

Chapter 13: Helping, Hurting, and Cooperating

Aggression

- Situational Determinants of Aggression
- Construal Processes and Aggression
- Culture and Aggression
- Evolution and Aggression
- Gender and Aggression

Altruism

- Empathic Concern: A Case of Pure Altruism?
- Situational Determinants of Altruism
- Construal Processes and Altruism
- Culture and Altruism
- Evolution and Altruism

Cooperation

- The Prisoner's Dilemma Game
- Situational Determinants of Cooperation
- Construal Processes and Cooperation
- Culture and Cooperation
- Evolution and Cooperation: Tit for Tat

Aggression

| Social Factors | Biological Factors | Psychological Factors |
|--|---|--|
| <p>1. Situational Determinants of Aggression</p> <ul style="list-style-type: none"> ○ Heat ○ Media violence ○ Violent video games <p>2. Construal Processes and Aggression</p> <ul style="list-style-type: none"> ○ Frustration-aggression hypothesis ○ Neo-associationistic account ○ Weapons and violence <p>3. Culture and Aggression</p> <ul style="list-style-type: none"> ○ Culture and honor ○ Rape prone cultures <p>4. Evolution and Aggression</p> <p>5. Gender and Aggression</p> | <ul style="list-style-type: none"> • High levels of norepinephrine and low levels of serotonin • Damage to the hypothalamus | <ul style="list-style-type: none"> • Reinforcement for aggressive behavior • Observational learning of aggressive behavior |

Aggression

Aggression is multi-faceted. However, when explaining aggression, we tend to focus on the individual (the Fundamental Attributional Error).

In addition, to understand aggression, we may need to understand previous concepts such as competition for scarce resources, cognitive dissonance (when we aggress and believe we are a good person), and stereotypes.

Social Factors of Aggression

Situational Determinants of Aggression

- Poverty
- Heat
- Media violence
- Violent video games

Construal Processes and Aggression

- Frustration-aggression hypothesis
- Neo-associationistic account
- Weapons and violence

Culture and Aggression

- Culture and honor
- Rape prone cultures

Evolution and Aggression

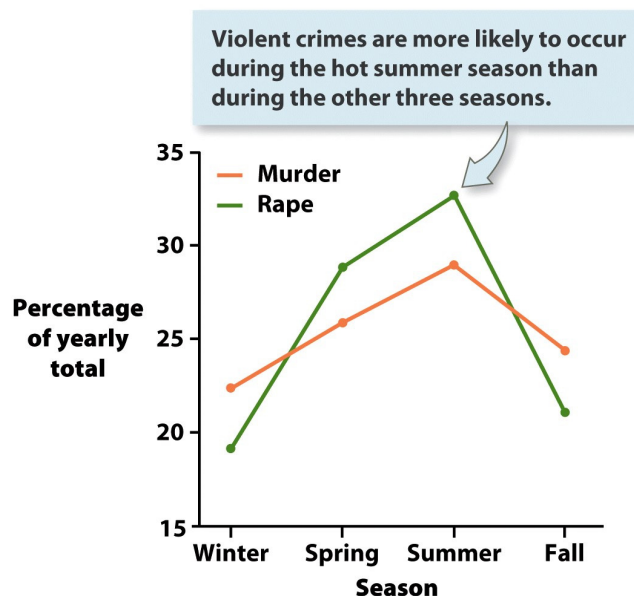
Gender and Aggression

Situational Determinants of Aggression: Heat

- Heat
- Media violence
- Violent video games

There are higher rates of violent crimes, but not non-violent crimes, as the number of days above 90 degrees Fahrenheit increase.

This relationship still held when you took into account unemployment rates, per capita income and average age of the residents.



Social Psychology, 2/e Figure 13.1
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It is believed that temperature increases feelings of anger, or there is misattribution of the arousal that occurs with increased temperature (see the Schacter Two-Factor Theory of Emotions).

Situational Determinants of Aggression: Heat

This may help account for why the presence of parks reduces violence during the summer. It gives a different attribution for the increased arousal.



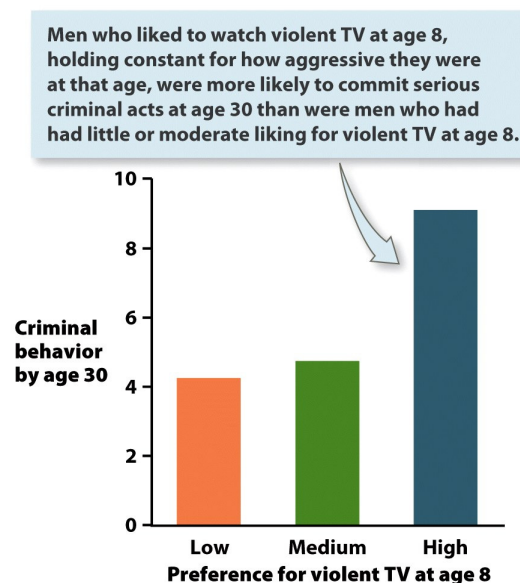
Social Psychology, 2/e Unnumbered 13 p488
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In other cases it may help reduce arousal and stress, making aggression less likely.

