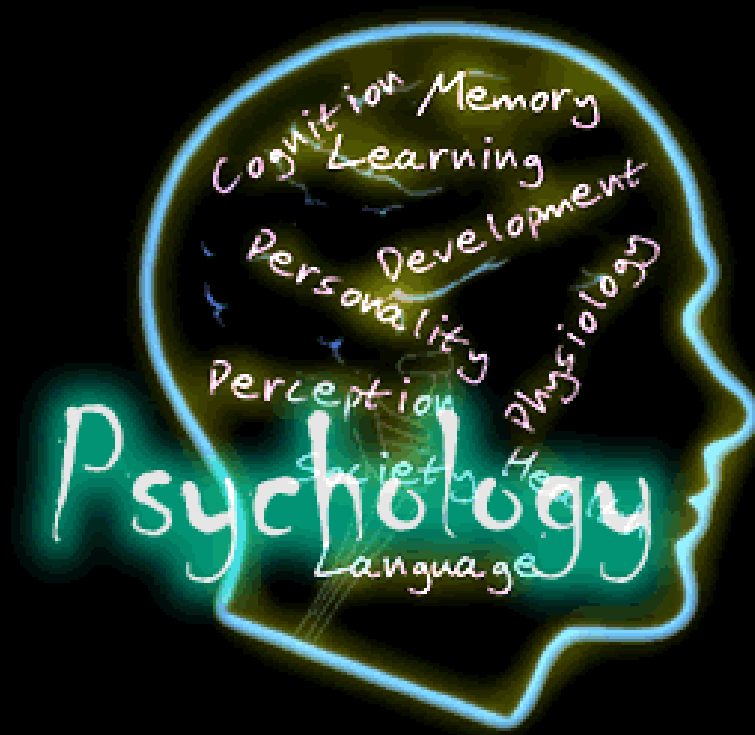




IGS1101

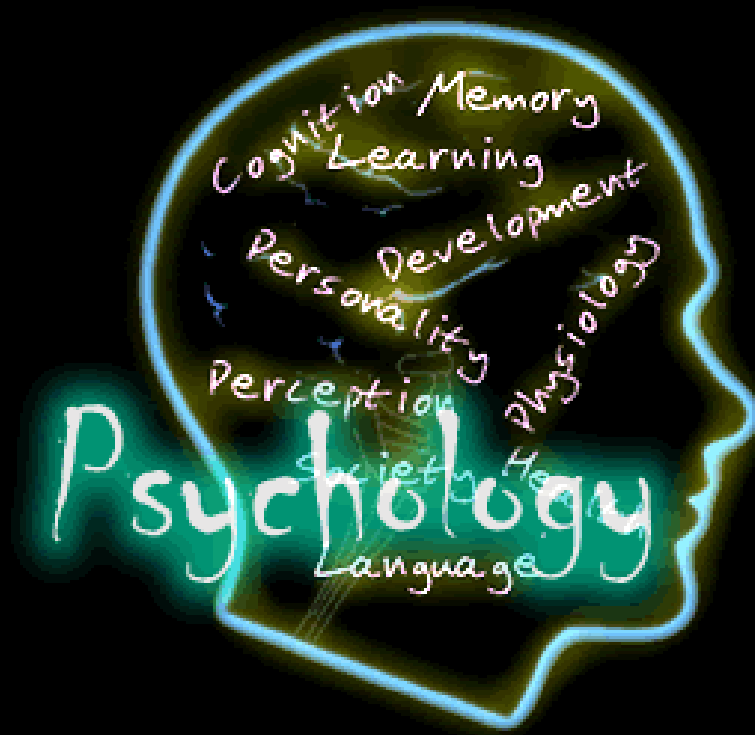
Introduction to Psychology

[illegible]



