

# \*\*\*\*\* SYLLABUS \*\*\*\*\*

## PRINT AND SAVE THIS

You are responsible for everything contained within this syllabus.  
Due dates, assignment formats and expectations, and other  
important pieces of information are described here.  
READ IT! KNOW IT! LOVE IT!

## General Psychology Psychology 100

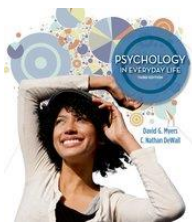
### General Course Information:

**Instructor:** Jillene Grover Seiver, Ph.D. (please call me Jill or Dr. Jill)

Click on the "Inbox" link in the top right corner of the classroom screen  
A screen will open:

<b>Email:</b>	<i>In the left side:</i>	<i>In the right side:</i>
	You'll see all of the messages that you've received or participated in.	You can create a new message. Use the address book icon to find your recipient.

**Text:**



*Psychology in Everyday Life*, 3rd edition by David Myers & C. Nathan DeWall  
This is what the cover of your text should look like.

See the "Textbook" information at the bottom of this Syllabus

**Website:** *Discovering Psychology* (extra credit) videos: <http://www.learner.org/resources/series138.html>

### System Requirements:

To ensure that the Canvas classroom interfaces with the LaunchPad classroom, you need to make sure your system is set up correctly.

- **Supported Browsers:** Chrome 28 and above; Firefox 13 and above; Safari 6 and above; Internet Explorer 10 and above. BEWARE: If you use an unsupported browser, your scores may not be recorded in the gradebook, and your effort will be lost.
- **Mobile devices:** iPads, iPods, iPhones, and other mobile devices are not supported. Using an unsupported device or browser may prevent you from registering, logging in, navigating the site, assigning items, and submitting answers to a quiz.
- **Pop-ups:** During the process of moving between Canvas and LaunchPad, pop-ups are used. Allow pop-ups on [www.macmillanhighered.com](http://www.macmillanhighered.com).
- **Cookies:** You must allow session cookies.
- **Java:** JavaScript must be enabled (usually enabled by default). Click [here](#) for instructions on how to enable JavaScript in Chrome, Firefox, Safari, and Internet Explorer.
- **Multimedia requirements:** Adobe Flash Player version 11 or higher and the latest version of Adobe Reader.

- **Monitor Resolution and Color Depth:** 1024x768 minimum required; larger resolutions are recommended.

## Course Description:

General Psychology broadly surveys the knowledge and methods of the discipline of Psychology. This course will emphasize the development of critical thinking skills, and familiarity with scientific research and reasoning.

## Course Overview:

This is an introductory-level course, which will survey most of the major issues in the field of psychology. The major goals for this course are:

1. Examine how human behavior is studied and analyzed by psychologists.
2. Gain greater insight into the behavior of ourselves and others.
3. Develop familiarity with the theories describing human behavior.
4. Familiarize ourselves with the symptoms of psychological disorders and the various treatment options.
5. Develop critical thinking skills and prepare ourselves to be cautious and analytical consumers of information that proclaims to be scientific or based on some form of research.

## Course Requirements:

### Syllabus Quiz:

To ensure that you are familiar with this Syllabus and its requirements, you will complete the Syllabus Quiz. You can answer the questions based upon information contained within this Syllabus.

- The quiz will give you immediate feedback about which items you missed.
- Once you've completed the Syllabus Quiz, I will be confident that you know the rules and requirements for this class.
- The Syllabus Quiz is in the "Start here!" module.

## Weekly Modules:

I've set-up the Modules button to organize the assignments that are due weekly.

- Each week, you will complete a set of Learning Curve games, one Student Video Activity assignment, and one Concepts in Action assignment.
- See the document called "Joining LaunchPad" in the "Start here!" module for instructions on how to join LaunchPad.
- **There are ABSOLUTELY NO MAKE-UPS of these weekly LaunchPad assignments.**
- I will reveal your points in the Canvas gradebook on Thursdays.
  - You can't rely on the "percentage completed" feedback from the LaunchPad gradebook. The system doesn't know that you get to select ONE activity from the Student Video Activity folder.
  - When I reveal your points in Canvas, you will see your correct scores for that category.

