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# Psicologia dei Gruppi e delle Relazioni Sociali

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*Andrea Guazzini<sup>1</sup> & Mirko Duradoni<sup>2</sup>*

*<sup>1</sup>Department of Education and Psychology, & Centre for the Study of Complex Dynamics, University of Florence, Italy*

*<sup>2</sup>Department of Industrial Engineering, University of Florence, Italy.*





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# Lesson: 0 - (1/4)

## Title: **Who and When**

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*Andrea Guazzini<sup>1</sup> & Mirko Duradoni<sup>2</sup>*

*<sup>1</sup>Department of Education and Psychology, & Centre for the Study of Complex Dynamics, University of Florence, Italy*

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## Who



**Prof. Andrea Guazzini**

(Ms. Psychology, PhD Nonlinear dynamics and Complex systems)

**Email:** [andrea.guazzini@unifi.it](mailto:andrea.guazzini@unifi.it)

**Affiliation:** Department of Education, Languages, Intercultural Studies, Literatures, and Psychology (FORLILPSI), and Centre for the Study of Complex Dynamics (CSDC), University of Florence, Italy

**Homepage:** <http://andrea-guazzini.complexworld.net/>

**Interests :** His main research interests are cognitive and social psychology, social cognition, sociophysics, and virtual social dynamics. Moreover he adopts an approach based on complex systems science to model psychological and social systems.



**Prof. Mirko Duradoni**

(Ms. Psychology, PhD Systems and Telecommunication)

**Email:** [mirko.duradoni@unifi.it](mailto:mirko.duradoni@unifi.it)

**Affiliation:** Department of Industrial Engineering (DIEF), University of Florence, via S. Marta 3, 50139, Florence, Italy.  
**Interests:** His main research interests concern the role of social norms and reputation in influencing online behaviors, the relationship between ICTs and well-being, and the psychosocial ergonomics of web-based systems.

### Student Reception

Every day at every hour (by mail appointment)

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## When

### Course Timeline

|                   |                  |
|-------------------|------------------|
| <b>Monday:</b>    | 16.00 - 18.00    |
| <b>Tuesday:</b>   | 11.00 - 13.00    |
| <b>Thursday:</b>  | 14.00 - 16.00    |
| <b>Beginning:</b> | March, 3rd, 2020 |
| <b>End:</b>       | May, 19st, 2020  |

**Public holidays:** Monday, April, 13st, 2020.

**Student Reception:**  
Every day at every hour (by mail appointment)





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# Lesson: 0 - (2/4)

## Title: **What**

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### ***Theoretical Lessons (Part 1):***

- 1- An introduction to the group dynamics (1)***
- 2- An introduction to the group dynamics (2)***
- 3- Studying Groups***
- 4- Inclusion and Identity***
- 5- Formation***
- 6- Cohesion and Development***
- 7- Structure***
- 8- Influence***
- 9- Power***
- 10- Leadership***
- 11- Performance***
- 12- Decision Making***
- 13- Teams***
- 14- Conflict***
- 15- Intergroup Relations***
- 16- Groups in Context***
- 17- Groups and Change***

### ***Research and experimental Lessons (Part 2):***

- 18- From cognition to social simulation***
- 19- Research in group dynamics***
- 20- Community detection***
- 21- Epidemic Modeling***
- 22- The virtual settings***
- 23- Reputation dynamics***
- 24- Collective Intelligence***
- 25- Group reasoning***
- 26- Crowd dynamics***
- 27- Social influence: new perspectives***
- 28- Personality, Self and Identity (I)***
- 29- Personality, Self and Identity (II)***
- 30- Constructing the Self in a Digital World***
- 31- Self Disclosure, Privacy and the Internet***
- 32- Understanding the On-line behaviour***



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# Lesson: 0 - (3/4)

## Title: **How**

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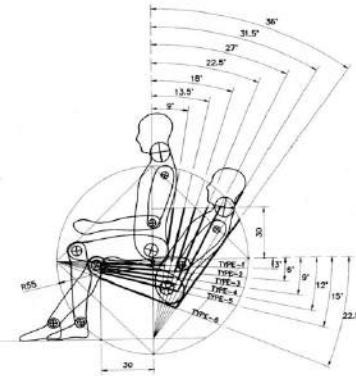
*<sup>2</sup>Department of Industrial Engineering, University of Florence, Italy.*