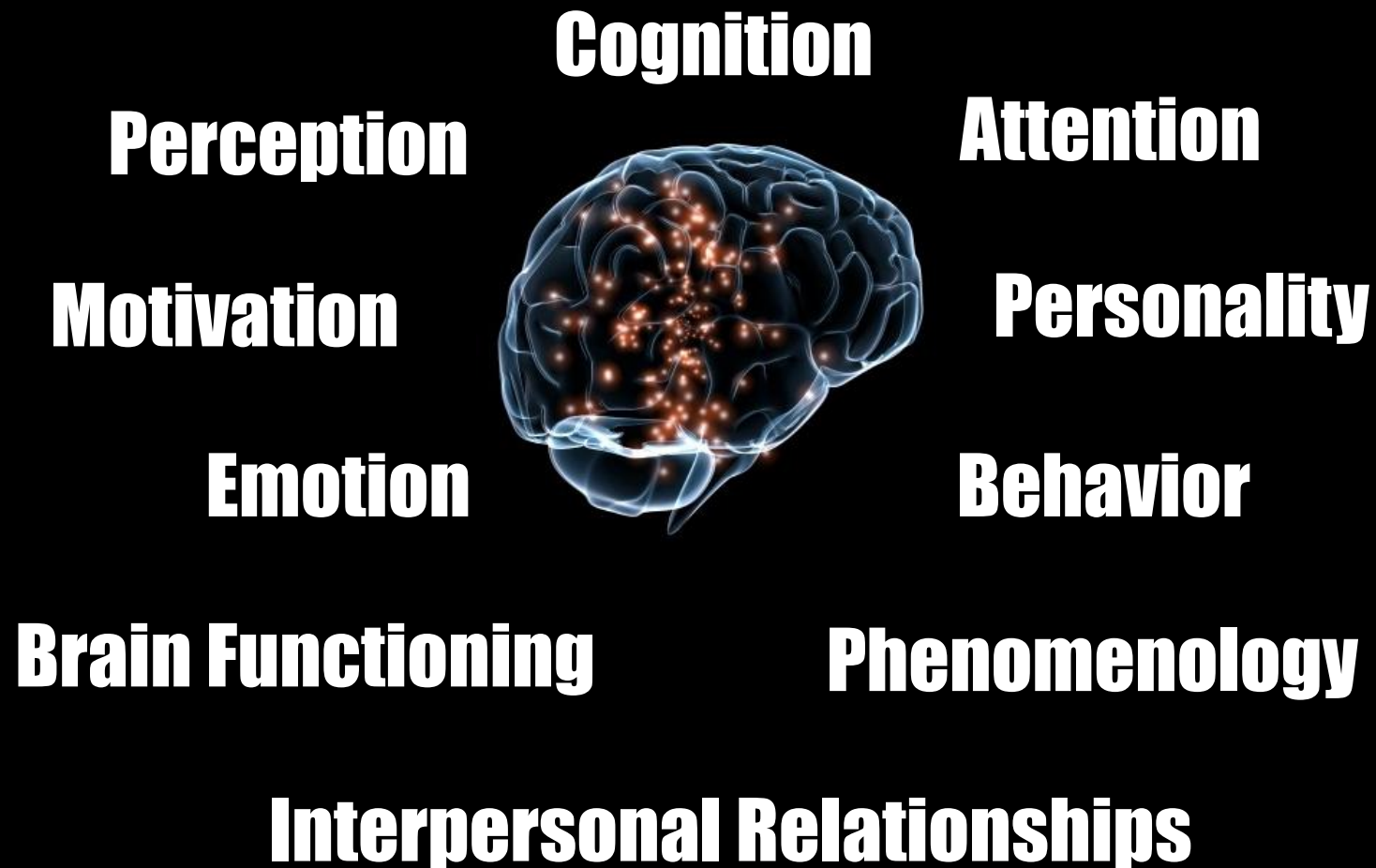
PSYCHO = Psyche = Mind / Soul

LOGY = Logo = Study



Psychology = Scientific Study

Mental Functions + Behaviors



Concepts of Psychology Studying

“Why do we need to study Psychology?”

Group Discussion

"Why do we need to study Psychology?"

To Inform

To Persuade



To Educate

To Entertain

Media Influences

You can Inform / Educate / Entertain / Persuade



**Some Message to People
if we know well about Psychology**

Your Influences

S – M – C – R

S - Sender
M - Message
C - Channel
R - Receiver

- Communication Skills**
- Attitudes**
- Knowledge Levels**
- Socio – Cultural Systems**