### Learning Curve Games:

Each week, you will complete the set of Learning Curve games that I have assigned in LaunchPad.

- Each set will include material covered during the week that the games are due.
- You will complete between 2 and 7 games each week.
- If you've done your reading before beginning the games, it should take you 30 minutes to complete each game. If you haven't done your reading, it could take you hours to complete a game.
- I recommend that you complete one game per day, rather than trying to do them all at once.

### *Game procedure:*

- Each week's games must be completed by 11:59 pm on the Wednesday they are due. Check the Canvas system calendar and/or the syllabus calendar for due dates.
  - You may complete a game at any time that it is available.
  - You may complete part of a game, and then come back later to complete it – as long as the deadline hasn't passed.
- You will earn full credit once you achieve the target score. This is an adaptive, pass/fail task.
- You will complete the assignment entirely in LaunchPad, and the system will record your points to the Canvas gradebook within 24 hours.

### **Student Video Activities:**

Each week, you will watch **one** of the videos in the LaunchPad folder that is due that week, and complete the post-video quiz. The videos range in length from 5-15 minutes, and the quizzes are short – usually 3-4 items.

- You will complete the assignment entirely in LaunchPad, and the system will record your points to the LaunchPad gradebook. I will reveal your points on the Canvas gradebook on Thursdays.
- Make your selection from all of the videos that are due that week. If you complete more than one video, the first video that you complete will be the one that counts towards your grade.
- Due on Mondays by 11:59 pm.
- To preserve your points:
  - NEVER use your phone to complete Student Video Activities.
  - NEVER use Safari as your browser when working in LaunchPad. All iPhones and iPads default to Safari, so either don't use those, or download Firefox.
  - If you choose to ignore this advice, BEWARE: Your points for some assignments (especially Student Video Activities) will not be stored to the LaunchPad gradebook, and not transferred to Canvas. I will NOT search the website to find your points for you.

### **Concepts in Action:**

- Each week's choices are listed in the weekly folder in LaunchPad.
  - When there is more than one choice, you may pick the **one** that seems most interesting to you.
  - **Concepts in Action** are interactive tutorials.
  - You will complete the assignment entirely in the LaunchPad, and the system will record your points to the LaunchPad gradebook. I will reveal your points on the Canvas gradebook on Thursdays.
  - If you complete more than one activity, the first one that you complete will be the one that counts towards your grade.
- Due on Mondays by 11:59 pm.

### **Projects:**

You will complete five projects, and submit them to the proper Project Dropbox by 11:59 pm on Tuesday of the week that they are due. You can find the assignments and their dropboxes in the Assignments button in the Canvas classroom.

### **Preparing Projects:**

- There are absolutely NO MAKE-UPS on these assignments.
- You will select **one** project from the list of several.
- It is NOT permitted to do more than one project from one list, as a substitute for doing another project on a different list. I have designed the projects to supplement the topics that we will be discussing as you concurrently work on the project. Therefore, you must complete them in order.

