

Cooperation Study - Debriefing Handout and Research Receipt

Researcher Signature _____

Date _____

Thank you for participating in this study! We really appreciate your time and effort. We'd like to take this opportunity to share with you a bit more about this study.

This study explores the effect of cooperation on prejudice. Prejudice has been and continues to be a serious problem. People evaluate others negatively because of the groups (based on, for example, sex, race, or religion) to which they think others belong. In the 1950's a famous psychologist, Gordon Allport, suggested that contact between members of different groups could reduce prejudice. But, that contact had to meet a number of conditions. One of those conditions was cooperation. To reduce prejudice it is not enough merely to encounter different people, we must work with them to accomplish common or shared goals. Cooperation decreases tension and promotes harmony. Cooperation promotes recategorization. Members of different groups come to see one another as members of a common group. Cooperative tasks offer opportunities to learn to respond positively toward those we believe belong to a different group.

How did we examine this?

In this study, you came to the lab and met another person. That person was Black and the same sex you are. You either each played a video game alone or you played together with the other person as your teammate. You had to work together to win the game. That person was actually one of our research assistants who had been trained to behave in a consistently pleasant manner whether you played alone or as teammates. After evaluating the video game you completed a questionnaire about social issues. A number of items in that questionnaire measured attitudes related to race. You also chose a pleasant, neutral or unpleasant task for the other person to complete.

Hypothesis:

We predict that white participants who play a computer game cooperatively with a person who is Black will report more positive attitudes toward African Americans than will participants who play the game alone.

Pop Quiz! Can you answer these questions? (Your professor may ask for this information)

1. Did this study use a correlational design or an experimental design? How do you know?
2. What was the independent variable in this study? What were the "conditions" or "groups" in the study? What "condition" or "group" were you in?
3. What was the dependent variable in this study?
4. Did this study use: Random Assignment? Random Sampling? Deception? Please explain.

What if you have questions?

Please ask us now! We'd be happy to answer any questions that you have or to help you figure out the answers to the Pop Quiz questions above. Also, if you have questions about this research later on, please feel free to contact us at taylor.student@snc.edu.

Suggestions for further reading on these topics:

Adachi, P. C., Hodson, G., & Hoffarth, M. R. (2015). Video game play and intergroup relations: Real world implications for prejudice and discrimination. *Aggression and Violent Behavior, 25*(Part B), 227-236. doi:10.1016/j.avb.2015.09.008

Adachi, P. C., Hodson, G., Willoughby, T., Blank, C., & Ha, A. (2016). From outgroups to allied forces: Effect of intergroup cooperation in violent and nonviolent video games on boosting favorable outgroup attitudes. *Journal of Experimental Psychology: General, 145*(3), 259-265. doi:10.1037/xge0000145

Adachi, P. C., Hodson, G., Willoughby, T., & Zanette, S. (2015). Brothers and sisters in arms: Intergroup cooperation in a violent shooter game can reduce intergroup bias. *Psychology of Violence, 5*(4), 455-462. doi:10.1037/a0037407

Keep this sheet for your records.