Situational Determinants of Aggression: Heat

The media can spread fake rumors that increase hate, fear, and encourage violence as in Rwanda and Nazi Germany.

Exposure to violent media increases violence. Preference for violent media at age 8 is associated with more criminal behaviors by age 30.



Social Psychology, 2/e Figure 13.2
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Viewing violent media increases aggression, especially if the person can identify with the perpetrator, and they focus on the violence and not the aesthetic features of the film or story (such as Alien versus Predator compared to a Quentin Tarantino movie).

Pornography only increases violence if it is violent pornography. Non-violent pornography does not increase violence.

Situational Determinants of Aggression: Violent Video Games

Heat, media, video games are one causal mechanism for aggression. It interacts with individual factors, personality, biology and learning histories.



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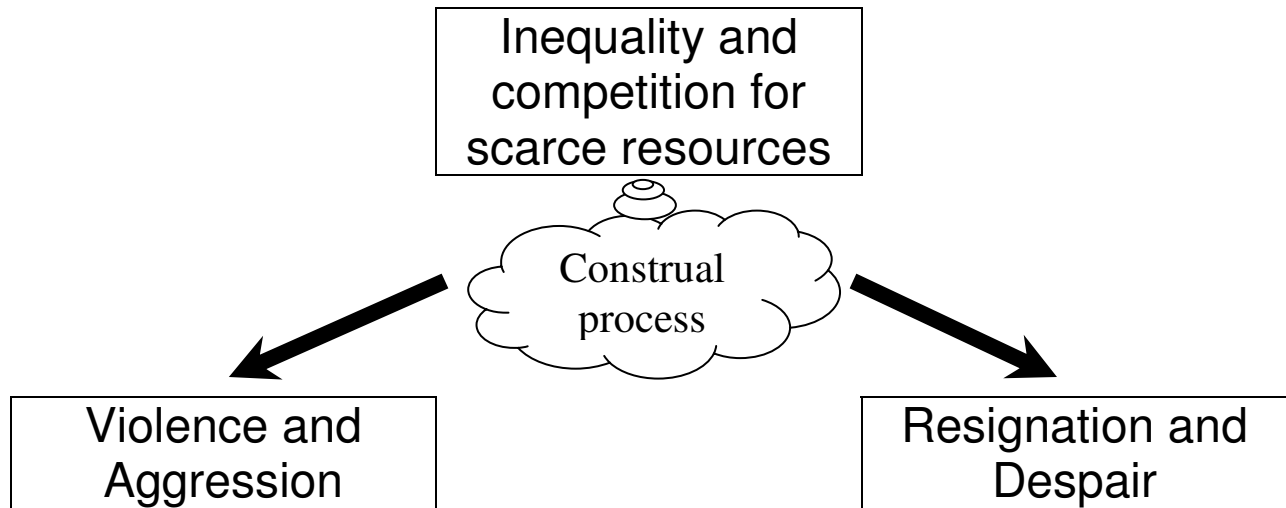
Playing violent video games increases

- Aggressive behavior
- Aggressive thoughts
- Aggressive emotions
- Physiological responses related to aggression such as increased heart rate and blood pressure

Playing violent video games reduce

- Prosocial behavior

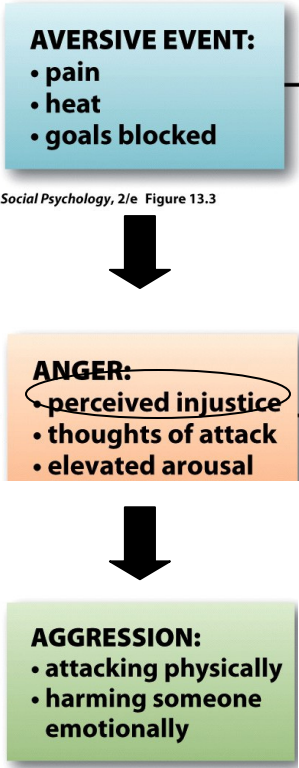
Construal Processes and Aggression



What tips us toward violence and what tips us toward resignation.

Construal Processes and Aggression

In all cases, there is some sort of aversive event—pain, heat, frustration, goals blocked, etc.

| Frustration-aggression hypothesis | Neo-associationistic account | Weapons and violence |
|--|--|---|
| <p>Aggression increases in direct proportion to</p> <ol style="list-style-type: none"> 1. The amount of satisfaction the person anticipates before the goal is blocked 2. the more completely a person is blocked from achieving the goal 3. the more frequently the person is blocked from reaching the goal 4. the closer the individual believes they were able to reach the goal | <p>Does the event trigger anger or not?</p> <div style="text-align: center;">  <p style="font-size: small; margin: 5px 0;">Social Psychology, 2/e Figure 13.3</p> </div> | <p>The presence or absence of a gun may prime people to think violent thoughts when they are angry.</p> <p>However, this did not hold true with hunters, who tend not to view guns as a source of recreation.</p> |

Culture and Aggression

- Culture and honor
- Rape prone cultures

Evolution and Aggression

Gender and Aggression