S-M-C-R Model of David K. Berlo

Human Behaviors and Thinking

Human Behaviors and Thinking

How to do Mind Study



**Observation / Questionnaire / Interview /
Scientific Test / etc.**



Data Analysis



Statistics

Psychology = Mind Study



Science



Systematic and Provable



Psychology



Prediction from Statistics



with Complicacy and Incorrectness



Result = Majority Not 100%



Types of Psychology

Pure Psychology Applied Psychology

Theory/New Knowledge Apply Theories in Daily Life

Psychology = Mind Study



Many Groups



- Structuralism
- Humanistic
- Functionalism
- Gestalt
- Psychoanalysis
- Existentialism
- Behaviorism
- Cognitivism

Biological and Environmental Factors Influencing Human Behavior

Biological Factors



1. Genetics

2. Nervous System

3. Muscle System

4. Endocrine System

Types of Genetic Transformation



1. Physical Characteristics

2. Disease

3. Brain Damage

4. Mental Disorder

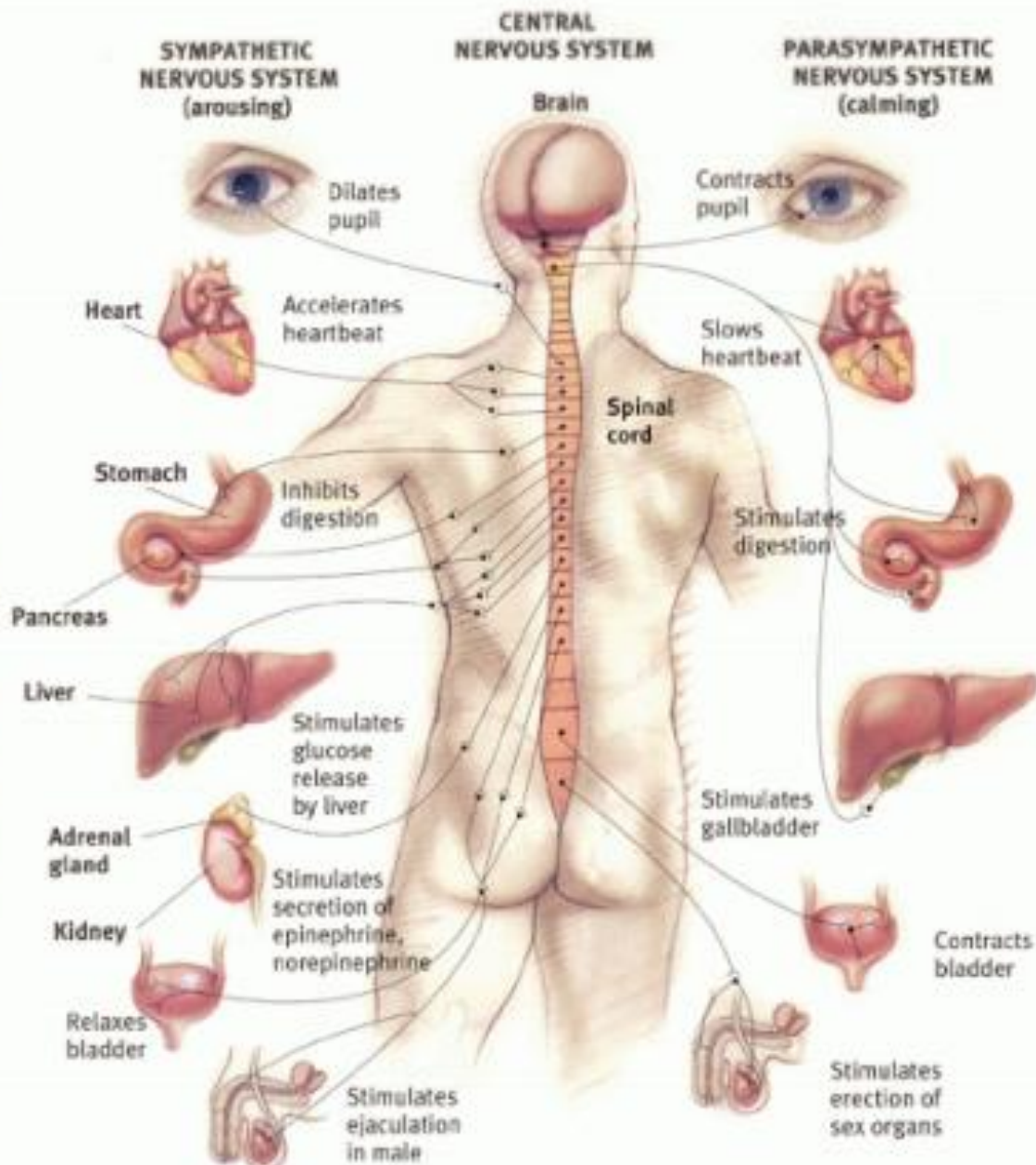
5. Intelligence

Nervous System



1. Central Nervous System : CNS
2. Peripheral Nervous System : PNS

network
objects
using
may used
stimulus
show
learning
process
temporal
findings
mechanisms
features
finding
left
activation



