# PSYC 241 Study Notes (week 1-3)

## Introduction to developmental psychology

## Some misconceptions

- Personal experience ≠ understanding of theories/developmental psychology
- It's about growth and development through the lifespan, not just infants
- Traditional approach = infants+adolescents and decline in old age
- Studying late adulthood more important due to greater lifespan

#### The Lifespan Perspective

- Development = the pattern of movement or change that begins at conception and continues through the human life span
- Traditional approach = emphasises extensive change from birth to adolescence, little to no change in adulthood and decline in old age
- Life span approach = emphasises developmental change throughout both childhood and adulthood
- Lifespan developmental psychology studies change over longer periods than most disciplines

#### Biological, cognitive and socioemotional processes

- Biological = changes in an individual's physical nature
- Cognitive = changes in thought, intelligence, & language
- Socioemotional = changes in relationships with other people, changes in emotions and changes in personality

#### Why age is important to psychologists

- Psychologists want objectivity
- Chronological age is an important guide
- Age has meaning in all cultures, and different ones
- 4 'ages' of development
  - First age = childhood & adolescence
  - Second age = prime adulthood (20's > 50's)
  - Third age = 60 > 79
  - Fourth age = 80 & older

## Age & society

- Cultural attitudes exist toward people of different ages
- People are differentiated by age within a society
- Types of age:
  - Chronological age = number of years since birth
  - Biological age = relates to biological health & vital capacities

- Psychological age = related to adaptive capacities/experience/learning
- Social age = relates to connectedness with others and social roles

#### Influences on development

- Cohort effects = people born in the same time period (same broad location)
  - Likely to experience the same major events
- Normative history-graded influences = biological/environmental influences associated with a particular time period
- Normative age-graded effects = Biological and sociocultural events that affect individuals in a particular age group about the same time (e.g. teething, menopause, starting school)
  - Less dependent on one's location
- Non-normative life events = specific, unique events that occur in a person's life
  - Do not occur to most people

#### Key issues relevant to studying and understanding development

- Continuous (quantitative gradual change) vs discontinuous change (Qualitatively distinct behaviours at different stages of development)
- Nature (maturation) vs nurture (environmental factors)
- Critical vs sensitive periods
  - Concerned with presence and timing of certain kinds of environmental input for normal development
  - Presence is necessary vs individuals are particularly susceptible (but are malleable);
    absence does not always have irreversible consequences
- Focus on particular periods versus the broader lifespan

#### General research designs for developmental psychology

- Methods for collecting data:
  - Observation (laboratory or naturalistic) = must be systematic/ controlled
  - Survey and interviews
  - Standardised test
  - Case study
  - Physiological measures (e.g. Fmri)
- Research designs:
  - Descriptive = aims to observe and record data
  - Correlational = describes strength of relationship between 2 or more variables using a correlation coefficient
  - Experimental = one or more variables are manipulated (IV) while all other variables are held constant or allowed to vary randomly (DV)

#### Cross-sectional research

- Cross-sectional research = simultaneously compares individuals of different ages
- Strengths:

- Used to see common patterns and developmental differences
- Less costly and more time-efficient
- Overcomes selective attrition, practice effects
- Changes in theories and methods are less likely to make findings outdated
- Weaknesses:
  - Cannot identify individual differences and developmental change
  - Cohort effects = age-related differences may simply reflect unique experiences of different cohorts

#### Longitudinal research

- Longitudinal research = studies the same individuals over a period of time (usually years)
- Strengths:
  - Common in developmental psychology because it can be used to see *changes* in development/common patterns/individual differences (unlike cross-sectional)
  - Takes into account factors influencing individual development (e.g. life events)
- Weaknesses:
  - More costly and not time-efficient
  - Theories and methods may become outdates (if other many years)
  - Selective attrition = dropouts > biased samples
  - *Practice effects* = changes in scores reflect familiarity with procedure/materials/experimenter
  - Cohort effects = results reflect different cultural and historical influences

#### Sequential research

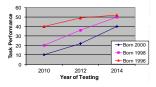
- Sequential research = combination of cross-sectional and longitudinal design
- Different groups of people are studied at different times
- Comparing each cohort's later scores with their own earlier ones provides longitudinal data
- Comparing scores of all cohorts at each "wave" of data collection provides cross-sectional data
- Separates cohort effects from maturation effects

#### Choosing good research design

- Depends on whether the research is concerned with establishing an association between factors OR establishing causal relationships
- Some developmental research questions cannot be experimented because of ethics

