

2. GAC030 Psychology III: Research in Psychology

Starter Quiz ·

GAC Psychology

Name: _____ Score: _____

1. Your study finds no effect. What should you do?
 - ☐ Collect more data until it works
 - ☐ Report it – a null result is a valid result
 - ☐ Adjust the analysis until something appears
 - ☐ Change the hypothesis to match
2. A word later returns after a helpful cue. Which process best describes the earlier difficulty?
 - ☐ Retrieval
 - ☐ Encoding
 - ☐ All three
 - ☐ Storage
3. A student hands in homework and the nagging stops. The behaviour increases. What is this?
 - ☐ Negative reinforcement
 - ☐ Positive reinforcement
 - ☐ Positive punishment
 - ☐ Negative punishment
4. A stranger is short with you and you decide they are rude. What is this?
 - ☐ Conformity
 - ☐ A situational attribution
 - ☐ A dispositional attribution
 - ☐ Obedience
5. You could not control the time of day participants were tested. What should you do?
 - ☐ Discard those participants
 - ☐ Claim it makes no difference
 - ☐ Leave it out of the report
 - ☐ Name it in the limitations
6. Memory works like a recording that plays back what was stored.
 - ☐ True ☐ False

7. If praise did not increase the behaviour, it was still a reinforcer because it was pleasant.

☐ True ☐ False

8. A result from selected participants proves that every person would respond identically.

☐ True ☐ False

9. More sleep goes with better grades. Which explanations remain possible? Choose all that apply.

☐ A third factor causes both

☐ The correlation proves sleep causes grades

☐ Worry about grades reduces sleep

☐ Sleep improves grades

Tick every correct option.

10. In the fictional example, dramatic cycling stories are easy to recall. Why might the class overestimate cycling injuries?

☐ Ease of recall is used in place of the recorded frequency

☐ Cycling must be most dangerous

☐ The record proves every story false

☐ No one can count

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1. Report it – a null result is a valid result

Report the method, findings and uncertainty honestly. No detected effect does not prove the true effect is exactly zero.

2. Retrieval

Later cued access supports a retrieval difficulty. A single unsuccessful report alone cannot show whether the information was stored.

3. Negative reinforcement

Something unpleasant was removed and the behaviour went up: removal plus increase is negative reinforcement.

4. A dispositional attribution

Calling the stranger rude proposes a personal disposition. Situational alternatives remain possible.

5. Name it in the limitations

Report testing-time variation and whether it was linked to condition. An extra variable is a confound when it varies systematically with the condition.

6. False

Memory is reconstructive and later information can influence a report. This does not imply that every recalled detail is false.

7. False

A reinforcer is defined by its effect, not by the intention or how pleasant it seems.

8. False

False. Recruitment, sample and procedure limit the claim. Neither a group label nor one study establishes a universal response.

9. A third factor causes both; Worry about grades reduces sleep; Sleep improves grades

Three live explanations, and the correlation alone cannot separate them.

10. Ease of recall is used in place of the recorded frequency

Availability uses recall ease as a cue. The supplied record has 2 cycling and 8 running injuries, so the vividness does not match that frequency.