

#### WELCOME TO PSYC 110

## brotip #201

some of the prettiest people do the ugliest

brotipstumbi

#### **PSYC 110 (General Psychology)**

#### **Module 1:**

Foundations of Psychology

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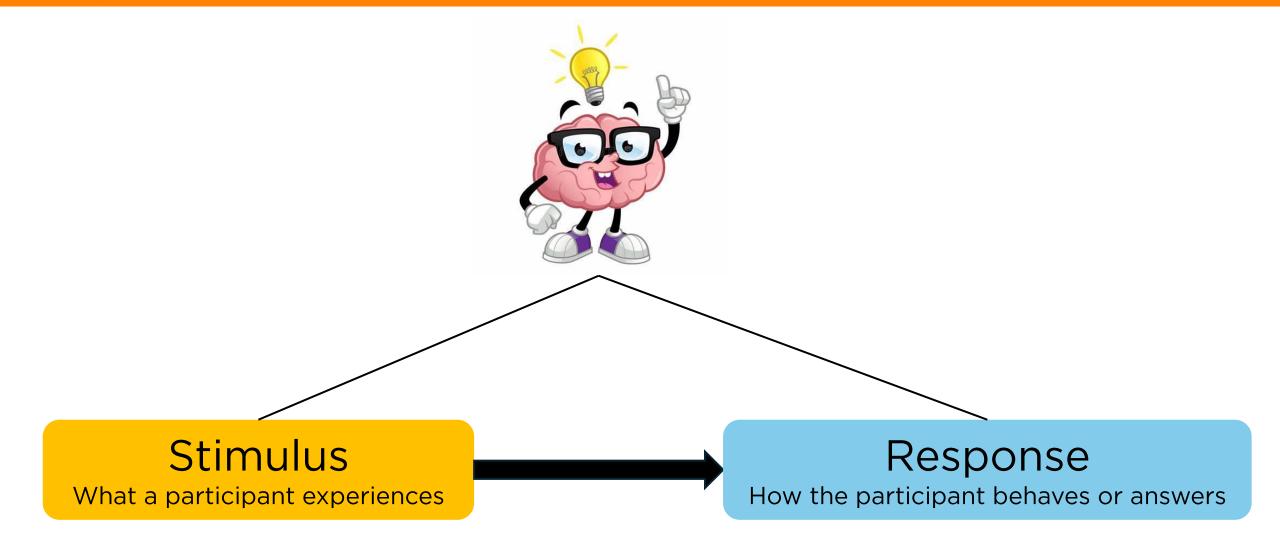


#### Psychology is studied as a science





#### A hypothesis predicts a relation\*





#### Good designs minimize demand characteristics



#### **Demand Characteristics**

Anything that may indicate the hypothesis or goal of the study for the participants

- How do you behave when you are being watched?
- Lab experiments make demand characteristics difficult to avoid
- Leads to:
  - "Faking Good"
    - Responding purposefully in favour of hypothesis
  - "Faking Bad"
    - Responding purposefully against hypothesis



#### Good designs minimize demand characteristics

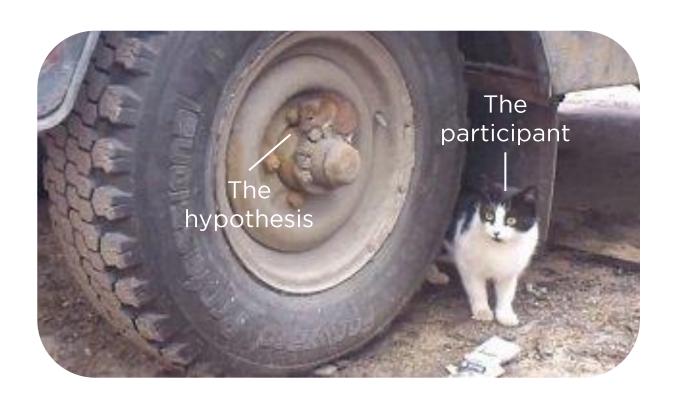


#### **Deception**

- Often required to avoid demand characteristics
- For example, a <u>Cover Story</u>
  - Give a realistic-sounding reason to be doing the study that doesn't give away the hypothesis
  - Tell the participants the real story afterward (for ethical reasons)



