

# LEARN PSYCHOLOGY

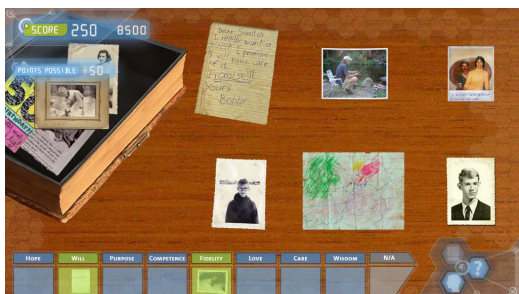
## A GameScape Mystery



Episode 1: Learning about the suspects



Episode 1: Augmented Reality Glasses provide a technology overlay



Episode 2: Erikson memory puzzle

## EPISODE 1: SCIENTIFIC INQUIRY

### Overview

You are driving down a tree-lined street when you receive a call. T.K. Nakamura, your late Uncle's lawyer, requests that you immediately meet her at your Uncle's brownstone in the city. There is a break in the case of his disappearance. Your help is needed.

### Learning Objectives

- Define psychological science.
- Describe the steps in the scientific method.
- Discuss the importance of the scientific method.

### Assessment Activity

The Scientific Process activity introduces the student to both the game as well as the "frame" for the entire experience: scientific inquiry with a technology overlay enables the student to gather evidence, analyze clues and facts, make deductions and determine the identity of the guilty party.

## EPISODE 2: HUMAN DEVELOPMENT

### Overview

Within the handsome, book-lined library of your missing Uncle's brownstone you discover interesting psychology learning resources among the leather bound books on human development. Uncle Bob's Memory Box stands out as a key to launching your investigation.

### Learning Objectives

- Examine the life stages within Erikson's theory of psychosocial development.
- Describe the multiple influences of nature and nurture in human development.

### Assessment Activity

Questions prompt you to reflect on the "Key Takeaways" from your exploration of the library and this learning exercise. You then write up and submit your thoughts about this episode for the instructor to grade.



Episode 3: Suspect Card



Episode 3: Discovering the secret chamber



Episode 3: Maslow's hierarchy assessment activity

## EPISODE 3: EMOTIONS & MOTIVATION

### Overview

Entering a secret study behind the hidden panel reveals Uncle Bob's Suspect Wall. He was well into the investigation before his disappearance! There is evidence Uncle Bob had collected on all the suspects that you explore. Who is guilty?

### Learning Objectives

- Define the concept of motivation.
- Explain the connection between behavior and emotion.
- Identify and discuss the main theories of emotion.

### Assessment Activity

After some initial exploration, you receive a message from Dr. Laura Dvorak, a psychoanalyst. She suggests you refer to Maslow's hierarchy of needs in order to think about what the suspects' motivations might be for harming your uncle. An interactive puzzle engages you to learn the sequence of Maslow's hierarchy.

## EPISODE 4: INDIVIDUAL DIFFERENCES

### Overview

Hidden at Sweets Café, which belongs to Uncle Bob's ex-wife, you are able to prompt behaviors and observe responses to note personality traits of the three remaining suspects. The cafe is brimming with activity...and evidence.

### Learning Objectives

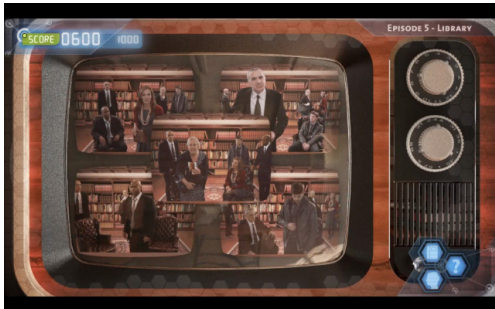
- Compare & contrast the psychoanalytic theories of Freud, Jung, and Adler.
- Illustrate the humanistic perspective of personality using Roger's Person-Centered Perspective and Maslow's Theory of Self-actualization.

### Assessment Activity

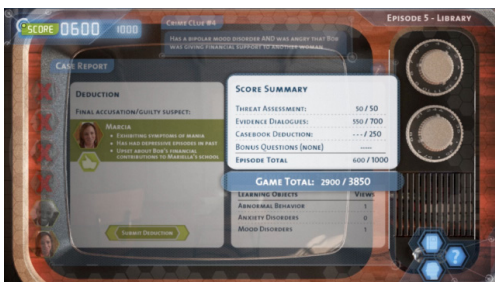
You look around and take photographs to document the people around you, paying attention to the personality traits of introverted and extroverted behavior, in particular. In this exercise, you keep an eye out for people who have different psychological needs.



Episode 4: Honing your powers of observation



Episode 5: Observing all five suspects leads to one guilty party. There are five unique endings!



Episode 5: Final Assessment and Score Report

## EPISODE 5: ABNORMAL PSYCHOLOGY

### Overview

Uncle Bob's attorney, T.K. Nakamura, explains that all five suspects have arrived for what they believe to be the reading of the will. With the expert's help, it is your job to carefully observe the anxiety or mood disorders of the final two suspects in your investigation. You can at last determine if one of them did indeed kill or perhaps kidnap your Uncle Bob.

### Learning Objectives

- Recognize signs and symptoms of psychotic disorders.
- Distinguish between different types of anxiety disorders; identify signs and symptoms of anxiety disorders.
- Categorize the types of anxiety disorders according to diagnostic criteria.

### Assessment Activity

In the Casebook, there is a final "Knowing What You Know Now" reflection activity that captures the "Key Takeaways" for the entire GameScape. These final assessment components are submitted to the instructor to grade.

## LEARN PSYCHOLOGY

A personalized learning journey where students LEARN by BEING.

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