Please check the examination de	tails below	before enterir	ng your candidate information
Candidate surname		(Other names
Pearson Edexcel Level 3 GCE	Centre	Number	Candidate Number
Friday 12 Jur	ne 2	020	
Morning (Time: 2 hours)		Paper Ref	erence 9PS0/03
Psychology Advanced Paper 3: Psychologica	ıl skills	3	
You do not need any other ma	aterials.		Total Marks

Instructions

- Use **black** ink or ball-point pen.
- **Fill in the boxes** at the top of this page with your name, centre number and candidate number.
- Answer ALL questions.
- Answer the questions in the spaces provided
 - there may be more space than you need.

Information

- The total mark for this paper is 80.
- The marks for each question are shown in brackets
 use this as a guide as to how much time to spend on each question.
- The list of formulae and statistical value tables are printed at the start of this paper.
- Candidates may use a calculator.

Advice

- Read each question carefully before you start to answer it.
- Keep an eye on the time.
- Check your answers if you have time at the end.

Turn over ▶





FORMULAE AND STATISTICAL TABLES

Standard deviation (sample estimate)

$$\sqrt{\left(\frac{\sum (x-\bar{x})^2}{n-1}\right)}$$

Spearman's rank correlation coefficient

$$1 - \frac{6\sum d^2}{n(n^2 - 1)}$$

Critical values for Spearman's rank

Level of significance for a one-tailed test

	Level of significance for a one-tailed test										
	0.05	0.025	0.01	0.005	0.0025						
	Le	vel of signifi	icance for a	two-tailed t	est						
Ν	0.10	0.05	0.025	0.01	0.005						
5	0.900	1.000	1.000	1.000	1.000						
6	0.829	0.886	0.943	1.000	1.000						
7	0.714	0.786	0.893	0.929	0.964						
8	0.643	0.738	0.833	0.881	0.905						
9	0.600	0.700	0.783	0.833	0.867						
10	0.564	0.648	0.745	0.794	0.830						
11	0.536	0.618	0.709	0.755	0.800						
12	0.503	0.587	0.678	0.727	0.769						
13	0.484	0.560	0.648	0.703	0.747						
14	0.464	0.538	0.626	0.679	0.723						
15	0.446	0.521	0.604	0.654	0.700						
16	0.429	0.503	0.582	0.635	0.679						
17	0.414	0.485	0.566	0.615	0.662						
18	0.401	0.472	0.550	0.600	0.643						
19	0.391	0.460	0.535	0.584	0.628						
20	0.380	0.447	0.520	0.570	0.612						
21	0.370	0.435	0.508	0.556	0.599						
22	0.361	0.425	0.496	0.544	0.586						
23	0.353	0.415	0.486	0.532	0.573						
24	0.344	0.406	0.476	0.521	0.562						
25	0.337	0.398	0.466	0.511	0.551						
26	0.331	0.390	0.457	0.501	0.541						
27	0.324	0.382	0.448	0.491	0.531						
28	0.317	0.375	0.440	0.483	0.522						
29	0.312	0.368	0.433	0.475	0.513						
30	0.306	0.362	0.425	0.467	0.504						

The calculated value must be equal to or exceed the critical value in this table for significance to be shown.



