# **Lecture 3: The Scientific Process**

Monday, September 11, 2023

Your Teaching Fellows:

003/004: Zahra Abolghasem Bronwen Grocott

Vasileia Karasavva Ni An

010:

Thalia Lang

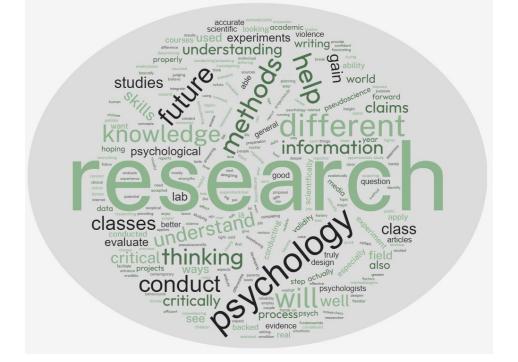
Malina Lemmons

Ruoning Li

Irene Wen

Lectures: MWF 12:00 PM - 1:00 PM (003); 1:00 PM - 2:00 PM (004); 2:00 PM - 3:00 PM (010)

Office hours: Tuesdays 2:00 PM – 4:00 PM



#### Hope to learn:

- I hope that I learn how to do precise, ethical, and quality research.
- How to properly and ethically conduct research.
- If I truly enjoy psychology or not
- I hope to learn how to refute the (mostly) pseudoscience filled articles my Chinese parents send me on WeChat.

### Questions/Expectations:

- I expect that there will be enough in-class support during the research project portion of the class to not leave students panicked and lost.
- To pass this class :)
- I want to learn, but not be judged for asking questions, or be afraid to think outside the box
- How will our groups be decided for the labs/group work?

Is there anyway for students to know which page(s) of the textbook to read and by which

date?



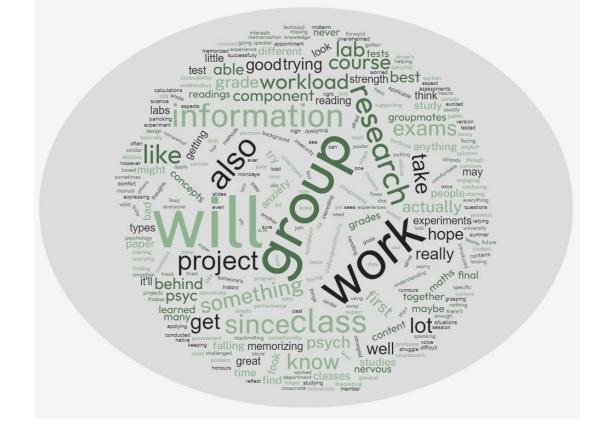
#### Most excited about 217:

- Conducting research/doing the labs/presenting at the end of the term (times 15)
- Meeting people/seeing people/in-person class (times, like, 20)
- Better understanding research methods
- CLASSES!!!!!!

Me







#### Worries about 217:

- THE GROUP PART (basically all of you)
- THE MATH PART (next most frequent)
- □ THE MEMORIZING PART (next most frequent) → Zoom event: Thursday, Sept 14, 12:30
- Not understanding anything/Grades/Hard course/exams/rumours
- The readings. Some of these chapters are looong.

# Learning objectives

- By the end of this lesson, you will be able to:
  - Understand the fundamental tenets of science
  - Explain, differentiate between, and generate examples for various forms of logical reasoning
  - Properly interpret relations between data and hypotheses
  - Explain how the scientific method relates to critical thinking

# Using the science method to understand the world



How do we know what we know?

