

Q1.

In an experiment into the effect of reinforcement on gambling, 20 participants played 10 practice card games on a computer. The computer system was pre-programmed so that half of the participants won in games 1, 2, 6, 8 and 10 and the other half won no practice games. After the 10 practice games, each participant played a test game and the amount of money each participant bet in the test game was classified as High Stakes (gambled more money) or Low Stakes (gambled less money).

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 learning theory as applied to gambling, explain the likely outcome of the study.

(Total 4 marks)

Q2.

Discuss cognitive bias as a way of explaining gambling addiction.

(Total 8 marks)