

## Antisocial Relations

Module 37

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## Prejudice

- To pre-judge
  - Unjustifiable, usually negative, attitude toward a group
- To discriminate – to ACT on those attitudes

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## Overt vs. Subtle Prejudice

- Overt – what people say in public
- Subtle – who you might choose to date; making racist jokes; how comfortable you secretly feel when someone of another race walks by

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### From where does prejudice arise?

- Stereotypes – broad beliefs about a group of people
- Stereotypes help rationalize unequal treatment

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### From where does prejudice arise?

- The “just world” phenomenon
  - We prefer to believe the world is as it “should” be
- The belief that the world is “just”
  - Good is rewarded
  - Evil is punished
    - Ergo, people who experience punishment must be bad
  - Also, hindsight bias

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### From where does prejudice arise?

- Us & Them Phenomenon
- Creates a feeling of solidarity with our *ingroup*
- Ingroup bias
  - True even when the group is totally arbitrary

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### From where does prejudice arise?

- Scapegoat Theory
- "Kicking the dog"
- Frustration amplifies prejudicial feelings
- We need ingroups and outgroups in order to practice the Scapegoat Theory

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### From where does prejudice arise?

- Desire to Categorize
- Survival skill – to categorize Us vs. Them
- We tend to think those of the ingroup are very diverse, & those of the outgroup are very similar
  - Own-race Effect: tendency to differentiate faces that are of our own race easier than of other races (as early as 3-9 mos.)

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### From where does prejudice arise?

- Media exposure
  - Vivid stories stick out in our minds
  - Can give the impression, for example, after hearing a horrible story about Muslims attacking on 9/11, that it's very common, and *all* Muslims are terrorists.

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## Aggression

- Any behavior, for whatever reason, when harm is intended on someone
  - Could be emotional, physical, financial...

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## Aggression

- Why? Combination of
  - Cultural norms
  - Genetics/biochemistry/neural influence
  - Aversive events
  - Media exposure
  - Reinforcement

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## Aggression

- Genetics
  - Animals can be bred for aggression
  - Y chromosome
  - "Warrior gene"

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## Aggression

- Biochemical Influence
  - Testosterone
  - Chemicals (ie. alcohol)

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## Aggression

- Neural Influence
  - Physically different "wiring" in the brain
  - Diminished activity in the frontal lobes (impulse control areas) in violent criminals
  - Stimulation of the amygdala also increases aggressive behavior

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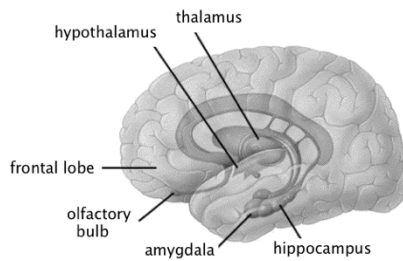
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Removing the amygdala leads to loss of aggression




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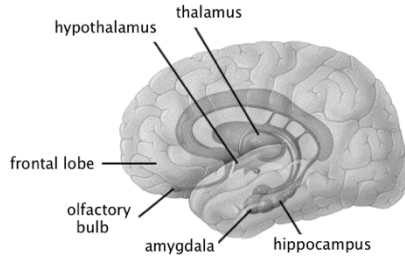
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Damage to the frontal lobe leads to loss of impulse control & ability to control dopamine levels




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## Aggression

- Frustration-Aggression Principle
  - Taking frustration out on others (frustration=aggression)
    - Examples:
      - Being uncomfortable (hot, in pain, tired)
      - Feeling insulted
      - Smelling bad smells
      - Feeling crowded
      - Performing poorly

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## Aggression

- Modeling
  - We live what we see

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## Aggression

- Reinforcement
  - To encourage a behavior by reinforcing it
    - "I'll give you candy if you stop hitting your sister."

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## Aggression

- Media Modeling
  - Movies, music, video games
  - As powerful as what we see our families do
  - Creates a "social script" as to how to act

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## Aggression

- The Rape Myth
  - That women invite/enjoy rape
  - That in the end she likes being "taken"
    - Believed by many rapists
    - Also believed more frequently by people who watch a lot of TV compared to those who do not watch TV

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- Influence of Pornography
  - Rape myth more commonly held by those who watch pornography
    - See the Zillman & Bryant, 1984 experiment, pg 519

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## Aggression

- Video Games
  - Many studies connect video game behavior with real life behavior (violent and non-violent)
    - Re-enacting video scenes
    - Desensitization to violence (biologically)
    - More negative perception of outgroups
    - View world as a hostile place

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## Aggression

- Video Games
  - Many studies connect video game behavior with real life behavior
  - Example:
    - <http://www.nydailynews.com/news/national/man-steals-truck-kidnaps-woman-reenacting-grand-theft-auto-article-1.1466867>

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## Aggression

- Not everyone agrees on a causal relationship
- From 1996-2006 video game sales increased while youth violence decreased

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