# Ways of Knowing

Scientific method

"Unscientific" (non-data-driven) methods

Logic

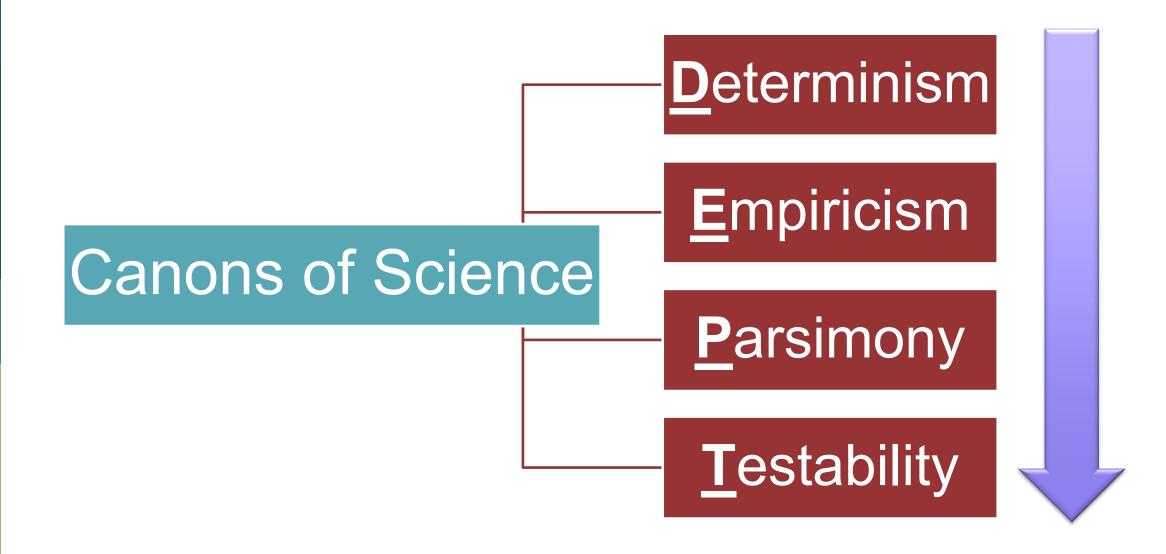
Experience

Folk wisdom/ common sense

**Authority** 

Intuition

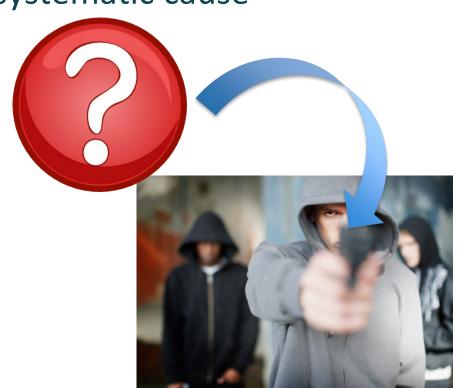
# Cantons of Science



#### **Determinism**

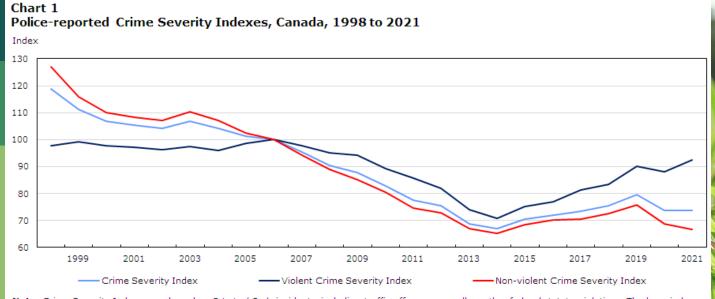
- The assumption that the universe is orderly
- Events occur due to some meaningful and systematic cause
- Foundation of research

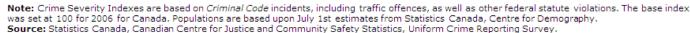




# **Empiricism**

- We understand the world by making structured, systematic observations
- Making such observations is best way to figure out orderly principles



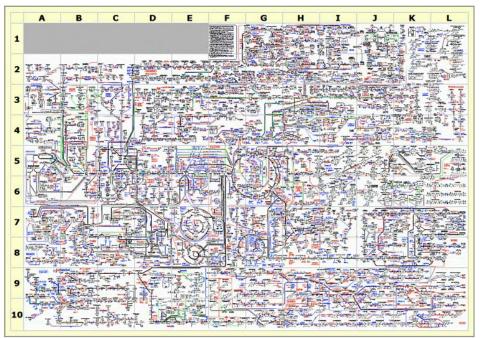




# **Parsimony**

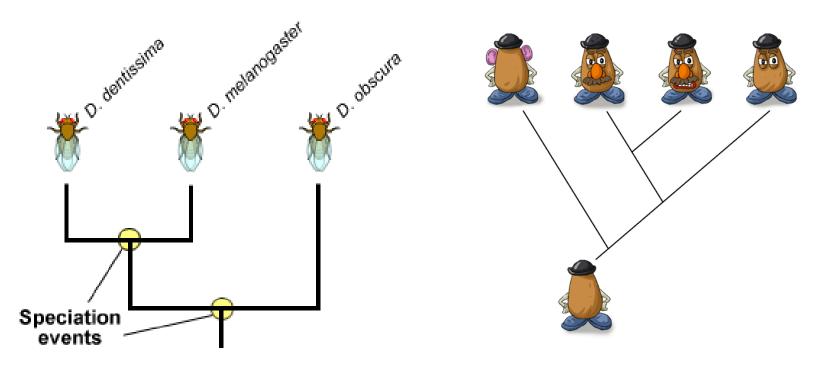
- When two theories can explain the same set of empirical observations, preference → simpler
- Forces scientists to make as few assumptions as possible
- aka Occam's Razor





# **Testability**

- Researchers should be able to put scientific theories to empirical tests
- It is particularly important that theories are <u>falsifiable</u>





# Goals of Psychological Science

- Describe behaviour
- Predict behaviour
- Determine causes of behaviour
- Understand/Explain behaviour
- Apply knowledge to solve problems



Basic Research



Applied Research





# When "Science"ing...

We examine theories, hypotheses, and predictions



#### **Terms defined**

Theory

Overarching framework that organises and explains phenomena and data

Generates hypotheses that test boundaries of the theory

#### Hypothesis

 A tentative statement about a relationship that may or may not be true

#### Prediction

 Specific statement regarding the expected outcome of a study



General



If  $P \rightarrow Q$ P therefore Q

Deduction

#### Terms defined

Theory/General expectation

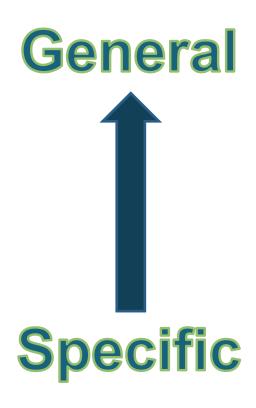
Every time anyone eats peanuts, their throats will swell up

