



**FACULTY OF APPLIED SCIENCES**  
**BACHELOR OF SCIENCE IN COMPUTING**  
**LEARNING MODULE OUTLINE**

Academic Year	2025/2026	Semester	1
Module Code	MSEL3101		
Learning Module	Introduction to Psychology		
Pre-requisite(s)	Nil		
Medium of Instruction	English		
Credits	3	Contact Hours	45 hrs
Instructor	VONG CHON CHENG	Email	t1965@mpu.edu.mo
Office	Rm. B201, Meng Tak Building, Main Campus	Office Phone	N/A

**MODULE DESCRIPTION**

The module is designed to introduce students to the study of psychology. It is intended to provide broad coverage of the field by presenting basic theories, research, and applied use of psychology. It will give students a background from which to either pursue more advanced psychology modules, or to retain the information as a basic knowledge of psychology in general. Areas that will be covered include: research methods, human development, memory, learning, intelligence, motivation, personality, health psychology, psychological disorders, social psychology, and psychology of gaming. These areas will be approached from both theoretical and applied perspectives.

**MODULE INTENDED LEARNING OUTCOMES (ILOS)**

On completion of this learning module, students will be able to:

M1.	Understand the foundation of knowledge and principles in the context of Psychology; (C15)
M2.	Apply knowledge of different aspects of Psychology to explain daily circumstances; (C15)
M3.	Analyze cases about human behavior using theories and principles of Psychology; (C15)
M4.	Evaluate concepts and studies about human behavior using the knowledge of Psychology and research method. (C15)

These ILOs aims to enable students to attain the following Programme Intended Learning Outcomes (PILOs):

PILOs	M1	M2	M3	M4
P1. Select and apply proven methods, tools and techniques to the effective and efficient implementation of information systems on common platforms, including the Internet platform;				



P2.	Acquire essential knowledge in specific fields of computing disciplines including networking, artificial intelligence and security;				
P3.	Apply necessary mathematical techniques to model, analyse and devise solutions to complex problems;				
P4.	Work independently to develop an understanding of, and the knowledge and skills associated with the general support and mitigation of security risks of computer systems and networks;				
P5.	Design and implement relational database, with an emphasis on how to organise, maintain, retrieve and analyse information;				
P6.	Distinguish the fundamental and operational issues of computer systems, with considerations of user, business, ethical, societal and environmental needs;				
P7.	Evaluate, prepare and communicate effectively on technical information to both technical and non-technical audience;				
P8.	Work as an effective member of a team in the analysis, design and development of software systems, with recognition of requirement to support equality, diversity and inclusion;				
P9.	Use project planning, risk management and quality management techniques in solutions to complex problems;				
P10.	Build the capacity and desire for lifelong learning and to learn advanced and emerging technologies on one's own;	✓	✓	✓	✓
P11.	(For Business Intelligence specialization) Gain an in-depth knowledge of technologies related to data analysis and management of information to support business processes in enterprises;				
P12.	(For Gaming Technology specialization) Acquire the general and advanced knowledge of current technologies and operating environment for the development of the gaming and tourism industry;				
P13.	(For Computer Education specialization) Acquire general and practical knowledge of computer education and its practicing environment in secondary education;				

#### MODULE SCHEDULE, COVERAGE AND STUDY LOAD

Week	Content Coverage	Contact Hours
1	1. Introduction	3
	1.1 Historical Development of Psychology	
	1.2 Theories and Perspectives in Psychology	
	1.3 Research Methods in Psychology	
	1.4 Psychologists at Work	
2-3	2. Memory	6
	2.1 The Biological Foundation of Memory	
	2.2 Memory Processing and Forgetting Mechanism	
4	3. Motivation and Emotion	3