Chi-squared distribution formula

$$X^{2} = \sum \frac{(O-E)^{2}}{E}$$
 $df = (r-1)(c-1)$

Critical values for chi-squared distribution

Level of significance for a one-tailed test

	0.10	0.05	0.025	0.01	0.005	0.0005
		Level of s	ignificance	for a two-	tailed test	
df	0.20	0.10	0.05	0.025	0.01	0.001
1	1.64	2.71	3.84	5.02	6.64	10.83
2	3.22	4.61	5.99	7.38	9.21	13.82
3	4.64	6.25	7.82	9.35	11.35	16.27
4	5.99	7.78	9.49	11.14	13.28	18.47
5	7.29	9.24	11.07	12.83	15.09	20.52
6	8.56	10.65	12.59	14.45	16.81	22.46
7	9.80	12.02	14.07	16.01	18.48	24.32
8	11.03	13.36	15.51	17.54	20.09	26.12
9	12.24	14.68	16.92	19.02	21.67	27.88
10	13.44	15.99	18.31	20.48	23.21	29.59
11	14.63	17.28	19.68	21.92	24.73	31.26
12	15.81	18.55	21.03	23.34	26.22	32.91
13	16.99	19.81	22.36	24.74	27.69	34.53
14	18.15	21.06	23.69	26.12	29.14	36.12
15	19.31	22.31	25.00	27.49	30.58	37.70
16	20.47	23.54	26.30	28.85	32.00	39.25
17	21.62	24.77	27.59	30.19	33.41	40.79
18	22.76	25.99	28.87	31.53	34.81	42.31
19	23.90	27.20	30.14	32.85	36.19	43.82
20	25.04	28.41	31.41	34.17	37.57	45.32
21	26.17	29.62	32.67	35.48	38.93	46.80
22	27.30	30.81	33.92	36.78	40.29	48.27
23	28.43	32.01	35.17	38.08	41.64	49.73
24	29.55	33.20	36.42	39.36	42.98	51.18
25	30.68	34.38	37.65	40.65	44.31	52.62
26	31.80	35.56	38.89	41.92	45.64	54.05
27	32.91	36.74	40.11	43.20	46.96	55.48
28	34.03	37.92	41.34	44.46	48.28	56.89
29	35.14	39.09	42.56	45.72	49.59	58.30
30	36.25	40.26	43.77	46.98	50.89	59.70
40	47.27	51.81	55.76	59.34	63.69	73.40
50	58.16	63.17	67.51	71.42	76.15	86.66
60	68.97	74.40	79.08	83.30	88.38	99.61
70	79.72	85.53	90.53	95.02	100.43	112.32

The calculated value must be equal to or exceed the critical value in this table for significance to be shown.



Mann-Whitney U test formulae

$$U_a = n_a n_b + \frac{n_a(n_a+1)}{2} - \sum R_a$$

$$U_b = n_a n_b + \frac{n_b (n_b + 1)}{2} - \sum R_b$$

(U is the smaller of U_a and U_b)

Critical values for the Mann-Whitney U test

								U								
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
N _a																
<i>p</i> ≤ 0.0	$p \le 0.05$ (one-tailed), $p \le 0.10$ (two-tailed)															
5	4	5	6	8	9	11	12	13	15	16	18	19	20	22	23	25
6	5	7	8	10	12	14	16	17	19	21	23	25	26	28	30	32
7	6	8	11	13	15	17	19	21	24	26	28	30	33	35	37	39
8	8	10	13	15	18	20	23	26	28	31	33	36	39	41	44	47
9	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54
10	11	14	17	20	24	27	31	34	37	41	44	48	51	55	58	62
11	12	16	19	23	27	31	34	38	42	46	50	54	57	61	65	69
12	13	17	21	26	30	34	38	42	47	51	55	60	64	68	72	77
13	15	19	24	28	33	37	42	47	51	56	61	65	70	75	80	84
14	16	21	26	31	36	41	46	51	56	61	66	71	77	82	87	92
15	18	23	28	33	39	44	50	55	61	66	72	77	83	88	94	100
16	19	25	30	36	42	48	54	60	65	71	77	83	89	95	101	107
17	20	26	33	39	45	51	57	64	70	77	83	89	96	102	109	115
18	22	28	35	41	48	55	61	68	75	82	88	95	102	109	116	123
19	23	30	37	44	51	58	65	72	80	87	94	101	109	116	123	130
20	25	32	39	47	54	62	69	77	84	92	100	107	115	123	130	138