# How



**Dublin Descriptors**



**Ergonomics of Lecture Organization**



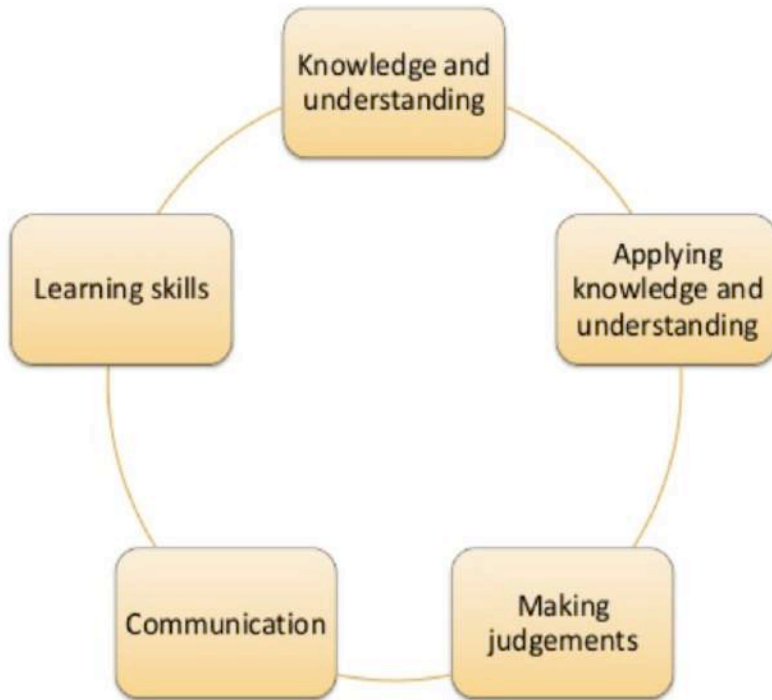
**Ghost Lecture**



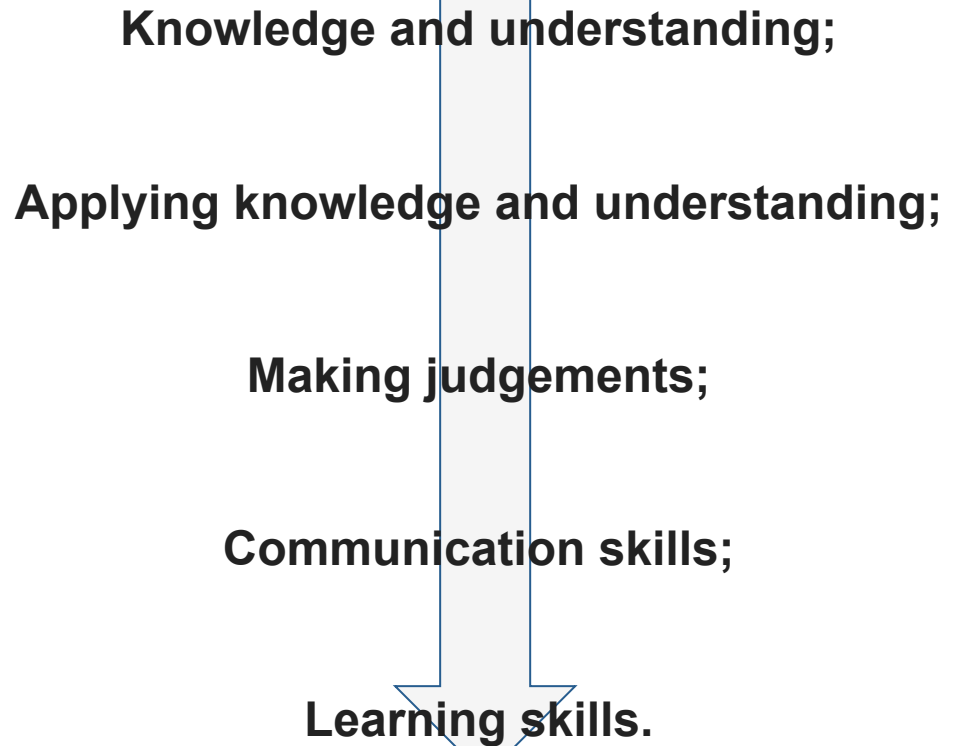