## Ethical research in life-span development

- Informed consent = all participants must know what their research participation will involve and what risks might develop
- *Confidentiality* = researchers are responsible for keeping the data completely confidential and, if possible, anonymous



- Debriefing = after the study, participants should be informed of the study's purpose and methods that were used
- Deception = researchers must ensure that deception will not harm participants and that participants are fully debriefed
- Minimising bias = researchers must avoid gender, cultural and ethnic bias

## **Approaches to Developmental Psychology: Some Examples**

#### Theories of lifespan development

- Theories are *dynamic* (evolve in response to new empirical data) and *practical* (give real life strategies and interventions)
- Theories can be specific (explain a developmental change in a specific domain) or far-

reaching/domain-general (try to explain developmental change over many domains)

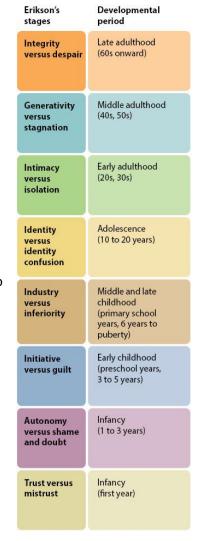
- Eclectic theory orientation:
  - Eclectic theory orientation = selects from each theory, whatever is considered its best features
  - No single theory can explain all of development
  - Every theory has contributed to our understanding

#### Psychoanalytic approach - Freud

- Emphasises the unconscious mind
- Development is a series of age-related conflicts (specific stages)
  between the person's primitive desires and limitations imposed by society
- Conflicts involve the 3 personality structures: Id, Ego, and Superego
- Psychosexual stages:
  - 1. Oral = gain trust/attachment
  - 2. Anal = gain self-esteem/authority
  - 3. Phallic = learn about gender roles
  - 4. Latency = learn about relationships, calmish stage
  - 5. Genital = sexual attachment
- Pioneered notion of lifespan development as a predictable process of qualitative gains and psychological growth involving *dialectical balance* (reasoning to resolve competing demands and internal conflicts)

#### Psychoanalytic approach – Erikson

- Didn't agree with Freud's emphasis on unconscious sexuality
- Psychosocial stages not psychosexual stages
- Emphasised sociocultural environment and our desire to interact with others
- Said that developmental change occurs throughout the lifespan (gave adulthood stages)
- Stage conflicts = increased vulnerability + enhanced potential for growth



- Stages involve internal and external factors
- The 8 stages' potential for growth:
  - 1. Trust vs mistrust = positive outlook towards people/ the world
  - 2. Autonomy vs shame & doubt = realising one's independence and personal control
  - 3. Initiative vs guilt = sense of purpose
  - 4. Industry vs inferiority = sense of competence with skills/abilities
  - 5. Identity vs identity confusion = identity and path in life
  - 6. Intimacy vs isolation = healthy, positive relationships
  - 7. Generativity vs stagnation = feelings of usefulness, helping the younger generation
  - 8. Integrity vs despair = positive life review

#### Classical learning/behavioural approach – John B. Watson

- All human development can be shaped via classical and operant conditioning
- Behaviour = entirely determined by environment (nurture)
- Changes in behaviour = neutral stimulus paired with primary reinforcer/one that reflexively creates a response (e.g. Little Albert)
- Higher-order condition > more complex behaviour

## Classical learning/behavioural approach – Skinner

- Operant conditioning = voluntary behaviours controlled by consequences
- Changing behaviour:
  - Positive reinforcement = add stimulus to reinforce a behaviour
  - Positive punishment = add stimulus to decrease a behaviour
  - Negative reinforcement = take away stimulus to reinforce a behaviour
  - Negative punishment = take away stimulus to decrease a behaviour

#### Social-learning/social-cognitive approach - Bandura

- Emphasises the power of *observational* learning
- Social behaviours acquired through:
  - *Imitation* = imitating the behaviour
  - *Modelling* = replicate the behaviour of a model/ideal
  - *Vicarious reinforcement* = watch other's behaviour and the consequences they experience, repeat behaviour others are rewarded for
- Bandura's 4-step modelling process:
  - 1. Attention = paying attention
  - 2. Retention = able to remember
  - 3. Reproduction = able to perform the action/motions
  - 4. Motivation = environment delivers consequence of action which will impact the probability of performing the behaviour again
- Bandura's social cognitive model = behaviour + person's cognition + environment = reciprocal relationship