

M13/3/PSYCH/BP1/ENG/TZ1/XX



22135702



Frankum  
International Baccalaureate®  
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**PSYCHOLOGY  
HIGHER LEVEL AND STANDARD LEVEL  
PAPER 1**

Monday 6 May 2013 (afternoon)

2 hours

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**INSTRUCTIONS TO CANDIDATES**

- Do not turn over this examination paper until instructed to do so.
- Section A: answer all the questions.
- Section B: answer one question.
- The maximum mark for this examination paper is *[46 marks]*.

### SECTION A

*Answer all questions in this section. Marks will be awarded for focused answers demonstrating accurate knowledge and understanding of research.*

#### **Biological level of analysis**

1. Describe **one** study of localization of function in the brain. [8 marks]

#### **Cognitive level of analysis**

2. Explain how **one** principle that defines the cognitive level of analysis may be demonstrated in **one** example of research (theory or study). [8 marks]

#### **Sociocultural level of analysis**

3. Describe the role of situational **and** dispositional factors in explaining behaviour. [8 marks]

### SECTION B

*Answer one question in this section. Marks will be awarded for demonstration of knowledge and understanding (which requires the use of relevant psychological research), evidence of critical thinking (for example, application, analysis, synthesis, evaluation), and organization of answers.*

4. Discuss **two** effects of the environment on physiological processes. [22 marks]
5. Examine how cognitive and biological factors interact in emotion. [22 marks]
6. Discuss the role of **one** cultural dimension on human behaviour. [22 marks]
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M13/3/PSYCH/HP2/ENG/TZ0/XX



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**PSYCHOLOGY  
HIGHER LEVEL  
PAPER 2**

Tuesday 7 May 2013 (morning)

2 hours

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**INSTRUCTIONS TO CANDIDATES**

- Do not open this examination paper until instructed to do so.
- Answer two questions, each from a different option. Each question is worth *[22 marks]*.
- The maximum mark for this examination paper is *[44 marks]*.

Answer *two* questions, each from a different option.

Each question is worth [22 marks]. Marks will be awarded for demonstration of knowledge and understanding (which requires the use of relevant psychological research), evidence of critical thinking (for example, application, analysis, synthesis, evaluation), and organization of answers.

**Abnormal psychology**

1. Evaluate the use of eclectic approaches to treatment.
2. Discuss cultural **and** ethical considerations in diagnosis.
3. Discuss gender variations in the prevalence of disorders.

**Developmental psychology**

4. Discuss **one** theory of cognitive development.
5. To what extent does attachment in childhood play a role in the subsequent formation of relationships?
6. Discuss how sociocultural factors influence the formation and development of gender roles.

**Health psychology**

7. Discuss one or more strategies used for coping with stress.
8. Evaluate **two** treatments for substance abuse or addictive behaviour.
9. Evaluate **one** model or theory of health promotion.

**Psychology of human relationships**

10. Discuss the role of communication in maintaining relationships.
11. Evaluate **two** theories explaining altruism in humans.
12. Discuss sociocultural explanations of the origins of violence.

**Sport psychology**

13. Evaluate **two** techniques for skill development used in sport.
  14. Discuss athlete response to stress.
  15. Discuss effects of drug use in sport.
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M13/3/PSYCH/HP3/ENG/TZ0/XX



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**PSYCHOLOGY  
HIGHER LEVEL  
PAPER 3**

Tuesday 7 May 2013 (morning)

1 hour

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**INSTRUCTIONS TO CANDIDATES**

- Do not turn over this examination paper until instructed to do so.
- Read the passage carefully and then answer all the questions.
- The maximum mark for this examination paper is *[30 marks]*.

*The stimulus material below is based on a research article.*

Adolescents spend an increasing amount of time on the internet. For some adolescents, playing online games is particularly attractive and research shows that it may be one of the most addictive activities on the internet. Excessive use of online games may have a negative impact on aspects of psychological health, academic work and interpersonal relationships.

- 5 The aim of this study was to investigate psychological motivation to participate in online games, in order to produce a more detailed picture of possible factors influencing online gaming addiction. Five adolescents found in an internet café in a large city were asked if they were willing to participate in the qualitative research. They gave the names of five other participants who also agreed to take part. All participants were between the ages of 14 and 16. They said they spent
- 10 approximately 48 hours playing online games per week and they had an average of three years' experience of online gaming. The researchers obtained informed consent from all participants.

Data was collected through individual semi-structured interviews and each interview was recorded. The interviews were then transcribed and analysed using inductive content analysis.

- 15 The content analysis showed that participant motivation could be categorized into four major or higher-order themes:

- excitement and entertainment (for example, playing for fun, arousal when participants are about to win or lose)
  - emotional coping (for example, trying to escape loneliness and boredom)
  - escaping from reality (for example, homework and chores)
- 20 • interpersonal and social needs (for example, making friendships, playing with other adolescents instead of playing alone).

- 25 Most of the participants said that their lives would be really boring if they could not play online games but two of them expressed some concern that they spent so much time online. The participants did not see themselves as “addicted” to online gaming although most of them said that they could not resist the temptation to play games and that this had become the main focus of their life.

The researchers argued that the explanations that these adolescents reported for participation in online gaming were probably biased, since addiction is a sensitive topic. The researchers concluded that online gaming had the potential to be addictive. This was particularly the case when it was used to escape from reality and to cope with emotional problems.

*Answer **all** of the following three questions, referring to the stimulus material in your answers. Marks will be awarded for demonstration of knowledge and understanding of **qualitative** research methodology.*

1. Explain **two** ethical considerations relevant to this study. *[10 marks]*
  2. Discuss the use of semi-structured interviews in this study. *[10 marks]*
  3. Describe the use of inductive content analysis (thematic analysis) in this study. *[10 marks]*
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