

SEMINAR: **Social Psychology (advanced)**

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Current research in social psychology

WINTER Semester 30 hrs (2x45 min weekly)

THE COURSE CORRESPONDS TO TOPICS: social psychology

ASSESSMENT

- The course is available to all students (General course open to all students)
- The course to be conducted in English
- Credit requirements: Active Participation during the Course plus presentation
- Time of classes:
- Begins:
- Duration:
- Commencement date:

COURSE AIMS AND CONTENT:

The aim of the course is to deepen the knowledge of the most important issues of social psychology. In particular, we will pay attention to the latest trends in research development. Participants will take part in discussions and demonstrations, they will also have the opportunity to prepare research summary themselves.

EDUCATIONAL OUTCOMES:

1

Knowledge: - Participants are expected to acquire the knowledge of current research in the field of social psychology.

Skills: discussing research results, applying soc psych theories to interpret results, critical comments to methods etc.

Social Competence: presentation of research, interpretation, arguments, discussing with peers

THE CLASSES AND READINGS:

1. *what is soc psych all about?*

Ridolfo, H., Baxter, A., & Lucas, J. W. (2010). Social influences on paranormal belief: Popular versus scientific support. *Current Research in Social Psychology*, 15(3), 33-41.

Andersen, M., Pfeiffer, T., Müller, S., & Schjoedt, U. (2019). Agency detection in predictive minds: a virtual reality study. *Religion, Brain & Behavior*, 9(1), 52-64.

2. social perception

Hart, C. L., Fillmore, D. G., & Griffith, J. D. (2009). Indirect detection of deception: Looking for change. *Current Research in Social Psychology*, 14(9), 134-142.

Loy, J. E., Rohde, H., & Corley, M. (2018). Cues to Lying May be Deceptive: Speaker and Listener Behaviour in an Interactive Game of Deception. *Journal of Cognition*, 1(1).

Pereira, M. S., de Lange, J., Shahid, S., & Swerts, M. (2018). A perceptual and behavioral analysis of facial cues to deception in interactions between children and a virtual agent. *International Journal of Child-Computer Interaction*, 15, 1-12.

3. social cognition

Gilovich, T. (1997). Some systematic biases of everyday judgment. *Skeptical Inquirer*, 21(2), 31-5.

Kandalaf, M. R., Didehbani, N., Krawczyk, D. C., Allen, T. T., & Chapman, S. B. (2013). Virtual reality social cognition training for young adults with high-functioning autism. *Journal of autism and developmental disorders*, 43(1), 34-44.

4. Attitudes and attitude change

Egan, L. C., Santos, L. R., & Bloom, P. (2007). The origins of cognitive dissonance: Evidence from children and monkeys. *Psychological science*, 18(11), 978-983.

Harmon-Jones, E. (2019). What Is Cognitive Consistency, and Why Does It Matter?.

5. social identity

Thomaes, S., Bushman, B. J., Castro, B. O. D., Cohen, G. L., & Denissen, J. J. (2009). Reducing narcissistic aggression by buttressing self-esteem: An experimental field study. *Psychological Science*, 20(12), 1536-1542.

Sedikides, C., Ntoumanis, N., & Sheldon, K. M. (2019). I am the chosen one: Narcissism in the backdrop of self-determination theory. *Journal of personality*, 87(1), 70-81.

6. prejudice and discrimination

DeAngelis, T. (2009). Unmasking 'racial micro aggressions'. *Monitor on Psychology*, 40(2), 42.

Beti, R. A., Al-Khatib, F., & Cook, D. M. (2018, July). The Efficacy of Using Virtual Reality for Job Interviews and Its Effects on Mitigating Discrimination. In *International Conference on Computing and Information Technology* (pp. 43-52). Springer, Cham.

Peck, T. C., Seinfeld, S., Aglioti, S. M., & Slater, M. (2013). Putting yourself in the skin of a black avatar reduces implicit racial bias. *Consciousness and cognition*, 22(3), 779-787.

7. interpersonal attraction

Levine, M., & Marano, H. E. (2001). Why I hate beauty. *PSYCHOLOGY TODAY-NEW YORK-*, 34(4), 38-45.

Coulson, M., Barnett, J., Ferguson, C. J., & Gould, R. L. (2012). Real feelings for virtual people: Emotional attachments and interpersonal attraction in video games. *Psychology of Popular Media Culture*, 1(3), 176.

Cooper, A., & Sportolari, L. (1997). Romance in cyberspace: Understanding online attraction. *Journal of Sex Education and Therapy*, 22(1), 7-14.