**Course Gamification**



## How Dublin Descriptor



**Dublin Descriptors**



**Knowledge and understanding;**

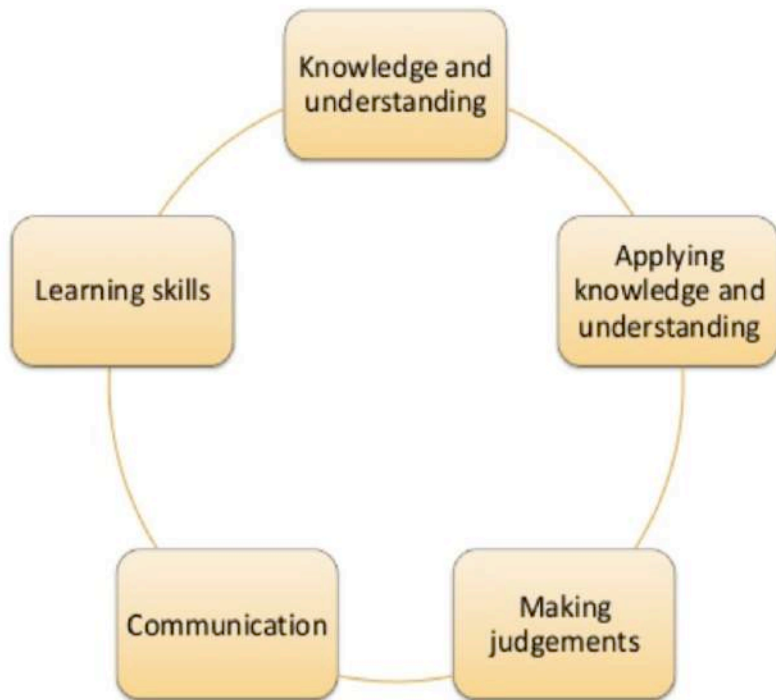
**Applying knowledge and understanding;**

