

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

(online version at: [meet.google.com; link to all meetings https://meet.google.com/ugo-usyw-nji](https://meet.google.com/ugo-usyw-nji))

classroom access code: peswtqs

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 TOPICS AND READINGS:

1. *what is soc psych all about?*

1.1 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.

1.2 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

2.1 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.

2.2 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).

2.3 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.

2.4 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

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

3.2 Geraets, C. N. W., Tuentje, S. K., Lestestuiver, B. P., Van Beilen, M., Nijman, S. A., Marsman, J. B. C., & Veling, W. (2021). Virtual reality facial emotion recognition in social environments: An eye-tracking study. *Internet interventions*, 25, 100432.

3.3 Kandalaft, 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

4.1 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.

4.2 Dobrowolski P, Pochwatko G, Skorko M, Bielecki M. The effects of virtual experience on attitudes toward real brands. *Cyberpsychol Behav Soc Netw*. 2014 Feb;17(2):125-8. doi: 10.1089/cyber.2012.0613. Epub 2013 Aug 27. PMID: 23981148.

4.3 Herrewijn, L., De Groeve, 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.

4.4 Markowitz DM, Laha R, Perone BP, Pea RD, Bailenson JN. Immersive Virtual Reality Field Trips Facilitate Learning About Climate Change. *Front Psychol*. 2018 Nov 30;9:2364. doi: 10.3389/fpsyg.2018.02364. PMID: 30555387; PMCID: PMC6284182.

5. social identity

5.1 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.

5.2. 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

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

6.2 Tassinari, M., Aulbach, M. B., & Jasinskaja-Lahti, I. (2022). The use of virtual reality in studying prejudice and its reduction: A systematic review. *PloS one*, 17(7), e0270748.

6.3 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

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

7.2 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.

7.3 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

8.1 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.

8.2 Træen, B., Carvalheira, 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).

8.3 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

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

9.2 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

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

10.2 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

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

11.2 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.

11.3 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

12.1 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.

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

12.3 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.

BACKLOG

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.

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>

calendar - preliminary dates and topics

Tuesday, February 28th, 2023 - what is soc psych all about? (and introduction)

Tuesday, March 7th, 2023 - social perception

Tuesday, March 14th, 2023 - social perception cont.

Tuesday, March 21st, 2023 - social cognition

Tuesday, March 28th, 2023 - attitudes and attitude change

Tuesday, April 4th, 2023 - attitudes and attitude change cont

Tuesday, April 11th, 2023 - social identity

Tuesday, April 18th, 2023 - prejudice and discrimination

Tuesday, April 25th, 2023 - interpersonal attraction

~~Tuesday, May 2nd, 2023 - free~~

Tuesday, May 9th, 2023 - close relationships

Tuesday, May 16th, 2023 - social influence

Tuesday, May 23rd, 2023 - prosocial behaviour

Tuesday, May 30th, 2023 - aggression

Tuesday, June 6th, 2023 - group behaviour

Tuesday, June 13th, 2023 - backlog & unfinished busines