8 close relationships

Walster, E., Walster, G. W., Piliavin, J., & Schmidt, L. (1973). "Playing hard to get": Understanding an elusive phenomenon. *Journal of Personality and Social Psychology*, 26(1), 113.

Træen, B., Carnevali, A., Kvaem, I. L., & Hald, G. M. (2018). European older adults' use of the Internet and social networks for love and sex. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 12(3).

9. social influence

Milgram, S. (1963). Behavioral study of obedience. *The Journal of abnormal and social psychology*, 67(4), 371.

Doliński, D., Grzyb, T., Folwarczny, M., Grzybała, P., Krzyszycha, K., Martynowska, K., & Trojanowski, J. (2017). Would you deliver an electric shock in 2015? Obedience in the experimental paradigm developed by Stanley Milgram in the 50 years following the original studies. *Social Psychological and Personality Science*, 8(8), 927-933.

10. prosocial behaviour

Bushman, B. J., & Anderson, C. A. (2009). Comfortably numb: Desensitizing effects of violent media on helping others. *Psychological science*, 20(3), 273-277.

Rosenberg, R. S., Baughman, S. L., & Bailenson, J. N. (2013). Virtual superheroes: Using superpowers in virtual reality to encourage prosocial behavior. *PloS one*, 8(1), e55003.

11. aggression

Brown, R. P., Osterman, L. L., & Barnes, C. D. (2009). School violence and the culture of honor. *Psychological Science*, 20(11), 1400-1405.

Seinfeld, S., Arroyo-Palacios, J., Iruretagoyena, G., Hortensius, R., Zapata, L. E., Borland, D., ... & Sanchez-Vives, M. V. (2018). Offenders become the victim in virtual reality: impact of changing perspective in domestic violence. *Scientific reports*, 8(1), 2692.

12. group behaviour

Moorhead, G., Ference, R., & Neck, C. P. (1991). Group decision fiascoes continue: Space shuttle Challenger and a revised groupthink framework. *Human Relations*, 44(6), 539-550.

Hoyt, C. L., Blascovich, J., & Swinth, K. R. (2003). Social inhibition in immersive virtual environments. *Presence: Teleoperators & Virtual Environments*, 12(2), 183-195.

Anderson-Hanley, C., Snyder, A. L., Nimon, J. P., & Arciero, P. J. (2011). Social facilitation in virtual reality-enhanced exercise: competitiveness moderates exercise effort of older adults. *Clinical interventions in aging*, 6, 275.

13. business and politics

Offerman, L. R. (2004). When followers become toxic. *Harvard Business Review*, 82(1), 54-60. Offerman, L. R. (2004). When followers become toxic. *Harvard Business Review*, 82(1), 54-60.

Bizumic, B., & Duckitt, J. (2018). Investigating right wing authoritarianism with a very short authoritarianism scale. *Journal of Social and Political Psychology*, 6(1), 129-150.

Markowski, R. (2019). Creating Authoritarian Clientelism: Poland After 2015. *Hague Journal on the Rule of Law*, 11(1), 111-132.

14. forensic psychology

Herbert, I. (2011). The psychology and power of false confessions. *APS Observer*, 22(10).

Patry, M. W. (2008). Attractive but guilty: Deliberation and the physical attractiveness bias. *Psychological reports*, 102(3), 727-733.

Bailenson, J. N., Blascovich, J., Beall, A. C., & Noveck, B. (2006). Courtroom applications of virtual environments, immersive virtual environments, and collaborative virtual environments. *Law & Policy*, 28(2), 249-270.

15. health psychology

Butler, L. D., Koopman, C., Azarow, J., Blasey, C. M., Magdalene, J. C., DiMiceli, S., ... & Kraemer, H. C. (2009). Psychosocial predictors of resilience after the September 11, 2001 terrorist attacks. *The Journal of Nervous and Mental Disease*, 197(4), 266-273.

Bonanno, G. A., Brewin, C. R., Kaniasty, K., & Greca, A. M. L. (2010). Weighing the costs of disaster: Consequences, risks, and resilience in individuals, families, and communities. *Psychological science in the public interest*, 11(1), 1-49.

Rizzo, A. S., Difede, J., Rothbaum, B. O., Reger, G., Spitalnick, J., Cukor, J., & Mclay, R. (2010). Development and early evaluation of the Virtual Iraq/Afghanistan exposure therapy system for combat-related PTSD. *Annals of the New York Academy of Sciences*, 1208(1), 114-125.

Gerardi, M., Rothbaum, B. O., Ressler, K., Heekin, M., & Rizzo, A. (2008). Virtual reality exposure therapy using a virtual Iraq: case report. *Journal of Traumatic Stress: Official Publication of The International Society for Traumatic Stress Studies*, 21(2), 209-213.