

QP CODE: D2BPS2503		Reg. No	:	
		Name	:	
SECOND SEMESTER FYUGP EXAMINATION, APRIL 2026				
(Regular - 2025 Admissions)				
Discipline Specific Core (DSC) Courses - Major				
PSY2CJ103 : Individual Differences				
(Credits: 4)				
Time: 2 Hours		Maximum Marks: 70		
Section A. Answer the following questions. Each carries 3 marks (Ceiling: 24 marks)				
1.	Explain extrinsic motivation with examples.	BL2	CO4	
2.	Define biogenic motives.	BL1	CO2	
3.	Define non-verbal cues.	BL1	CO1	
4.	What are primary emotions? Give examples.	BL2	CO4	
5.	Define creativity.	BL1	CO1	
6.	Write a short note on intelligence testing.	BL2	CO3	
7.	Explain any three primary mental abilities as given by Thurstone.	BL2	CO2	
8.	Briefly explain the concept of self-actualization according to Maslow.	BL2	CO1	
9.	Name the four personality types proposed by Hippocrates.	BL1	CO1	
10.	What are projective techniques? Give one example.	BL2	CO3	
Section B. Answer the following questions. Each carries 6 marks (Ceiling: 36 Marks)				
11.	Explain the motivation cycle in detail.	BL2	CO1, CO2, CO3	
12.	Discuss the core principles of goal-setting theory.	BL4	CO1	
13.	Critically evaluate the Schachter-Singer theory of emotion.	BL5	CO1	
14.	What are some early signs of giftedness? Should these children receive specialized attention?	BL3	CO3, CO4	
15.	Elaborate on the PASS theory of intelligence.	BL2	CO1, CO3	
16.	Define intelligence. Discuss the nature of intelligence in detail.	BL4	CO1, CO3	
17.	Compare and contrast Allport's and Cattell's theories of personality.	BL4	CO1, CO2, CO3	
18.	Examine Erikson's theory of psychosocial development.	BL5	CO1, CO2	
Section C. Answer any one question. Each carries 10 marks (1 x 10 = 10 Marks)				
19.	"Emotion is a complex psychological state involving multiple components." Explain.	BL2	CO1, CO2, CO4	
20.	Compare and contrast the behavioural and social learning approach to personality.	BL4	CO1, CO2, CO4	
CO : Course Outcome BL : Bloom's Taxonomy Levels (1 – Remember, 2 – Understand, 3 – Apply, 4 – Analyse, 5 – Evaluate, 6 – Create)				