

Section
Quiz

2-2

Problems and Solutions in Research

SCORE



Matching

Match each item in Column A with the items in Column B. Write the correct letters in the blanks.
(10 points each)

Column A

- E 1. situation in which the researcher's expectations influence the researcher's own behavior, and thereby influence the participant's behavior
- B 2. experiment in which neither the experimenter nor the participants know which participants received which treatment
- A 3. experiment in which only the participants are unaware of which participants received treatment
- C 4. receives a placebo during an experiment to test a new drug
- D 5. change in a participant's illness that results from a belief that the treatment will have an effect

Column B

- A. single-blind experiment
- B. double-blind experiment
- C. control group
- D. placebo effect
- E. self-fulfilling prophecy

Multiple Choice

Choose the item that best completes each statement or answers each question. Write the letter of that item in the blank to the left of the sentence. (10 points each)

- D 6. In an experiment, a researcher's _____ may produce nonrepresentative results.
- A. expectations
B. behavioral cues
C. techniques
D. all of the above
- B 7. The best way for an experimenter to eliminate any possibilities that she might unconsciously find what she expects to find is by using
- A. a single-blind experiment.
B. a double-blind experiment.
C. a placebo experiment.
D. a self-fulfilling prophecy.
- D/C 8. Before conducting an experiment on people, psychologists today are required to submit their plan
- A. to a psychology journal.
B. to a federal judge.
C. to a Human Subjects Committee.
D. to the participants.
- C 9. The results of the Milgram experiment implied that individuals could easily inflict pain on others if such orders were issued by a
- A. trusted friend.
B. volunteer researcher.
C. respected authority.
D. none of the above.
- A 10. A _____ is some form of treatment that resembles medical therapy but has no medical effects.
- A. placebo
B. tranquilizer
C. dependent variable
D. control