**Making judgements;**

**Communication skills;**

**Learning skills.**

# How Dublin Descriptor: Improvement



**Dublin Descriptors**

**Frontal Lectures**

**Interactive Discussion**

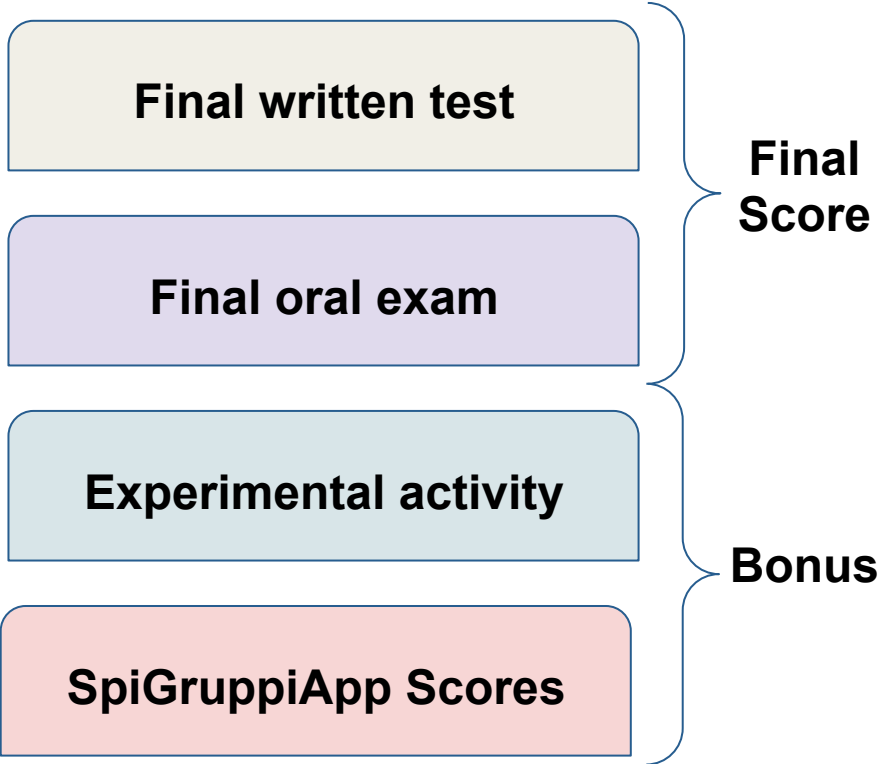
**Course Gamification**

**Faq and Best practices**

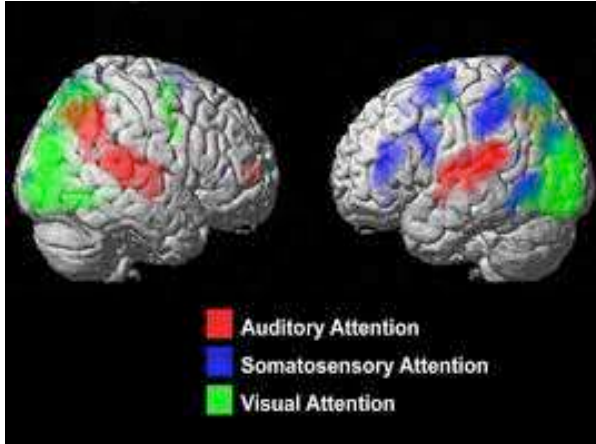
# How Dublin Descriptor: Testing



Dublin Descriptors



# How Ergonomics of Lecture Organization



**Average Attention Spans while listening range between 10'-15'**

### Solution

To short the lectures in 4 block of 15'

**Attention can be reset just asking an answer/action**

### Solution

Every 15' minutes the lecture will provide a brain storming activity



### Lecture Structure

1/4  
15'

2/4  
15'

3/4  
15'

4/4  
15'

**Total time 1 hour**

### Brainstorming

1/4  
5'

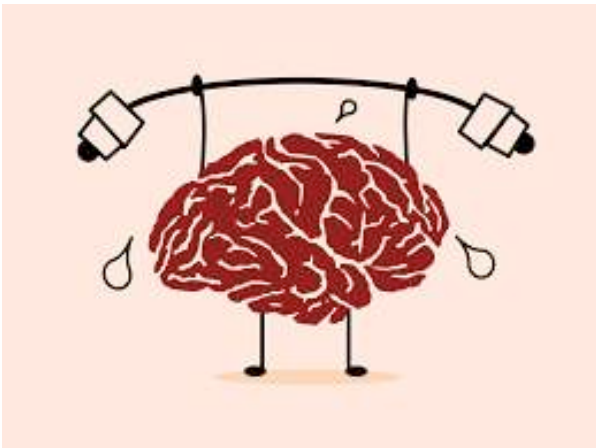
2/4  
5'

3/4  
5'

4/4  
5'

**Total time 20'**

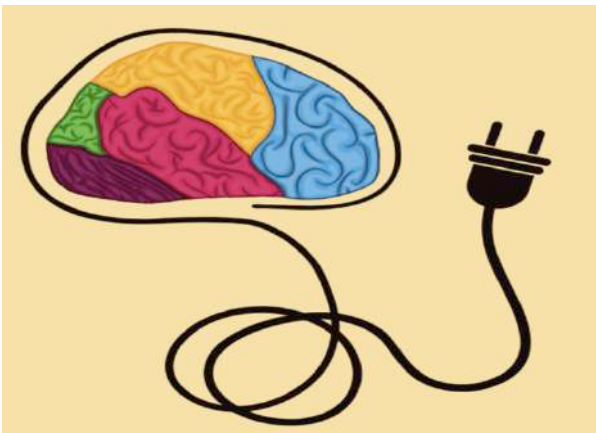
# How Ergonomics of Lecture Organization



