

Q1.

In an experiment into the effects of cognitive priming, 20 participants played an unfamiliar computer game. Half of the participants watched a violent film before playing the computer game. The other half watched a neutral film before playing the computer game. After playing the computer game, each participant was classified as showing High Aggression or Low Aggression.

The researcher decided to use a Chi-Squared test to analyse the data from this study. One reason for choosing this test was that each participant only took part in one condition of the experiment.

Using your knowledge of research into cognitive priming, explain the likely outcome of the study.

(Total 4 marks)

Q2.

Outline the effects of computer games on aggression.

(Total 4 marks)

Q3.

Briefly evaluate the effects of computer games on aggression.

(Total 4 marks)