

# **CHAPTER 3 - RESEARCH ETHICS AND PHILOSOPHIES**

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# THE STANFORD PRISON EXPERIMENT

An [interview](#) with Psychologist Philip Zimbardo.



(image: Simple Psychology)

# THE STANLEY MILGRAM EXPERIMENT

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# CINEMATIC REPRESENTATIONS OF THE EXPERIMENTS

The Stanford Prison Experiment, 2015

Experimenter, 2015

# HISTORICAL BACKGROUND

**1946:** The Nuremberg War Crime Trials expose horrific medical experiments conducted by Nazi doctors and others in the name of “science.”

**1970s:** Americans learned researchers funded by the Public Health Service followed 399 low-income black men with syphilis in the 1930s.



*(a) Nuremberg War Crime Trials*

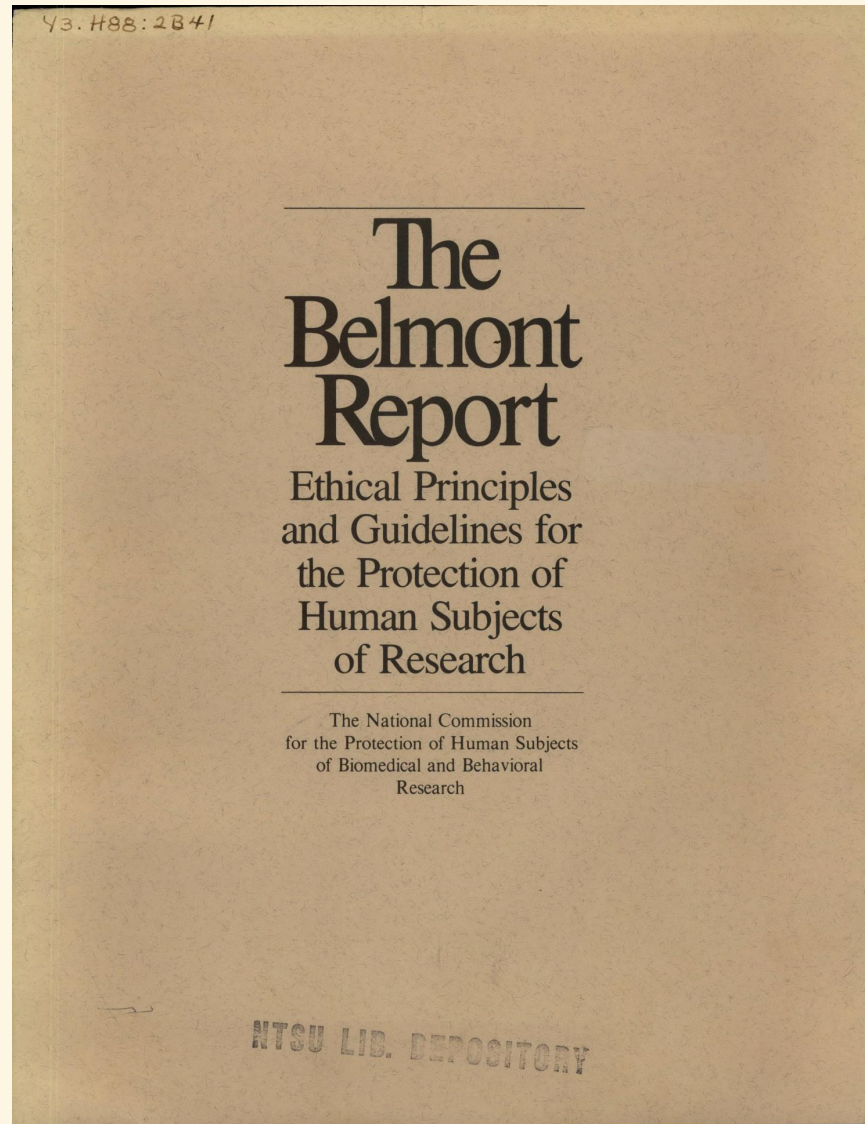


*(b) Tuskegee Syphilis Experiment*

# Figure 1: Unethical Events in the History of Human Research



# THE BELMONT REPORT (1979)



(image: UNT Digital Library)

# ETHICAL PRINCIPLES

## ACHIEVING VALID RESULTS

### Mainstream Media Accountability Survey

#### Why is this invalid?

- Leading questions
- Confusingly worded questions
- Self-selecting group

#### Why is this unethical?

# ETHICAL PRINCIPLES

## ACHIEVING VALID RESULTS

Should our ethical judgments differ when we are confident a study's results provide valid information about important natural or social processes?

- The Minneapolis Domestic Violence Experiment
- Clinical studies that use placebo groups



(image: Natalia Peraita)

# ETHICAL PRINCIPLES

## HONESTY AND OPENNESS

Scientists must openly disclose their methods and present their findings honestly.

