

## Research Project 4 Handout Strange Expectations

**Instructions:** You are to design an experiment during the conduct of which you will break a norm usually associated with a role you play. For example, you might act as if you are a stranger in your own home or you might try to bargain with a fast food restaurant counter employee. Your behavior needs to break a social norm. **DO NOT BREAK ANY LAWS.** Remember that your behavior must be sustained for more than ten minutes if you are to obtain valid data.

As you conduct the experiment, observe the reactions of the people you involve. Summarize your results in a two-page paper addressing the following:

- What was the setting? Why did you choose this particular setting? Relate your setting to the setting of an experiment performed by Garfinkel. What are the similarities and differences?
- Who were the people involved? What are their expected roles within this setting?
- What norms were broken? Why did you choose these norms?
- What strategy did you devise to carry this out?
- What did you expect to happen?
- Detail the reactions of others.
- Why do you think people reacted the way they did? (Go beyond the obvious fact that you broke a norm.) People have different ways of reacting to aberrant behavior. Why do you think this is so?
- How do roles and expectations relate to one another? How did these two elements interact in the experiment? What was the result?