N_b

								$N_{\rm b}$								
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
N _a																
$p \leq 0.0$	1 (on	e-tail	ed), <i>p</i>	≤ 0.0	2 (tw	o-tail	ed)									
5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
6	2	3	4	6	7	8	9	11	12	13	15	16	18	19	20	22
7	3	4	6	7	9	11	12	14	16	17	19	21	23	24	26	28
8	4	6	7	9	11	13	15	17	20	22	24	26	28	30	32	34
9	5	7	9	11	14	16	18	21	23	26	28	31	33	36	38	40
10	6	8	11	13	16	19	22	24	27	30	33	36	38	41	44	47
11	7	9	12	15	18	22	25	28	31	34	37	41	44	47	50	53
12	8	11	14	17	21	24	28	31	35	38	42	46	49	53	56	60
13	9	12	16	20	23	27	31	35	39	43	47	51	55	59	63	67
14	10	13	17	22	26	30	34	38	43	47	51	56	60	65	69	73
15	11	15	19	24	28	33	37	42	47	51	56	61	66	70	75	80
16	12	16	21	26	31	36	41	46	51	56	61	66	71	76	82	87
17	13	18	23	28	33	38	44	49	55	60	66	71	77	82	88	93
18	14	19	24	30	36	41	47	53	59	65	70	76	82	88	94	100
19	15	20	26	32	38	44	50	56	63	69	75	82	88	94	101	107
20	16	22	28	34	40	47	53	60	67	73	80	87	93	100	107	114
								N _b								
		6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
N _a																
ე ≤ 0.0	25 (o	ne-ta	iled),	<i>p</i> ≤ 0.	05 (tv	vo-ta	iled)									
5	2	3	5	6	7	8	9	11	12	13	14	15	17	18	19	20
6	3	5	6	8	10	11	13	14	16	17	19	21	22	24	25	27
7	5	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
8	6	8	10	13	15	17	19	22	24	26	29	31	34	36	38	41
9	7	10	12	15	17	20	23	26	28	31	34	37	39	42	45	48
10	8	11	14	17	20	23	26	29	33	36	39	42	45	48	52	55
11	9	13	16	19	23	26	30	33	37	40	44	47	51	55	58	62
12	11	14	18	22	26	29	33	37	41	45	49	53	57	61	65	69
13	12	16	20	24	28	33	37	41	45	50	54	59	63	67	72	76
14	13	17	22	26	31	36	40	45	50	55	59	64	67 75	74	78	83
15	14	19	24	29	34	39	44	49 52	54	59	64	70 75	75 01	80	85	90
16	15	21	26	31	37	42 45	47 51	53 57	59	64	70 75	75 01	81	86	92	98
17 10	17	22	28	34	39 42	45 40	51 55	57 61	63 67	67 74	75 80	81 86	87	93	99 106	105
18 19	18 19	24 25	30	36	42 45	48 52	55 50	61 65	67 72	74 70	80 95	86 02	93	99 106	106	112
19	20	25 27	32 34	38 41	45 48	52 55	58 62	65 69	72 76	78 83	85 90	92 98	99 105	106 112	113 119	119 127



								$N_{\rm b}$								
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
N _a																
<i>p</i> ≤ 0.0	05 (o	ne-ta	iled),	<i>p</i> ≤ 0.	.01 (tv	vo-ta	iled)									
5	0	1	1	2	3	4	5	6	7	7	8	9	10	11	12	13
6	1	2	3	4	5	6	7	9	10	11	12	13	15	16	17	18
7	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24
8	2	4	6	7	9	11	13	15	17	18	20	22	24	26	28	30
9	3	5	7	9	11	13	16	18	20	22	24	27	29	31	33	36
10	4	6	9	11	13	16	18	21	24	26	29	31	34	37	39	42
11	5	7	10	13	16	18	21	24	27	30	33	36	39	42	45	48
12	6	9	12	15	18	21	24	27	31	34	37	41	44	47	51	54
13	7	10	13	17	20	24	27	31	34	38	42	45	49	53	56	60
14	7	11	15	18	22	26	30	34	38	42	46	50	54	58	63	67
15	8	12	16	20	24	29	33	37	42	46	51	55	60	64	69	73
16	9	13	18	22	27	31	36	41	45	50	55	60	65	70	74	79
17	10	15	19	24	29	34	39	44	49	54	60	65	70	75	81	86
18	11	16	21	26	31	37	42	47	53	58	64	70	75	81	87	92
19	12	17	22	28	33	39	45	51	56	63	69	74	81	87	93	99
20	13	18	24	30	36	42	48	54	60	67	73	79	86	92	99	105

The calculated value must be equal to or less than the critical value in this table for significance to be shown.

