

Liverpool John Moores University

Title: EXPERIMENTAL PSYCHOLOGY
Status: Definitive
Code: **6211PSYSCI** (125663)
Version Start Date: 01-08-2021

Owning School/Faculty: Psychology
Teaching School/Faculty: Psychology

Team	Leader
David Moore	Y

Academic Level: FHEQ6
Credit Value: 20
Total Delivered Hours: 44
Total Learning Hours: 200
Private Study: 156

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	10
Practical	24
Workshop	10

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	Reflection	Students will keep a reflective log of their team working and design decision and produce a report based on these	20	
Report	Experiment	Students will produce an experimental report in the style for publication as a short report (2500 words, max 1 table, max 25 references)	80	

Aims

- *Introduce theoretical perspectives in the experimental study of human cognition and behaviour.*
- *Instruct students in methods to induce and measure human cognition and behaviour in a laboratory setting*
- *Consider the importance of experimental design and control and provide students with the experience of designing a basic experimental psychology study*
- *Provide students with the skills needed to prepare a research report in a concise manner in the style needed for publication including focusing on the key elements of this work.*
- *Provide students with the opportunity and skills to work in a group towards a common research goal*
- *Systematically consider and reflect on a range of design and working choices.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate reflective awareness of processes involved in a laboratory team and communicate in a clear and concise manner the outcome of team work
- 2 Critically discuss the theoretical perspectives that underlie the study of human cognition and behaviour, and to apply these principles (under close supervision) to an experimental study working within a group of peers
- 3 Critically evaluate a research project

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Reflective Essay	1	
Experimental report	2	3

Outline Syllabus

Theoretical and practical approaches in experimental design, reading and presenting research, piloting and refining research, data analysis, preparation of research for publication and reflective awareness

Learning Activities

Lectures, Lab sessions & workshops

Notes

This module is primarily focussed on introducing students to the methods and design decisions involved in conducting research to examine aspects of human cognition

and behaviour. Students will be given a 'hands-on' learning experience accompanied by scaffolding lectures to support learning. Students will receive 4 lectures which will first introduce some general principles of experimental research before giving more specific instruction on areas of staff interest which will support students in finalising the design of an experimental project. Each session will be accompanied by a practical lab session in which students will learn about the methods and materials used to generate motivational or emotional states, and measure responses. Students will then select a project to work on and will be required to pilot their task and make design decisions (within limits) about aspects such as stimulus selection, stimulus intensity and duration.