

BA (Hons with Research) in Psychology (8th Semester)

COURSE NAME: PRACTICUM-II

COURSE NO. PSYR3822M

MAXIMUM MARKS: 100

CONTACT HOURS: 120

CONTACT HOURS PER CREDIT: 30

CREDITS: 04

THEORY: Nil

PRACTICUM: 04

Course Objectives

- To provide hands-on exposure to psychological assessment and interventions in digital and environmental contexts.
- To enhance understanding of wellbeing, identity, risk perception, and behavior through experiential learning.
- To develop practical research, observation, and analytical skills in applied psychology domains.

Course Outcomes

- Students will be able to apply psychological tools and practicum methods to study digital and environmental issues.
- Students will critically evaluate factors influencing wellbeing, identity, and pro-environmental behaviors.
- Students will demonstrate practical competencies in assessment, reflection, and seminar-based knowledge sharing.

Note. Eight practicums (practical exercises), each carrying ½ credit, must be completed by the student from the following areas.

- 1) Cyber Victimization
- 2) Digital Detox
- 3) Digital Identity
- 4) Digital Wellbeing
- 5) Internet / Social Media Addiction
- 6) Seminar on Cybersecurity
- 7) Technostress
- 8) Virtual Reality
- 9) Offender Profiling Exercise
- 10) Forensic Case History Taking
- 11) Assessment of Competency to Stand Trial [Simulation]
- 12) Risk Assessment Practice
- 13) Eyewitness Testimony Analysis
- 14) Child Custody Evaluation [Case-Based]
- 15) Mock Expert Testimony in Court
- 16) Ethical Decision-Making in Forensic Settings

Readings

1. Andreassen, C. S., Torsheim, T., Brunborg, G. S., & Pallesen, S. (2012). Development of a Facebook addiction scale. *Psychological Reports, 110*(2), 501–517.
2. LaRose, R., Lin, C. A., & Eastin, M. S. (2003). Unregulated Internet usage: Addiction, habit, or deficient self-regulation? *Media Psychology, 5*(3), 225–253.
3. Li, Q. (2007). New bottle but old wine: A research of cyberbullying in schools. *Computers in Human Behavior, 23*(4), 1777–1791.
4. Slater, M., & Sanchez-Vives, M. V. (2016). Enhancing our lives with immersive virtual reality. *Frontiers in Robotics and AI, 3*, 74.
5. Sun, Y., & Zhang, Y. (2021). Cybersecurity awareness, attitude, and behavior: A literature review. *Journal of Cybersecurity Education, Research and Practice, 2021*(1), 1–16.
6. Wang, X., Lei, L., Liu, D., & Hu, H. (2016). Moderating effects of moral disengagement on the associations between empathy and cyberbullying perpetration and victimization among Chinese adolescents. *Journal of Interpersonal Violence, 31*(10), 1–22.
7. Bartol, C. R., & Bartol, A. M. (2021). *Introduction to Forensic Psychology: Research and Application* (6th ed.). Sage Publications.
8. Howitt, D. (2018). *Introduction to Forensic and Criminal Psychology* (6th ed.). Pearson.
9. Towl, G. J., & Crighton, D. A. (Eds.). (2021). *Forensic Psychology* (3rd ed.). Wiley.
10. Weiner, I. B., & Otto, R. K. (Eds.). (2013). *The Handbook of Forensic Psychology* (4th ed.). Wiley.
11. Huss, M. T. (2014). *Forensic Psychology: Research, Clinical Practice, and Applications* (3rd ed.). Wiley.
12. Wrightsman, L. S., & Fulero, S. M. (2005). *Forensic Psychology* (2nd ed.). Wadsworth.
13. Pozzulo, J., Bennell, C., & Forth, A. (2021). *Forensic Psychology* (6th ed.). Pearson.