**Cognitive elaboration is improved by discussion**

**Solution**

To allow participants to share open questions and doubts during the lectures



**Attention can be improved by means of gamification**

**Solution**

At end of each lecture's subsection, a short quiz will be propose. (Based on real final exam possible questions)

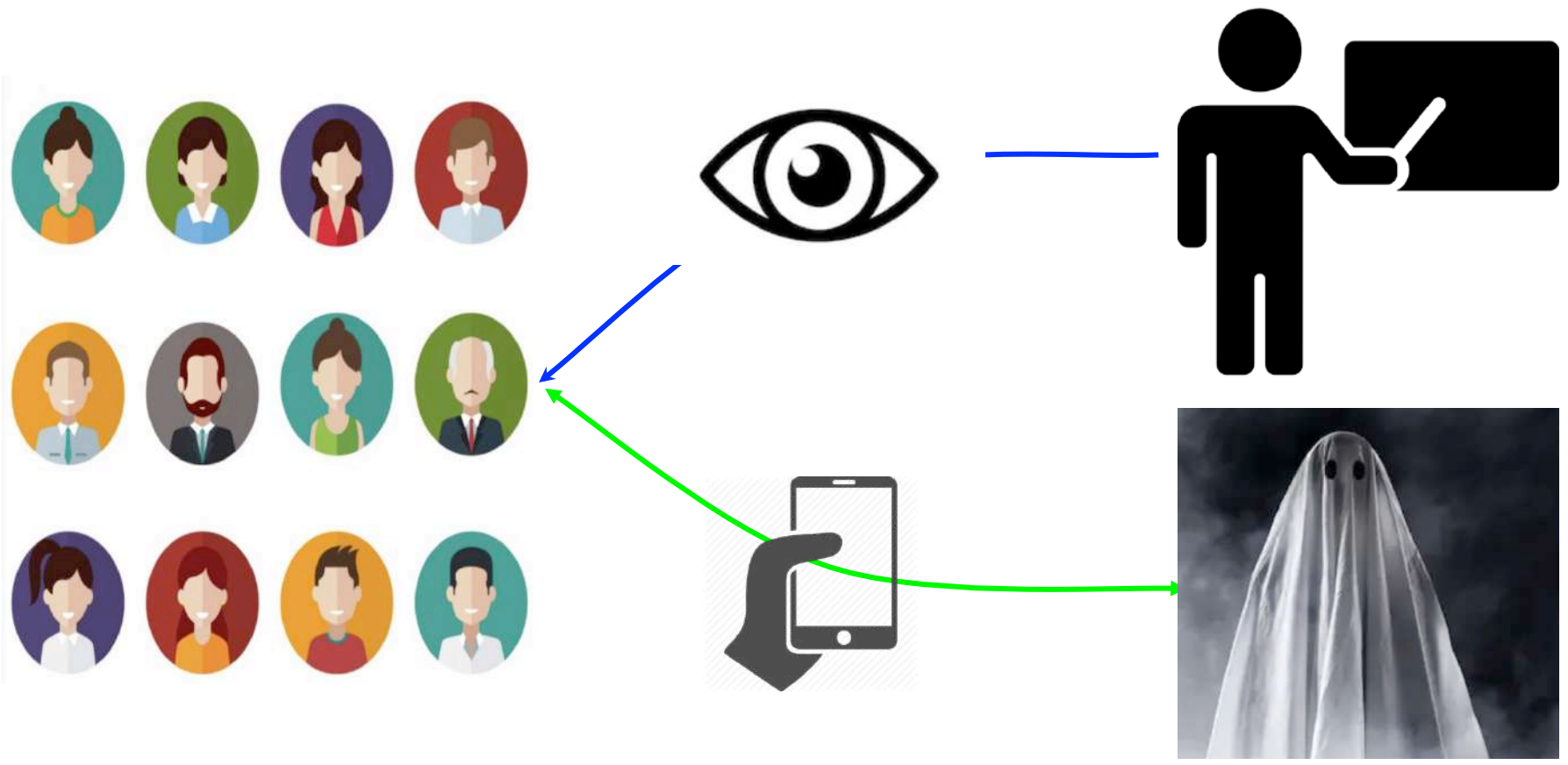
**Questions time**

|                |            |
|----------------|------------|
| 1/4<br>10'     | 2/4<br>10' |
| 3/4<br>10'     | 4/4<br>10' |
| Total time 40' |            |

