

L2 (Groups)

Groups:

- Collection of 3+ people who interact and are interdependent (family, sports team, lab group, etc.)
- Leading theory is that joining groups fulfills the basic human need to belong
 - Helps us feel like a part of something bigger
 - Not being in a group can lead to feeling excluded or depressed
 - In past, survival was more likely in a group rather than solitary
- Within groups, people often have social roles
 - Ex. Coaches and players - Lab assistant, student, teacher
- Social Facilitation Theory:
 - Cockroach completed a simple task faster/better when other cockroaches were watching (compared to alone)
 - For a more difficult task, it performed worse with an audience compared to being alone
 - Presence of others (given individual evaluability) -> Arousal -> Better at easy, worse at hard stuff (Dominant response)
- Social Loafing Theory:
 - Presence of others -> Relaxation
 - Worse on simple tasks in the presence of others where their behaviour is not individually seen (blend into group)
 - Sometimes better at complex tasks

Group Decision Making:

- Larger pool of knowledge (each member can bring their own useful info)
- Can check each others' errors
- Groups do well when there are objectively correct answers
- Downsides:
 - Process loss: Aspects of group interaction inhibit good problem solving
 - Failure to share unique info (shared info is discussed more)
 - Group polarization (Tendency for groups to make decisions that are most extreme than each individual members decision. This can be more cautious or risky)
 - Groupthink (More important for everyone to get along than it is to consider the facts realistically)

L3 (Methodology and The Replication Process):