

Mark schemes

Q1.

[AO2 = 2 AO3 = 2]

Level	Marks	Description
2	3-4	Application of cognitive priming is clear and accurate. Explanation of the likely outcome is clear, coherent and appropriate.
1	1-2	Application is limited or muddled. Explanation is limited or inappropriate.
	0	No relevant content.

Possible content:

- the likely outcome is that more of the participants who watch the violent film beforehand will be classified in the high aggression category than the low aggression category and more of the participants who watch the neutral film beforehand will be classified in the low aggression category than the high aggression category
- cognitive priming would explain this because it suggests that exposure to aggressive images acts as a script for how to behave aggressively; the script is stored in memory then triggered when a similar, subsequent aggressive situation occurs.

[4]

Q2.

[AO1 = 4]

Level	Marks	Description
2	3-4	Knowledge of the effects of computer games on aggression is clear and has some detail. There is appropriate use of specialist terminology.
1	1-2	Knowledge of the effects of computer games on aggression is limited/muddled. Use of specialist terminology is either absent or inappropriate.
	0	No relevant content.

Possible content:

- cognitive priming – repeated exposure to violent computer games gives a script leading to readiness to act aggressively
- regularly playing violent games leads to desensitisation reducing normal physiological response to violent stimuli
- anonymity of gaming is disinhibiting, increasing aggression
- general links to SLT and reinforcement, eg observation, imitation, modelling; positive reinforcement, eg moving through levels in a game;

- attractive models in computer games make imitation more likely
- what the findings of specific studies tell us about the effects on aggression, eg playing Mortal Kombat leads to an increase in aggression (Bartholomew and Anderson, 2002); playing associated with increased emotion and decreased control, (Matthews, 2006); desensitisation effect (Carnagey, 2007)
- effect of catharsis – playing games may provide a useful outlet for aggression so that aggression reduces in real life.

Credit other relevant material.

[4]

Q3.

[AO3 = 4]

Level	Marks	Description
2	3-4	Evaluation of the effects of computer games on aggression is clear, appropriate and effective. There is appropriate use of specialist terminology.
1	1-2	Evaluation of the effects of computer games on aggression is limited/muddled. Use of specialist terminology is either absent or inappropriate.
	0	No relevant content.

Possible evaluation:

- use of evidence to support/contradict effects of computer game playing on aggression, eg some evidence for cathartic effect (Kestenbaum and Weinstein, 1985)
- effects appear to be consistent across cultures
- much evidence is correlational so difficult to show that playing computer games has an effect on aggression
- mediating effects of other variables, eg certain personality types may be attracted to violent computer games
- broader issues, eg implications for society.

Note – methodological evaluation of studies must be linked to the **effect** on aggression for L2

Credit other relevant material.

[4]