- The projects will be graded based on three criteria.
  - **Accuracy.** Each project topic requires some factual content. You will lose points for inaccuracies.
  - **Completeness.**
    - You must answer all parts of the assignment that you choose. For example, if a project asks you to solve a problem and then describe your problem-solving strategy, you must do both of those things.
    - Each project has its own unique set of expectations. You'll know that you've completed the project fully when you've answered all of the issues that I raised in the topic's question.
    - A complete project will require no fewer than 150 words.
  - **Timeliness.** Projects are not accepted late, under any circumstances.
    - The dropbox will literally **lock you out** when the deadline passes, so be prepared to push the "submit" button no later than 11:58 pm on the due date.
      - As a deadline passes, the Dropbox will disappear.
      - Do NOT submit a late project to the next project's dropbox, as that will prevent you from being able to submit the next project to that box, and it won't earn any credit anyway.
    - Do NOT send your project to me via email if you miss the deadline. I will return it unread.
  - I will deduct 20% (5 pts) for spelling errors that should have been picked up by spell check, or grammar errors that are egregious enough that grammar check should have picked them up.
- Psychological Scales: In some Projects, I will include a personality scale or other sort of psychological measure for you to complete and score. Your responses on such scales are meant to be kept anonymous, so DO NOT submit your responses or scores to me. All I need is your responses to the questions that I ask about the scale.

### Submitting Projects:

You will submit your projects to the Project X Drop box, where X represents the number of the project you're submitting.

- Create your project in your own software, and save it to your computer.
- To submit your project as an attached file:
  - Save your work as a .doc **or** .docx **or** .rtf **or** .txt file.
  - Click on Project X in the Assignments button.
    1. Click on the "Submit Assignment" button on the right side of the screen.
    2. Under the "File Upload" tab, click on the "Browse" button, find your file, and click "Submit Assignment."
- If you can't save in .doc or .docx format:
  - Click on Project X in the Assignments button.
    1. Click on the "Submit Assignment" button on the right side of the screen.
    2. Click on the "Text Entry" tab.
    3. Copy and paste your work into the message box.
    4. Click "Submit Assignment."

The Drop Boxes will limit your access automatically.

- You can only submit one posting to each Drop Box, so make sure that you're submitting your work to the correct drop box.
- The Drop Box will automatically lock when the deadline passes, so you can't submit your work late.

When will I read the projects?

- On the morning after the due date, I will begin reading the projects.

- I will NOT reply to queries about whether I received your project or not. I will send you an email with feedback about your project once I've read it. If you have a question about a project topic, please make sure to put the words "question about" in the subject line of your email to me.

I will return your graded project in the dropbox, and will send an email with your points and my feedback. The points and feedback will also appear in the Grades button.

## Exams:

There will be two midterms. Each will include material covered since the last exam; neither of the exams is cumulative.

*Exam format:* Exams will consist of multiple choice questions selected from the text since the prior exam. Each exam will contain up to 50 items and will be worth 100 points.

### *Exam procedure:*

- You will find a study guide for each exam on the Canvas classroom home page.
- I will submit each midterm to the weekly module that corresponds to the week that the midterm will be available. That's Week 5 for Midterm 1, and Week 10 for Midterm 2.
- You will have **one hour** to complete the exam, once you have opened it.
  - Opening the exam starts the timer; if you immediately close the exam, the timer will still continue to run, and the system will submit your zero score when 60 minutes elapse.
  - You won't be able to get back in to actually take the exam.
  - In other words: **Don't open the exam until you're ready to take it.**
- Do NOT take your exam on your smartphone, iTouch, tablet, or other such device. They are notorious for losing connectivity just when you need it most.
- Plan to take the exams from memory.
  - The system saves each answer as you click it, but your exam must be submitted in order to be graded.
  - If there are items that you're unsure about, and you have time after answering everything else, use that time to look up the answer(s) in the text.
  - Do NOT plan to take the entire exam open-book – you will NOT have time.
- Students with disability accommodations:
  - You need to have your college's disability support office send your accommodation letter to me at [jseiver@bellevuecollege.edu](mailto:jseiver@bellevuecollege.edu).
  - To ensure that I have received the letter and have set up your exam with proper extended time, please send me an email in the classroom email system **no later than one week prior** to the exam's deadline.
  - Once you have taken an exam, there is no way for me to retroactively allow you extended time.

