

Psychology Honors Electives for 2024-2025

March 1, 2024

Please be sure to check the schedule of classes, as this information is subject to change.

Be sure also that you are registering for the Honors section if the course has more than one section. All 5000-level courses are accepted as Honors electives.

Fall 2024

4451 Honors Intergroup Relations (Dr. Paul White)

4962 Honors Topics in Cognitive Psychology (Dr. Kara Moore)

Topic: TBA

4963 Honors Topics in Personality and Social Psychology (Dr. Jacqueline Chen)

Topic: Psychology of Games: Playful Learning and Social Justice (see more info below*)

5410 Advanced Social Psychology (Dr. Lisa Aspinwall)

Spring 2025

4130 Cognition in the Wild (Dr. Cory Inman)

4963 Honors Topics in Personality and Social Psychology (Dr. Samantha Moore-Berg)

Topic: The Psychology of Intergroup Conflict and Peacebuilding

5120 Advanced Human Cognition (Dr. Jeanine Stefanucci)

5220 Cognitive Development Across the Lifespan (Dr. Tochukwu Nweze)

5420 Research Methods in Social Psychology (Dr. Carol Sansone)

*Psychology of Games: Playful Learning and Social Justice

In the context of development scholars agree that **play** is of the utmost importance for promoting healthy physical, social, emotional, and cognitive development. Play - whether structured like games or free-flowing like "make-believe" - is a natural form of learning. While socio-cultural forces require that play time be gradually replaced with work time over the course of development, play remains an important means of promoting health and wellness for all ages. Playful learning is not limited to childhood. It is in this spirit that the **Games for Social Change** movement is situated. Because play and games are for learning cultural competencies, games can be leveraged to promote desired social-cultural changes. Serious and persuasive games are designed with the intent to create, maintain, or change mindsets about real-world social issues. In this advanced topics, active-learning seminar, students will delve into the psychology of game play and the principles of game design. Specifically, students will learn about the psychology of games and play, the origins and necessary components of promoting social justice, emerging evidence of the effectiveness of games for instilling socially just beliefs and behaviors, and the mechanics of game design. In their final project, students will practice what they are learning about by selecting a social issue and creating a game that may positively influence players' beliefs and behaviors around the issue. That is, students won't just learn about games in this class, but they will play and make games, too. It is recommended that students who enroll in this class have already taken PSY 1010, 2010, 3000, and 3010.