### *Hypotheses*

*Displacement of healthy activities.* The first hypothesis explored here, from displacement theory, is that the more time spent on media, the less time spent in all other activities considered to be valuable for children's health and well-being, including reading for pleasure, studying, nonscreen playing, sleeping, and playing sports or spending time outdoors. If media displace functional equivalents, then new media should displace old (TV), computer studying should displace noncomputer studying, and video or computer game play should displace each other. If structured displace less structured activities, then computer or video game

their White peers. Younger children may be more influenced by computers and games than older children. Finally, because of their greater selection of violent games and greater salience to their peer group, boys' behavior may be more strongly linked to their computer and video game use, whereas girls' achievement may be influenced more by variation in computer and video game use because of their lower average usage.



The study sample consisted of 6- to 12-year-old children living with their mothers. The data

# ETHICAL PRINCIPLES

## PROTECTING RESEARCH PARTICIPANTS

### Zimbardo's Harmed Participants

- 1.) Participants suffered emotional and physical trauma
- 2.) Did not disclose the arrest procedure

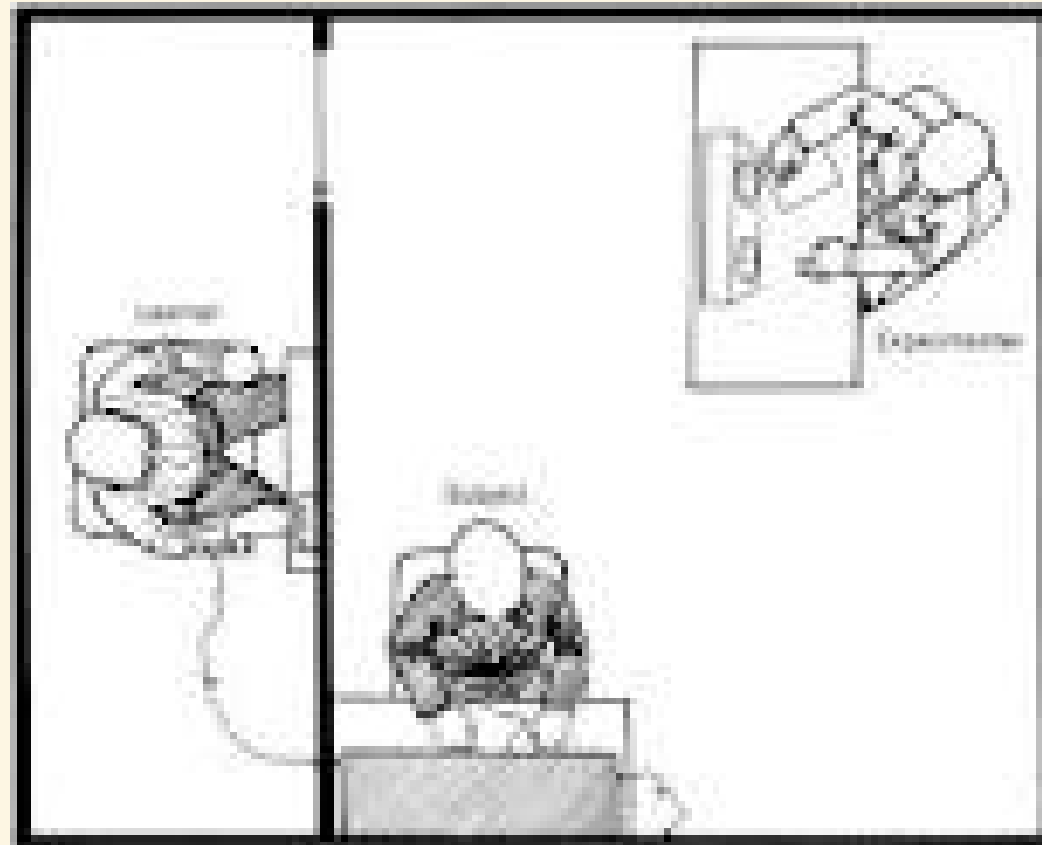


(image: Simply Psychology)

# ETHICAL PRINCIPLES

## PROTECTING RESEARCH PARTICIPANTS

Was Milgram's study unethical? Were they harmed?



(image: The Open University)

# ETHICAL PRINCIPLES

## PROTECTING RESEARCH PARTICIPANTS

### Informed Consent

To obtain informed consent it must be given by persons who are competent to consent, can consent voluntarily, are fully informed about the research, and comprehend what they have been told.



# ETHICAL PRINCIPLES

## PROTECTING RESEARCH PARTICIPANTS

Avoid **deception**, except in limited circumstance

Maintain **privacy** and **confidentiality**

Should we strive to leave personal values outside of the laboratory, or is it okay for scientists to be concerned about how their research might be used?



# SOCIAL RESEARCH PHILOSOPHIES

## POSITIVISM AND POSTPOSITIVISM

August Comte



(image: Humanist Heritage)

# **SOCIAL RESEARCH PHILOSOPHIES**

## **INTERPRETIVISM AND CONSTRUCTIVISM**

Max Weber



(image: Humanist Heritage)

**HAVE A GOOD DAY!**



(image: giphy.com)