### *Making up missed exam:*

- You may not make up exams unless:
  - There are arrangements made in advance with instructor's approval, or
  - **Dire Circumstances** require that you must miss **the entire week** that the exam is available
  - Definition of **Dire Circumstances**:
    - Funeral which requires significant travel, documented by a note from the funeral director
    - Illness of self or someone for whom you are the primary caregiver, documented by a note from a doctor excusing you from school **for the entire week**.
- If a make-up is appropriate, your score will be docked 10%.
- Things that **do not qualify** for make-up exam:
  - Forgetting when the deadline is.

- Falling asleep while studying, and sleeping through the deadline.
- Computer problems.
  - Have a back-up computer access planned, and move to your backup computer if necessary.
  - Make sure that you're using a computer with a reliable web connection.
  - Use a web browser that works correctly with the classroom's software. That's NOT Explorer in Canvas classrooms. Safari is not well-supported, either.
- Travel that takes you out of town, whether for business, missionary work, or pleasure.
- Being in a different time zone and not realizing that it is 11:59 pm here.
- Changing work schedules or work demands.
- Illness/injury of self or one's child that is not severe enough to visit a doctor.
- Stressful life events.
- Incarceration.
- Any other excuse that seems compelling to you but that is not listed under the "dire circumstances" list, above.

## Extra Credit:

### Integration of *Discovering Psychology* videos and our text

- Select up to five of the *Discovering Psychology* videos that you have viewed this quarter. You can use any video from any point during the quarter.
- The videos can be found at <http://www.learner.org/resources/series138.html>. The list of videos that are associated with each week can be found in the weekly modules.
- Pose a question that comes to mind while viewing the video(s). Find evidence *in the Myers text* that answers your question(s).
- For each question:
  - Explain why your initial question was posed – e.g., was Zimbardo unclear in his explanation, did he use an unfamiliar term that was confusing, had we not gotten to that topic yet in lecture/readings?
  - Provide information from the Myers text that answers your initial question. Include page number(s) and quotations or paraphrases.
    - Do NOT cite outside sources.
    - Give proper credit to Myers for the information you got from him.
      - Place direct quotes in quotation marks
      - Even better – paraphrase his ideas into your own words, and give him credit for the ideas.
  - Show that you now understand the concepts by providing an example from everyday life. It could be an example from TV/books/movies/music, or it could be from someone you actually know.
- Each question/answer is worth 5 points of extra credit. You must submit your questions NO LATER THAN the day that Midterm 2 is due.

## Academic integrity:

It is assumed that all students will maintain the highest academic integrity. Cheating of any sort, including copying on tests, falsifying records, plagiarism, etc. will not be tolerated, and suspected cheaters will be reported to the Dean of Academic Education.

It is plagiarism (cheating) to copy and paste information directly from a website into your projects. If you want to cite a website, you need to reword the information, then give the website credit for the ideas you got from it. Make sure to include the URL when you reference websites.

Finally, it is incorrect to use ideas from the Myers text and fail to mention that you got the idea from the text.

## Grading Criteria:

Assignment	Points	Total Category Pts	Percent
Syllabus Quiz	1 @ 15	15	3%
Weekly Learning Curve Games	42 @ 1	42	10%
Weekly Concepts in Action	10 @ 5	50	12%
Weekly VideoToolkit	10 @ 5	50	12%
Projects	5 @ 15	75	17%
Midterms	2 @ 100	200	46%
Total		432	100%

## Grading palette:

A (4.0)	93.5 – 100%	C+ (2.3)	76.5 – 89.4%
A- (3.7)	89.5 – 93.4%	C (2.0)	73.5 – 76.4%
B+ (3.3)	86.5 – 89.4%	C- (1.7)	69.5 – 73.4%
B (3.0)	83.5 – 86.4%	D+ (1.3)	66.5 – 69.4%
B- (2.7)	79.5 – 83.4	D (1.0)	60.5 – 66.4%
		F (0.0)	<= 60.4%

Each week, I'll report your points to the Canvas gradebook (found in the Grades button) that will show your points to date. You can divide your total points earned by the total points possible so far, so that you'll always know how you're doing in the class.

