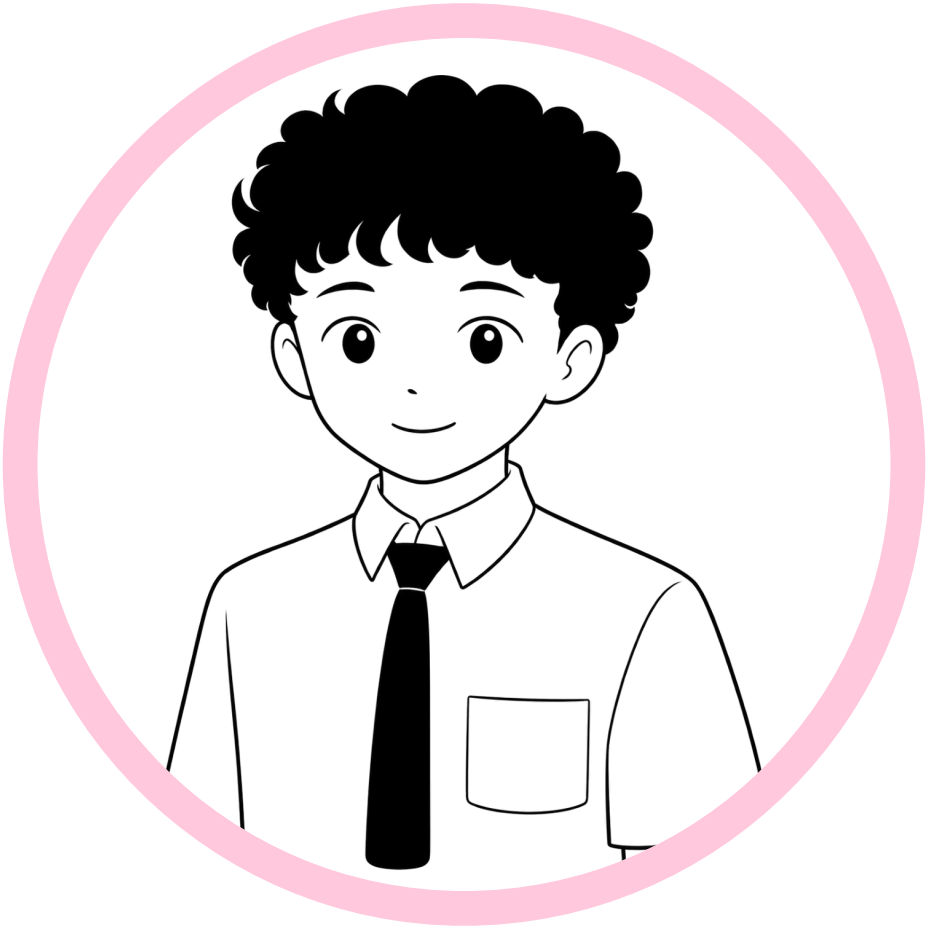
AQA A-LEVEL PSYCHOLOGY · 7182

PSYCHOLOGY



EXAM QUESTION PACK

3.3.8 MEDIA INFLUENCES ON AGGRESSION

SCORE	PERCENTAGE
/22	%

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Q1.

Some people suggest that the media influences aggression through desensitisation. Evaluate desensitisation as an explanation for aggression.

(Total 6 marks)

Q2.

Briefly explain how cognitive priming in the media might influence aggressive behaviour.

(Total 2 marks)

Q3.

A psychologist was interested in the effects of violent computer games on aggression in young boys. Following appropriate ethical procedures she set up a study in which she identified ten boys who played violent computer games for at least two hours a day (Group A), and another group of ten boys who did not play violent computer games (Group B). The boys were systematically observed in their school playground on five separate occasions and the total number of aggressive behaviours they demonstrated was recorded. The data are given in the table below:

The effects of playing violent computer games on aggressive behaviour in boys

Group A	Number of aggressive acts	Group B	Number of aggressive acts
1	19	1	8
2	9	2	7
3	3	3	11
4	18	4	7
5	13	5	6
6	16	6	24
7	5	7	9
8	3	8	10
9	7	9	5
10	35	10	10
Median		**Median**	

Complete the table by calculating the median for the two groups. Why did the psychologist use the median as a measure of central tendency rather than the mean?

(Total 4 marks)

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Q4.

Briefly outline the possible role of cognitive priming in the effects of computer games on aggression.

(Total 2 marks)

Q5.

Discuss media influences on aggression.

(Total 8 marks)