

## SEMINAR: **Social Psychology (advanced)**

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### **Current research in social psychology**

SUMMER Semester 30 hrs (2x45 min weekly)

Tuesdays, 10.00 - 11.30

(in case of COVID, online version at: [meet.google.com](https://meet.google.com))

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 and individual presentation

### 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 summaries themselves.

### EDUCATIONAL OUTCOMES:

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.

Farizi, F. D., Bangay, S., & McKenzie, S. (2019, August). Facial Cues for Deception Detection in Virtual Reality Based Communication. In *Proceedings of the 3rd International Conference on Big Data and Internet of Things* (pp. 65-69).

### 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.

Oliveira, C., Simões de Almeida, R., & Marques, A. (2021). Virtual reality in social skills training programs for people with schizophrenia: A systematic review and focus group. *British Journal of Occupational Therapy*, 03080226211011391.

### 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?.

Herrewijn, L., De Groot, B., Cauberghe, V., & Hudders, L. (2021). VR outreach and meat reduction advocacy: The role of presence, empathic concern and speciesism in predicting meat reduction intentions. *Appetite*, 105455.

### 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.

Fu, Q., Rodríguez-Ardura, I., Meseguer-Artola, A., & Wu, P. (2021). Self-disclosure during the COVID-19 emergency: Effects of narcissism traits, time perspective, virtual presence, and hedonic gratification. *Computers in Human Behavior*, 107154.

### 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.

Freeman, G., & Acena, D. (2021, June). Hugging from A Distance: Building Interpersonal Relationships in Social Virtual Reality. In *ACM International Conference on Interactive Media Experiences* (pp. 84-95).

## 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., Carvalheira, A., Kvaalem, 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).

Maes, C., & Vandenbosch, L. (2022). Physically distant, virtually close: Adolescents' sexting behaviors during a strict lockdown period of the COVID-19 pandemic. *Computers in Human Behavior*, 126, 107033.

## 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.

Drummond, A., Sauer, J. D., Ferguson, C. J., Cannon, P. R., & Hall, L. C. (2021). Violent and non-violent virtual reality video games: Influences on affect, aggressive cognition, and aggressive behavior. Two pre-registered experiments. *Journal of Experimental Social Psychology*, 95, 104119.

## 12. group behaviour

Moorhead, G., Ferenec, 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

Peng, Y. (2022). Give Me Liberty or Give Me COVID-19: How Social Dominance Orientation, Right-wing Authoritarianism, and Libertarianism Explain Americans' Reactions to COVID-19. *Risk Analysis*, Forthcoming.

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.

Depauw, H., Van Hiel, A., & Dierckx, K. (2022). The relationship between right-wing ideological attitudes and aggression in everyday life. *Personality and individual differences*, 186, 111333.

## 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

Veer, I.M., Riepenhausen, A., Zerban, M. et al. Psycho-social factors associated with mental resilience in the Corona lockdown. *Transl Psychiatry* 11, 67 (2021). <https://doi.org/10.1038/s41398-020-01150-4>

Smith, B.W., Dalen, J., Wiggins, K. et al. The brief resilience scale: Assessing the ability to bounce back. *Int. J. Behav. Med.* 15, 194–200 (2008). <https://doi.org/10.1080/10705500802222972>

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.