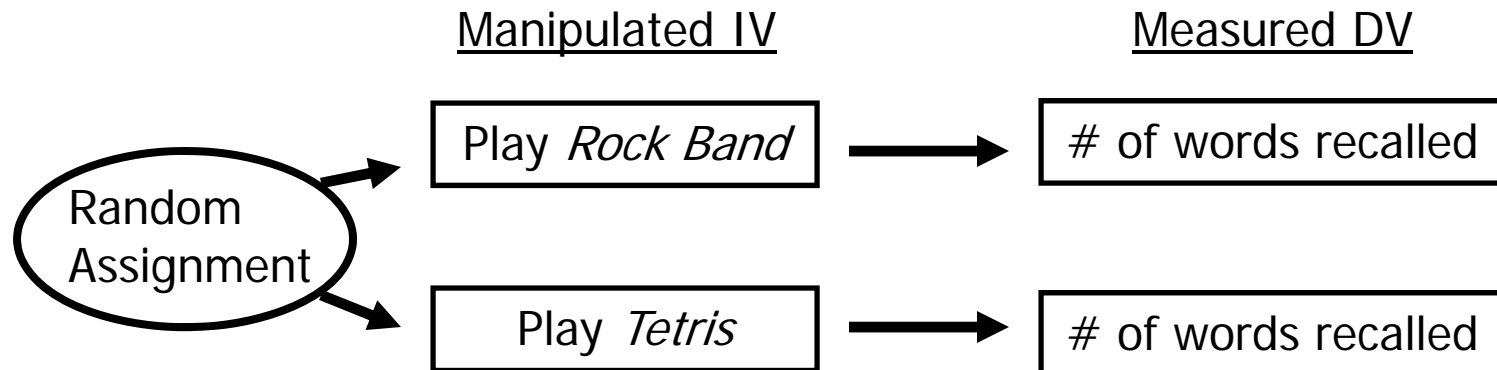
Operational Level



## (5) Design Your Experiment

- 

- 



# Hints concerning your Individual Final Paper

---

- (1)
- (2)
- (3)
- (4)

# Group Assignments

<u>Group #</u>	<u>Group Title</u>	<u>Last Name</u>	<u>First Name</u>
1	Age	Aguilar	Yantel
1	Age	Billingsley	Mitchell
1	Age	Cavin	Jordyn
1	Age	Macias	Daniella
1	Age	Salfiti	Ivona
2	Gender	McGough	Garrett
2	Gender	Olivares	David
2	Gender	Rendon	Christin
2	Gender	Smylie	Stewart
2	Gender	Tapia	Jessica
3	Learning	Cruz	Franco
3	Learning	Garza	Daniela
3	Learning	Gracia	Sheila
3	Learning	Hurtado	Cynthia
3	Learning	Lacey	Jahna
4	Multitplayer Cooperation	Acosta	Daniel
4	Multitplayer Cooperation	Coburn	John
4	Multitplayer Cooperation	Cotton	Travis
4	Multitplayer Cooperation	Martinez	Daniel
4	Multitplayer Cooperation	Willeford	Brian