#### Good designs minimize demand characteristics



#### Other strategies to avoid Demand Characteristics:

- Task/Question order
  - If using a Quasi-IV, have the participants respond to the DV before collecting IV information
- Distractor tasks/questions
  - Include components in the design that are irrelevant to the true hypothesis



#### Our designs also must be ethical

#### Minimal or no risk to participants

- Physical (e.g., pain, injury)
- Psychological (e.g., stress, sadness)
- Social (e.g., others' opinions of the participant)
- Legal (e.g., incrimination)

#### Be as fair as possible to all participants

- Equal benefits
  - e.g., compensation, treatment
- Equal risk

#### **Respect participant autonomy**

- Participants <u>choose</u> to participate and may <u>withdraw at any time</u>
- Participants have a right to know what they are signing up for
  - Informed Consent
- Participation is anonymous



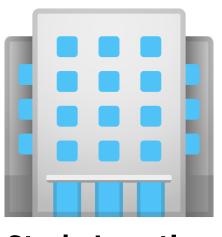
If any of these requirements are unmet, there must be a <u>valid reason</u> (i.e., we would be unable to do the experiment otherwise)

# But Dr. T, how can you say a participant has a right to know the design, but deception is okay?

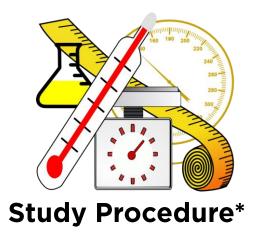




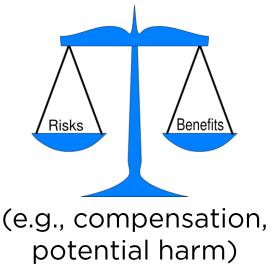
#### First we do informed consent



**Study Location** 









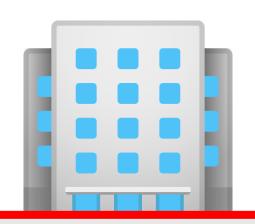
**Study Hypothesis\*** 

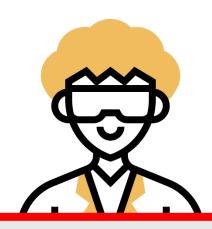


\*As much as possible w/o demand characteristics



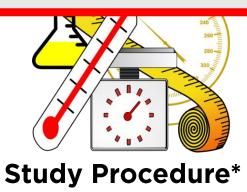
#### First we do informed consent

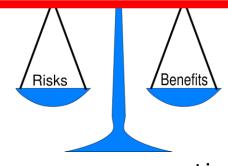






# IF ANY OF THESE ARE NOT GIVEN AT THE START, THEY MUST BE GIVEN BEFORE THE PARTICIPANT IS FINISHED WITH THE STUDY





(e.g., compensation, potential harm)



Participant Rights (e.g., to withdraw)



#### Debriefing covers all of our bases

After the experiment, tell the participant:



**Study Hypothesis**Complete truth this time



Deception

If it was used,
justify why it was required



#### So we've planned it all out...now what?

#### RECRUITMENT





#### We need brains



#### **Methods of Recruitment**

#### Volunteer Sampling

- Potential participants reach out spontaneously
- e.g., advertisements for the lab

#### Convenience Sampling

 Researcher decides time and place for study, people who are available can sign-up

#### Random Sampling

- The entire population has equal chance
- e.g., approaching people on the street

#### **Quota Sampling**

- Specifically recruiting certain demographics
- e.g., skill, place of residence, occupation



#### What should we get out of today?

### **DESIGNING AN** EXPERIMENT AVOIDING DEMAND **CHARACTERISTICS** DECEPTION **ETHICS** RECRUITMENT



#### How did we do?



#### For y'all:

- Friday Quiz 1 is this Friday
- First InQuizitive due Feb 2
- First Reflection Journal due Feb 2
- Attend your Discussion Section this week