decision
knowledge
judgments
mood
performance
early
amygdala
later
condition
presentation
frequency
control
encoding
e.g.
gender
representations
working
neither
as

Nervous System



1. Central Nervous System : CNS

1.1 Brain

1.2 Spinal Cord

2. Peripheral Nervous System : PNS

2.1 Cranial Nerves

2.2 Spinal Nerves



The Cerebrum

Cerebral cortex: memory

Parietal Lobe:

sensations of touch, pressure
position sense, heat/cold,
taste, emotion

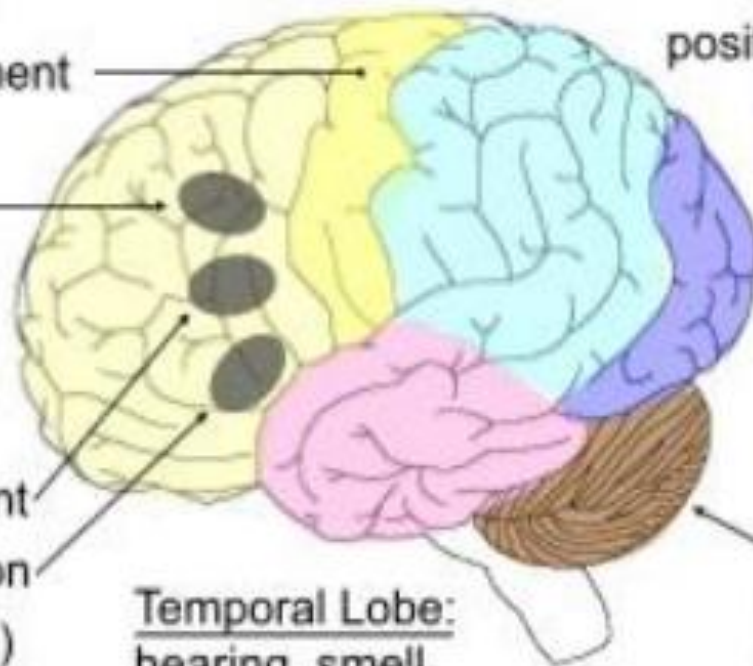
Frontal Lobe:

volitional movement
personality
hand skills
spontaneity
initiative
mentation
eye movement
word formation
(Broca's area)