Wilcoxon Signed Ranks test process

- Calculate the difference between two scores by taking one from the other
- Rank the differences giving the smallest difference Rank 1

Note: do not rank any differences of 0 and when adding the number of scores, do not count those with a difference of 0, and ignore the signs when calculating the difference

- Add up the ranks for positive differences
- Add up the ranks for negative differences
- T is the figure that is the smallest when the ranks are totalled (may be positive or negative)
- N is the number of scores left, ignore those with 0 difference

Critical values for the Wilcoxon Signed Ranks test

Level of significance for a one-tailed test

	0.05	0.025	0.01
	Level of signif	ficance for a two-	tailed test
n	0.1	0.05	0.02
N=5	0	-	-
6	2	0	-
7	3	2	0
8	5	3	1
9	8	5	3
10	11	8	5
11	13	10	7
12	17	13	9

The calculated value must be equal to or less than the critical value in this table for significance to be shown.



Answer ALL questions.

SECTION A: RESEARCH METHODS

1 Twitter and Facebook study

Twitter and Facebook are popular social media platforms with many regular users. A group of researchers wanted to investigate whether personality was related to those who commonly used Twitter and Facebook.

The researchers recruited 300 participants from England via an advertisement posted on both Twitter and Facebook. There were 93 males and 207 females aged 18 – 63, with a mean age of 27. The participants gave informed consent and were asked a number of questions which were designed to measure three personality characteristics:

- Need for cognition: the tendency for a person to engage in and enjoy thinking. Items measuring the need for cognition included statements such as 'I like to solve complex problems'.
- Sociability: the extent to which someone enjoys the company of others.
 Items measuring sociability included statements such as 'I like being part of a loud crowd'.
- Neuroticism: the extent to which someone experiences feelings such as anxiety, worry, fear, jealousy, and guilt. Items measuring neuroticism included statements such as 'I have frequent mood swings'.

Statements were scored using ranked scale questions with seven options ranging from 'Strongly Disagree (1)' to 'Strongly Agree (7)'. The responses for need for cognition, sociability, and neuroticism were averaged for each participant to give a score from 1 to 7, where a high score indicated a high need for cognition, high sociability, or high neuroticism.

(Source: adapted from Hughes et al. (2012))



Twitter and Facebook st	.uuy.	(4)
ength		
akness		



(4)

A summary of the results from the Twitter and Facebook study are shown in **Table 1**.

	Twitte	er users	Facebook users				
	Mean (1–7)	Standard deviation	Mean (1–7)	Standard deviation			
Need for cognition	6.60	0.87	5.00	0.94			
Sociability	3.39	0.87	4.99	0.82			
Neuroticism	2.69	0.99	4.03	1.12			

Table 1

(b)	Analyse the data provided in Table 1 to explain two conclusions that the
	researchers in the Twitter and Facebook study might draw from these results.

Conclusion 1	
Conclusion 2	

(2)
rse
(2)



(4)

2 Open plan office study

Researchers wanted to see the impact that removing walls in a workplace office had on human interaction.

The researchers visited a company that had 'spatial boundaries' at work – such as office or cubicle walls – and observed the interaction between employees. At a later date they revisited the same company who had created an open office where the walls were removed, to create an 'unbounded' office space. The researchers again observed the interaction between employees.

The researchers observed the employees using hidden cameras both before and after the office space was changed by the company.

Two types of interaction were measured between employees:

- Face-to-face communication was recorded by tallying each time employees engaged in a conversation.
- Electronic communication was recorded by using the company server and totalling the number of emails or instant messages sent by employees throughout the study.

(Source: adapted from Bernstein and Turban (2018))

(a) The researchers in the open plan office study used a covert, naturalistic, non-participant observation when measuring face-to-face communication.

Explain **two** strengths of using this type of observation for the open plan office study in terms of validity.

1		

	the open plan office s messages) using quant		ronic communicati	on
Explain one streng plan office study.	gth and one weakness	of using quantitativ	e data in the open	
				(4)
ngth				
akness				



(c)	Explain one weakness of the open plan office study in terms of generalisability.	(2)

The results of the open plan office study are shown in **Table 2**.