I strongly recommend that you calculate your own percentage, using the formula:

$$((\text{Total Pts Earned})/(\text{Total Pts Possible So Far})) * 100 = \text{Percent in class so far}$$

The percentage provided by the Canvas gradebook is not necessarily reliable. I compute final grades using an Excel spreadsheet which is always accurate.

## Incompletes and Hardship Withdrawals:

These options are reserved for students who, through unforeseeable circumstances, cannot complete a course that they were passing. If you wish to request one of these grading options, the following criteria must be met:

- You are passing the class at the time of the request.
- You must make your request in writing, explaining the circumstances and including any documentation.

In the case of an Incomplete, the circumstances must be acute. That is, they must be something that prevents completion of the course within the current quarter, but that would be resolved in time for the student to complete the course work within the next quarter.



In the case of a Hardship Withdrawal, the circumstances must be ongoing, such that the student would not be able to complete the course work within the following quarter. In other words, a student could not request a hardship withdrawal and then retake the course the following quarter.

Qualifying circumstances for Incompletes and Hardship Withdrawals *are limited to*:

- Death in the immediate family (spouse, child, parent) documented by a funeral director's note.
- Significant illness or injury (documented by a doctor's note) of self or a person for whom the student is primarily responsible.
- Relocation outside of the area.

## Reading and Video Assignments:

Our **text** is the most popular introductory psychology text in the world. There's a reason: It's well written and comprehensive. I know David Myers, and he's a consummate educator and absolutely loves psychology.

The **video series *Discovering Psychology*** is hosted by one of the most outstanding teachers of psychology, Phil Zimbardo.

Check the Calendar below for the week's episode(s); the episodes are not in correct order relative to our text's topics.

- Make sure to enable pop-ups for the website; the videos appear in a pop-up window.
- After finding the video on the website's list, click on the "VoD" button to begin.
- Each video runs approximately 23 minutes – that includes the "on this episode" at the beginning and the "next time" at the end.

Not to toot my own horn, but I am an award-winning instructor whose lectures receive exemplary feedback from students. Despite the distractions in the background (my dog has been accidentally Pavlovian-conditioned to bark whenever I go into my office and shut the door), I think that you will find **my lectures** not only educational, but also interesting.

Scroll down for Reading Assignments and due dates. . .