#### Hypothesis

The next time I eat peanuts, my throat will continue to swell up

#### Observation

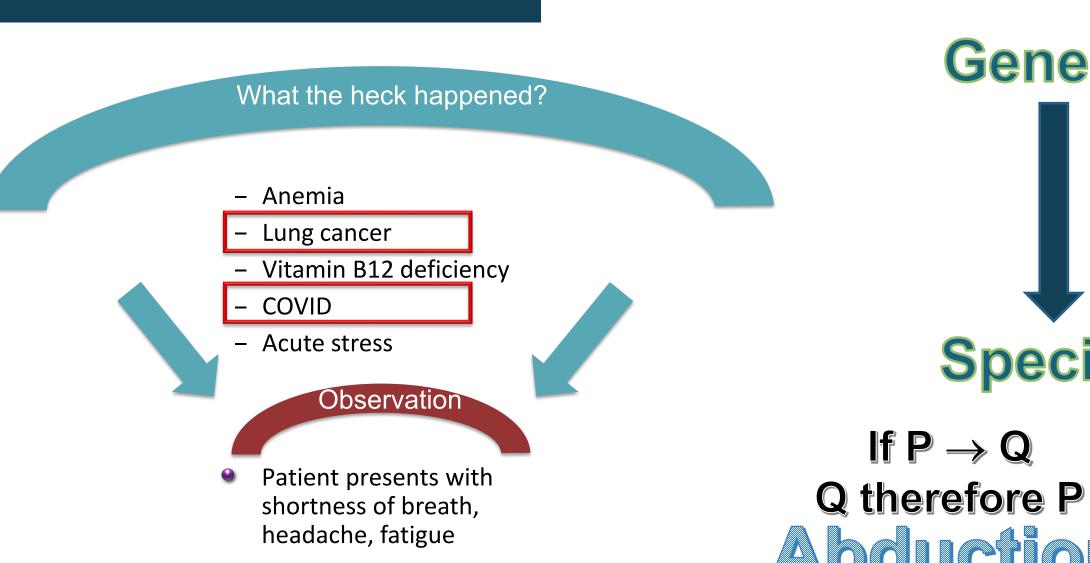
Every time I eat peanuts, my throat swells up (Note: Noticing a series of events)

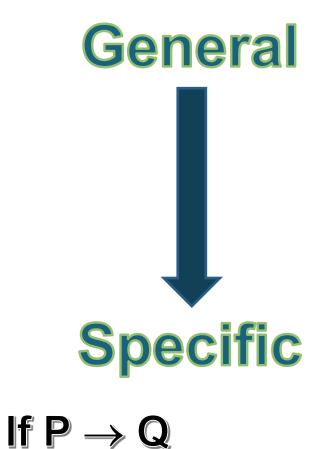


Induction

#### **Terms defined**

# Not trying to create theory





# Example study

#### Theory:

- Human behaviour is a function of their life experience and exposure to stimuli in their environment
  - Builds on previous research

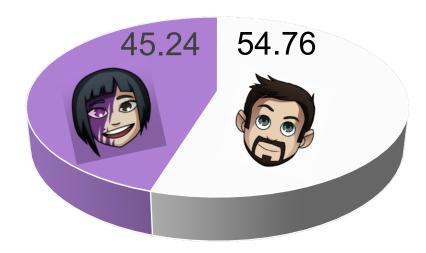
#### Hypothesis:

 After playing violent games rather than non-violent games, one will become more aggressive even long after the game is over

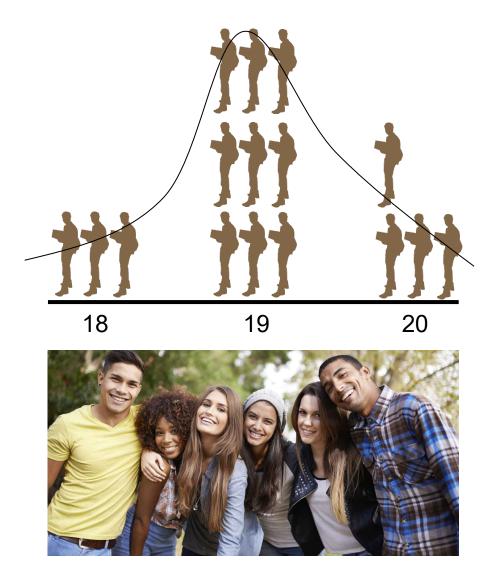
# Video games study

- Basic study design
  - Methods

**Participants** 



N = 169



Bushman & Gibson, 2010

# Video game study

# Basic study design

Violent games:



Non-violent games



Bushman & Gibson, 2010