	3.1 The Foundations of Motivation Theories	
	3.2 Human Needs and Motivation	
	3.3 Theories of Emotional Experiences	
5	4. Consciousness and Perception	3
	4.1 Sleep and Dreams	
	4.2 Behaviours of Eating	
	4.3 Processing of Visual Perception	
6	5. Learning	3
	5.1 Classical Conditioning	
	5.2 Operant Conditioning	
	5.3 Cognitive Approaches to Learning	
7-8	6. Human Development	6
	6.1 The Enduring Developmental Issue	
	6.2 Infancy and Childhood	
	6.3 Adolescence	
	6.4 Adulthood	
9-10	7. Personality	6
	7.1 Psychodynamic and Humanistic Approaches to Personality	
	7.2 Trait, Learning, Biological & Evolutionary Approaches	
11	8. Health Psychology	3
	8.1 Introduction to the Nervous System	
	8.2 Stress and Coping	
	8.3 Major Psychological Disorders and Treatments	
12-13	9. Social Psychology	6
	9.1 Conformity and Social Power	
	9.2 Social Influence and Social Perception	
	9.3 Groupthink in Decision-making	
14	10. The Psychology of Gaming	3
	10.1 Substance Abuse and Addictive Behaviours	



	10.2 Pathological Gambling Behaviours	
15	11. Language, Moral Values and Intelligence	3
	11.1 Language Development in Childhood	
	11.2 Stages of Moral Development in Childhood	
	11.3 Theories of Intelligence	
	11.4 Origins of Intelligence Tests	

### TEACHING AND LEARNING ACTIVITIES

In this learning module, students will work towards attaining the ILOs through the following teaching and learning activities:

Teaching and Learning Activities	M1	M2	M3	M4
T1. Lectures	✓	✓	✓	✓
T2. Review Quiz, Class discussions	✓	✓	✓	✓

### ATTENDANCE

Attendance requirements are governed by the Academic Regulations Governing Bachelor's Degree Programmes of the Macao Polytechnic University. Students who do not meet the attendance requirements for the learning module shall be awarded an 'F' grade.

### ASSESSMENT

In this learning module, students are required to complete the following assessment activities:

Assessment Activities	Weighting (%)	AHEP4 LOs	ILOs to be Assessed
A1. Assignment / Classwork	25%	C15	M1, M2
A2. Tests	25%	C15	M1, M2, M3, M4
A3. Examination	50%	C15	M1, M2, M3, M4

The assessment will be conducted following the University's Assessment Strategy (see [www.mpu.edu.mo/teaching\\_learning/en/assessment\\_strategy.php](http://www.mpu.edu.mo/teaching_learning/en/assessment_strategy.php)). Passing this learning module indicates that students will have attained the ILOs of this learning module and thus acquired its credits.

Students with an overall score of less than 35 in the coursework must take the re-sit examination even if the overall score for the module is 50 or above.

Students with a score of less than 35 in the final examination must take the re-sit examination even if the overall score for the module is 50 or above.

Students with an overall final grade of less than 35 are NOT allowed to take the re-sit examination.



## REQUIRED READINGS

1. Gleitman, H., (2011). *Psychology* (Eighth Edition) (International Student Edition). New York: W.W.Norton & Company.

## REFERENCES

1. Aronson, Wilson & Akert (2014). *Social Psychology* (Eighth Edition) (International Edition). United Kingdom: Pearson Education Limited.
2. Ogden, J. (2012). *Health Psychology* (Fifth Edition). United Kingdom: McGraw Hill Open University Press.
3. Maltby, J., Day, L. & Macaskill, A. (2013). *Personality, Individual Differences and Intelligence* (Third Edition). United Kingdom: Pearson Education Limited.
4. Davey, G. (2014). *Psychopathology: Research, Assessment and Treatment in Clinical Psychology* (Second Edition). United Kingdom: British Psychological Society and John Wiley & Sons Ltd.

## STUDENT FEEDBACK

At the end of every semester, students are invited to provide feedback on the learning module and the teaching arrangement through questionnaires. Your feedback is valuable for instructors to enhance the module and its delivery for future students. The instructor and programme coordinators will consider all feedback and respond with actions formally in the annual programme review.

## ACADEMIC INTEGRITY

The Macao Polytechnic University requires students to have full commitment to academic integrity when engaging in research and academic activities. Violations of academic integrity, which include but are not limited to plagiarism, collusion, fabrication or falsification, repeated use of assignments and cheating in examinations, are considered as serious academic offenses and may lead to disciplinary actions. Students should read the relevant regulations and guidelines in the Student Handbook which is distributed upon the admission into the University, a copy of which can also be found at [www.mpu.edu.mo/student\\_handbook/](http://www.mpu.edu.mo/student_handbook/).