Psychologists

	experiment		*theory*
Harry Harlow	rhesus monkeys	maternal-separation, dependency needs, social isolation, importance of caregiving and companionship to social and cognitive development	Contact comfort
Mary Ainsworth	infant is placed in scenarios with or without its mother as well as with or without a stranger	development of the attachment theory, observe early emotional attachment between a child and its primary caregiver	Strange Situation Classification (SSC)
Jean Piaget	improvising conversations with children to understand their unique mental worlds	how children develop intellectually throughout the course of childhood	Genetic Epistemology
Lev Vygotsky		social interaction plays a critical role in children's learning & is continuous process that is profoundly influenced by culture	Social Constructivism (sociocultural)
Tolman	rat maze, withheld food	individuals do more than merely respond to stimuli; they act on beliefs, attitudes, changing conditions, & strive toward goals	Purposive Behaviorism
Pavlov	dogs & bell, drooling	people will repeat an action without realizing that they have been conditioned to do so	Classical Conditioning
Bandura	Bobo Doll, aggression/immitation	we learn social behavior by observing and imitating the behavior of others	Social Learning
Skinner		children receive “rewards” for using language in a functional manner.	Operant Conditioning

Research Design (infants & Children)

	limitations/risks

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Research Design (infants & Children) (cont)

longit-udinal	examines change within individuals, stability vs change over time. (ex. at 12mo, 18mo, & 24mo)	costly, attrition, practice effect, cohort effects
cross--sectional	changes between groups (ex. average changes between age groups)	yield information on age-related change, not development per se
sequential	(both longitudinal and cross-sectional comparisons) children of different ages are enrolled into a study at various points in time to examine age-related changes, development within the same individuals as they age, and account for the possibility of cohort effects	costly, practice effects

the strategy or blueprint for deciding how to collect and analyze information, dictates which methods are used and how

Research Methods (Infants)

involu-ntary or obligatory responses	because of limited motor control, test involu-ntary responses	Ex. habitu ation vs dishab itu-ation	Baillargeon and colleagues (1985): Object Permanence & Solidity Principle
voluntary responses	behaviors that a person completes by choice	Ex. recall memory and elicited imitation	
psycho-physio-logical responses	measure heart rate, hormone levels, brain activity, etc.	Ex. event-related-p-otentials (ERPs)	

Interview Techniques

vernal report paradigms	children provide written or verbal answers to scenarios

Human Development

Prenatal	(egg + sperm) = zygote = blastula = neural tube
Neonatal	Attachment (~8mo), Language (babbling), Cognition (Piaget)

Human Development (cont)

Childhood	Cognition	Object permanence, conservation, abstract reasoning, theory of mind, cultural influence
Adolescence	Gender	Spectrum, cis vs trans, adrenarche (6-12) and menarche

Research Design (Infants & Children)

	Advantages	Disadvantages
Longitudinal	• Examines changes within individuals over time • Provides a developmental analysis	• Expensive • Takes a long time • Participant attrition • Possibility of practice effects • Cannot examine cohort effects
Cross-sectional	• Examines changes between participants of different ages at the same point in time • Provide information on age-related change	• Cannot examine change over time • Cannot examine cohort effects
Sequential	• Examines changes within individuals over time • Examines changes between participants of different ages at the same point in time • Can be used to examine cohort effects	• May be expensive • Possibility of practice effects

Vocabulary

assent	minor participants are asked to indicate their willingness to participate in a study
attrition	participant drops out, or fails to complete, all parts of a study
bidire-ctional relations	one variable is likely both cause and consequence of another variable

Vocabulary (cont)

cohort effects	research findings differ for participants of the same age tested at different points in historical time
cross--sectional research	examines behavior in partic-ipants of different ages who are tested at the same point in time
dishab-ituation	participants demonstrate increased attention (through looking or listening behavior) to a new stimulus after having been habituated to a different stimulus
elicited imitation	A behavioral method used to examine recall memory in infant
event--related potentials (ERP)	recording of participant brain activity using a stretchy cap
habitu-ation	participants demonstrated decrease attention to repeat-edly-presented stimuli.
informed consent	getting permission from adults
instit-utional Review Boards (IRBs)	reviews and approves research procedures

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Vocabulary (cont)

involuntary or obligatory responses	Behavior that does not require much conscious thought
motor control	thinking to direct muscles and limbs
object permanence	understanding that objects continue to exist even when they cannot be directly observed
practice effect	participants get better at a task over time by “practicing” (can be particularly problematic in longitudinal and sequential research designs)
recall memory	remembering discrete episodes or events from the past (including encoding, consolidation and storage, and retrieval)
solidity principle	idea that two solid masses should not be able to move through one another

Vocabulary (cont)

violation of expectation paradigm	research method in which infants are expected to respond in a particular way because one of two conditions violates or goes against what they should expect based on their everyday experiences

SOCIAL EVOLUTION & BEHAVIOR

symbiosis
selfishness
altruism
mating & natural selection
innate behavior
heritability & environment

SOCIAL PSYCHOLOGY

what is culture?

obeying norms, roles, environmental cues, prejudice/stereotypes, conformity, bonding, inferiority	Milgram
disposition bias	personality traits influence behavior
situation bias	situation influences behavior
fundamental attribution	bias from situation bias

SOCIAL PSYCHOLOGY (cont)

cognitive dissonance	belief system contradicts behavior
familiarity	positive attitude toward familiar things
validity effect	believing something that is repeated
ethnocentrism	ne's own group is superior
cultural relativism	view that other groups are all equally valid and no one system is really “better”
invulnerability illusion	group can do no wrong
self-censorship	dissenters stay quiet
pressure to conform	teasing and pressuring
unanimity	illusion of consensus

SOCIAL PSYCHOLOGY

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