Occipital Lobe:
vision

Temporal Lobe:
hearing, smell,
intelligence, word choice,
comprehension

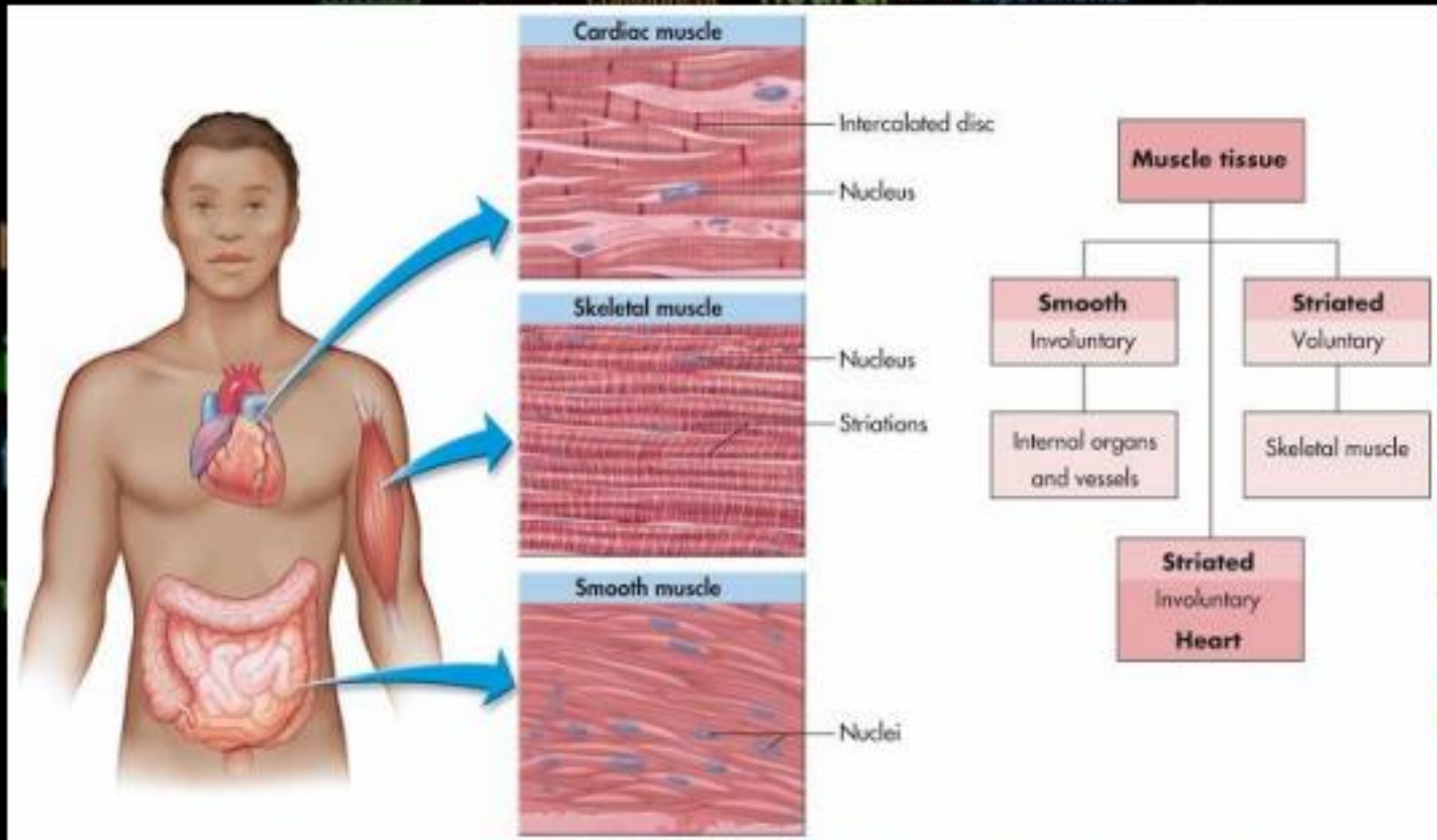
The Cerebellum
coordination
equilibrium



Muscle System



1. Striated Muscles
2. Smooth Muscles
3. Cardiac Muscle



Gland System



1. Duct Glands

1.1 Salivary Glands

1.2 Tear Glands

2. Endocrine Glands

2.1 Pineal Gland

2.2 Pituitary Gland

2.3 Thyroid Gland

2.4 Parathyroid Gland

2.5 Thymus Gland

2.6 Adrenal Gland

2.7 Pancreas Gland

2.8 Gonad Gland

Pituitary Gland and Hypothalamus



10mm



Kidney



Ovary



Placental Hemorrhage



Pain relievers



Testes



Memory

decision knowledge judgments mood performance sentences early amygdala later condition presentation frequency control encoding e.g. gender representations whether right bias

Environmental Factors



1. Prenatal Environment
2. Perinatal Environment
3. Postnatal Environment

Prenatal Environment



- 
- **Mother's Nutrition**
 - **Mother's Health**
 - **RH. Factor**
 - **Drugs**
 - **Rays**
 - **Alcohol**
 - **Cigarette**
 - **Mother's Age**
 - **Mother's Emotions**

[illegible]

Postnatal Environment



- Family

- School

- Mass Media

Family



- **Model 1 : Spoiling Family**
- **Model 2 : Rejecting Family**
- **Model 3 : Ignoring Family**
- **Model 4 : Perfectionist Family**
- **Model 5 : Over Standard Family**
- **Model 6 : Wrong Discipline Training Family**
- **Model 7 : Bad Models Family**
- **Model 8 : Jealousy Nurturing Family**
- **Model 9 : Lack of Harmony Family**
- **Model 10 : Mental Disorder Interacting Family**

Biological Factors

Environmental Factors



Influence



Human Behavior