	Before the open plan office was introduced	After the open plan office was introduced
Face-to-face communication (average minutes over the course of the study, per employee)	5260	1490
Electronic communication through email (average messages over the course of the study, per employee)	Sent 150 Received 170	Sent 210 Received 250
Electronic communication through instant messenger (activity over the course of the study, per employee)	480 messages	580 messages

Table 2

	one conclusion you in Table 2 .	ı can make regardi	ng the open plan offic	ce study using	
tile data	III Idbie 2.			(2)	
			(Total for Ques	tion 2 = 12 marks)	

TOTAL FOR SECTION A = 24 MARKS

SECTION B: REVIEW OF STUDIES

3 Computer video games study

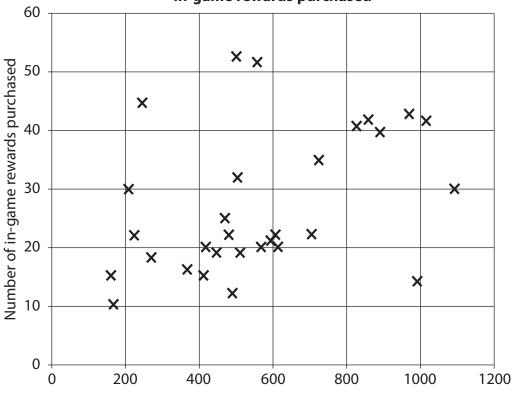
Playing computer video games is a popular leisure activity, and has been claimed to be the fastest growing form of recreation in humans, with annual revenues from video games having surpassed those of Hollywood (Yi, 2004).

Popular computer video games can enable players to connect online via the Internet and allow individuals to purchase in-game rewards with either real or virtual money. The in-game rewards can benefit players by providing resources which give them a better chance to complete objectives within the game successfully.

A group of researchers wanted to see if the number of in-game purchases correlated with the time spent playing the online games against others. The researchers asked 30 participants how much time they spent playing online against others and the number of in-game rewards they purchased for money.

The results of the computer video games study are shown in **Figure 1**.

Scattergraph to show the relationship between the time spent playing the computer video game and the number of in-game rewards purchased



Time spent playing the computer video game (mins per week)

Figure 1



(a)	The researchers decided to use a statistical test for their data to determine significance. They calculated an observed / calculated value of 0.411 for a Spearman's rho at the 5% level of significance for a two-tailed (non-directional) test.	
	Explain what this shows in terms of in-game purchases for the participants who played computer video games.	(2)

(b) Using research evidence, explain how far biological psycholog the findings regarding the purchase of in-game rewards in the games study.	e computer video
games state).	(6)

(Total for Question 3 = 8 marks)



4	Evaluate the classic studies by Raine et al. (1997) and Sherif et al. (1954/1961) in terms of their scientific status.		
	of their scientific status.	(16)	
•••••			
•••••			
•••••			



,



(Total for Question 4 = 16 marks)
TOTAL FOR SECTION B = 24 MARKS



SECTION C: ISSUES AND DEBATES

Janworth High School wanted their staff and students to exercise more. The head teacher found that students would not listen to staff about the benefits of physical activity, and that staff exercise rates did not go up after watching a video about the rewards of a more active lifestyle.

The head teacher subsequently invited an Olympic athlete to attend the school and give a motivational speech about the benefits of exercise to all the students. The speech was followed by a brief set of smaller group sessions with the athlete. The athlete also led a session with selected staff and students on the school field, where those involved had to work in teams and compete against each other for prizes.

The head teacher did a follow-up survey and found that for most staff and students their levels of exercise increased over the next month.

Evaluate the extent to which human behaviour such as exercise can be explained by social impact theory.

You must make reference to the context in your answer.	(12)





6	Assess how far psychology could be considered a reductionist explanation of human behaviour.		
		(20)	





(Total for Question 6 = 20 marks)
(iotai ioi Questioii 0 = 20 iiiai ks)
TOTAL FOR SECTION C = 32 MARKS