Week	Date	Chapter	Discovering Psychology Videos	Assignments
0	9/18-20			Check email, write bio, work on Syllabus Quiz
1	9/21-27	1: Psychology's Roots, Big Ideas, and Critical Thinking Tools	1. Past, Present, and Promise 2. Understanding Research	<i>Monday:</i> Concepts in Action/Sim due Student Video Activity Quiz due <i>Wednesday:</i> Chapter 1 Learning Curve Games
2	9/28-10/4	2: The Biology of Mind and Consciousness	13. The Mind Awake and Asleep	<i>Monday:</i> Concepts in Action/Sim due Student Video Activity Quiz due <i>Tuesday:</i> Project 1 <i>Wednesday:</i> Chapter 2 Learning Curve Games
3	10/5-11	3: Developing Through the Life Span	5. The Developing Child 18. Maturing and Aging	<i>Monday:</i> Concepts in Action/Sim due Student Video Activity Quiz due <i>Wednesday due:</i> Chapter 3 Learning Curve Games
4	10/12-18	5: Sensation & Perception	7. Sensation and Perception	<i>Monday:</i> Concepts in Action & VideoToolKit due <i>Tuesday:</i> Project 2 <i>Wednesday:</i> Learning Curve Due Midterm 1 becomes available
5	10/19-25	6: Learning	8. Learning	<i>Monday:</i> Concepts in Action/Sim due Student Video Activity Quiz due <i>Tuesday:</i> Project 2 <i>Wednesday:</i> Chapter 6 & 7 Learning Curve Games Midterm 1 due by 11:59 p.m.
		7: Memory	9. Remembering and Forgetting	
6	10/26-11/1	8: Thinking/Language/Intelligence	10. Cognitive Processes 11. Judgment and Decision Making 6. Language Development 16. Testing and Intelligence	<i>Monday:</i> Concepts in Action & VideoToolKit due <i>Tuesday:</i> Project 3 <i>Wednesday:</i> Learning Curve Due
7	11/2-8	9: Motivation & Emotions	12. Motivation and Emotion	<i>Monday:</i> Concepts in Action & VideoToolKit due <i>Wednesday:</i> Learning Curve Due
		10: Stress, Health & Human Flourishing		
8	11/9-15	11: Personality	14. The Mind Hidden and Divided 15. The Self	<i>Monday:</i> Concepts in Action & VideoToolKit due <i>Tuesday:</i> Project 4 <i>Wednesday:</i> Learning Curve Due
9	11/16-22	12: Social Psychology	19. The Power of the Situation 26. Cultural Psychology	<i>Monday:</i> Concepts in Action due Student Video Activity Quiz due <i>Wednesday due:</i> Chapter 12 Learning Curve Games Midterm 2 becomes available Covers Chapters 6-7, 12-14
10	11/23-29	13: Psychological Disorders	21. Psychopathology	<i>Monday:</i> Concepts in Action due Student Video Activity Quiz due <i>Tuesday:</i> Project 5 <i>Wednesday:</i> Chapter 13 & 14 Learning Curve Games <b>Midterm 2</b> due by 11:59 pm Covers Chapters 8-14
		14: Therapy	22. Psychotherapy	

## What To Do If You Can't Log Into The Canvas Webpage and/or LaunchPad

I hold you responsible for submitting your assignments on time, assuming that the classroom is working correctly. Ninety-eight percent of the time, the classroom is working fine. Occasionally, Canvas goes down, preventing all students from accessing the classroom. The LaunchPad is sometimes under construction and becomes unavailable.

Most of the time when students can't get into the Canvas classroom or LaunchPad, it's because there is something wrong with the student's ISP. If you receive an error message from the LaunchPad, immediately call their Help Desk at 1-800-936-6899.

Remember: If the classroom is available, you're responsible for getting your work into it.

- Unless there is a system-wide event that is preventing all of us from accessing the classroom, I will not extend deadlines for students who have difficulties accessing the classroom.
- You need to make sure that you've left yourself enough time prior to the deadline to be able to cope with technical difficulties that may arise.
- You need to arrange for back-up computer access (e.g. the public library, your college, a friend's house, your computer at work) so that if your primary computer has problems, you will still be able to keep up with your work.

## Textbook:



*Psychology in Everyday Life*, 3rd edition by David Myers & C. Nathan DeWall.  
Worth publishers.

I'd like to mention that if you haven't bought your text yet, and you're willing to work with an eBook, you can get your eBook and LaunchPad access for about \$65. You can highlight the eBook, and print any pages that you want. It's a pretty good deal, if you don't mind reading on an eReader or your computer. Just go to LaunchPad and select "Purchase access to LaunchPad," or go to the college bookstore and tell them you need to purchase access to LaunchPad for this class.

### FAQs:

#### "What should I do if I haven't received my text yet?"

You can join LaunchPad using their "temporary access" option. Just go to the LaunchPad website and follow the directions.

#### "Do I really need the newest edition of the text?"

You can use whatever text you want. The quiz and exam questions come from the 3rd edition, though. You need to buy access to LaunchPad no matter what, which will automatically include the current edition of the eBook.

#### "Can I rent the textbook?"

Usually the rental textbook does not include access to LaunchPad. You must have access to LaunchPad to complete your weekly homework.

**“Can I buy my classmate’s book, and use their LaunchPad access from last quarter?”**

Used textbooks’ LaunchPad access cannot be reused. You will need to buy your own LaunchPad access, which will come with an eBook.