**Final Quiz**

|               |           |
|---------------|-----------|
| 1/4<br>1'     | 2/4<br>1' |
| 3/4<br>1'     | 4/4<br>1' |
| Total time 4' |           |

# How Ghost Lecture





# How Course Gamification



*"Sii il cambiamento che vuoi vedere nel mondo"*

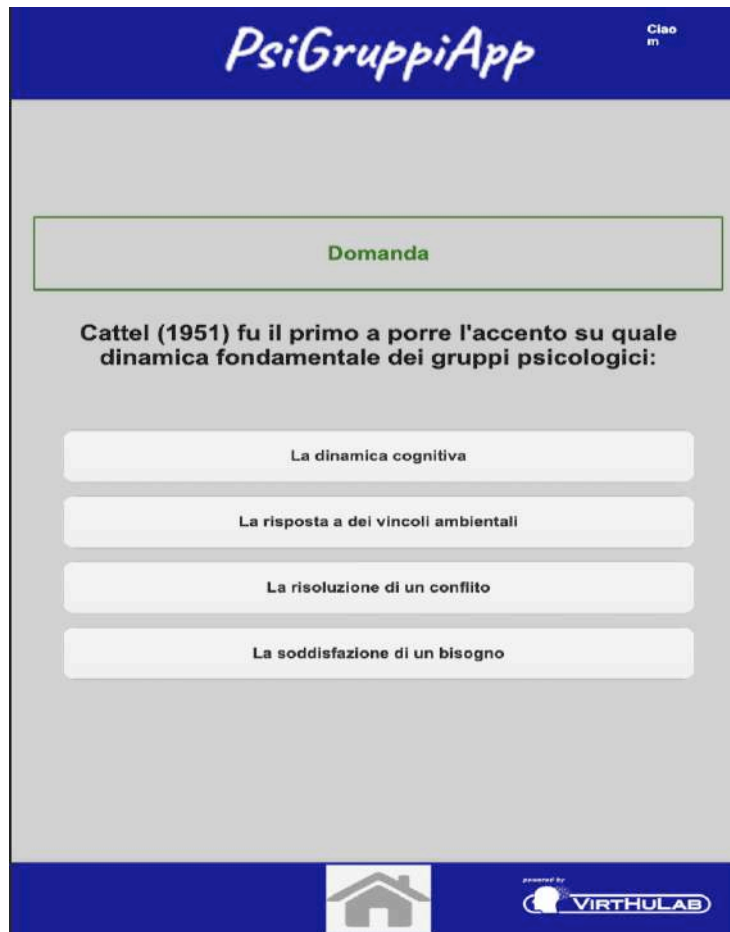
**Accedi**

*Crea nuovo utente*



# How

## Course Gamification: Phase I - Expertise testing



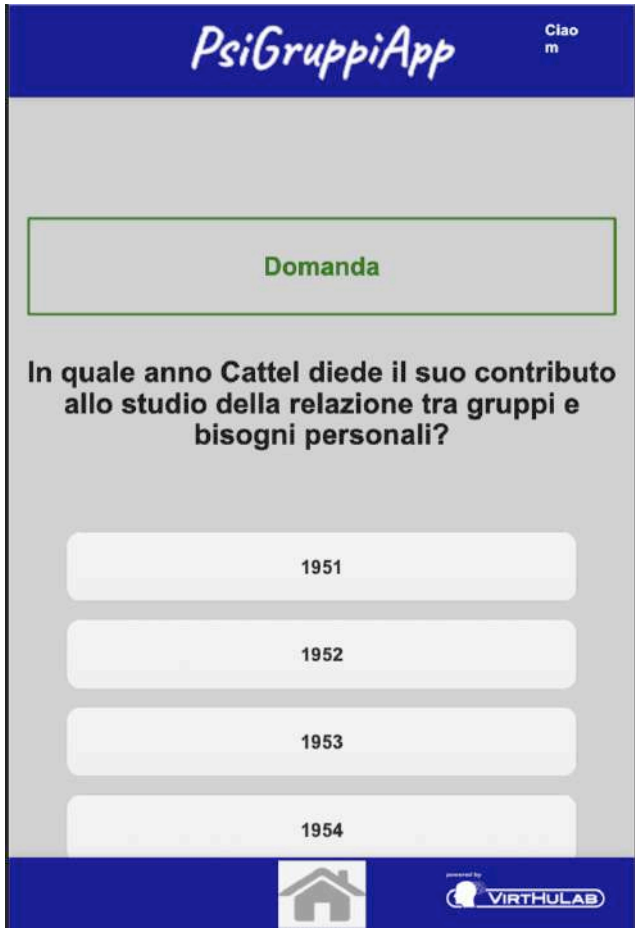


# How

## Course Gamification: Phase II - Information



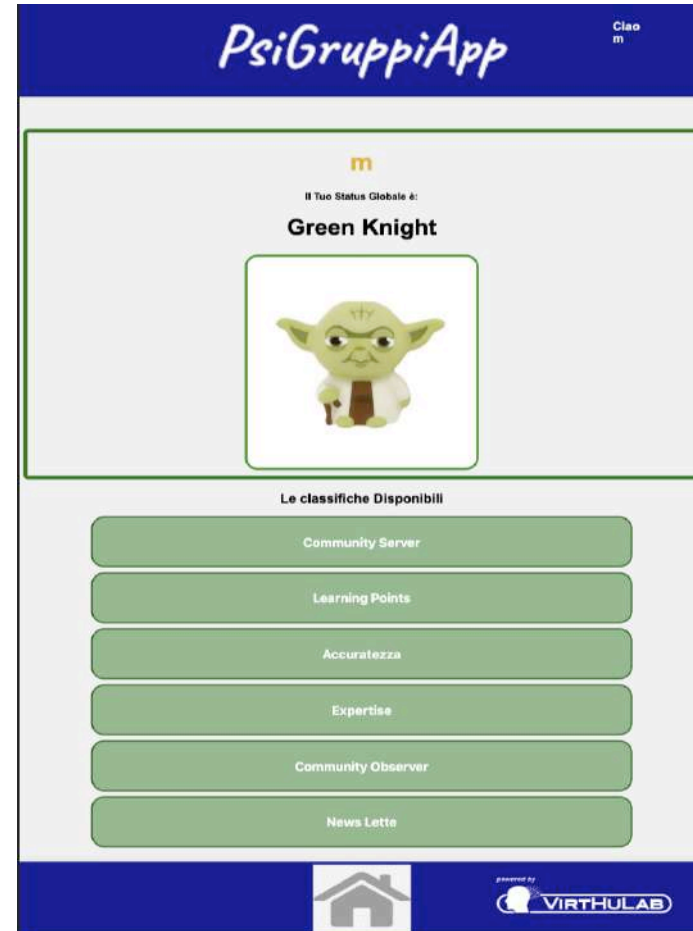
# How Course Gamification: Phase III - Accuracy testing



# How Course Gamification: Faq and Best practices



# How Course Gamification: Scores and Honor





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# Lesson: 0 - (4/4)

## Title: **Final Exam**

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## Final Exam Details

### Material:

#### A soft introduction:

Speltini, G., & Palmonari, A. (2007). I gruppi sociali. Il mulino.

#### The slides reference:

Forsyth, D. R. (2018). Group dynamics. Cengage Learning.

#### The Slides:

Find them on the VirtHuLab website searching for your academic year

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## Final Exam Details

### Written Exam

**Test:** 30 Questions with three possible answers

**Time:** 45 Minutes

**Note:** Score required to give Oral Exam = 18/30



### Oral Exam

**Test:** 3 random questions about the program

**Time:** 30 Minutes

**Score modification:** + or - 5 points (Usually)

**Note:** Score required to pass the Exam = 18/30





## Let's start with Mentimeter



**Mentimeter**