1/13/15

- Chapter 2—The Self
 - o What is the self?
 - There's a disconnect between a memory representation of who you are, and how you actually are throughout the day or your life
 - o Who are you?
 - Does this change from context to context?
 - Yes; we were quick to say student because we are in a classroom
 - Working self-concept
 - Self-schema are templates or ideas we have for understanding the self
 - Multiple selves
 - Example: Walter White can be a nerdy professor, a cancer patient, and a ruthless drug dealer
 - Self as Individual
 - Abstract
 - Self as Interdependent with Others
 - Relationships with others
 - Specific roles
 - Memberships in groups
 - Situational Distinctiveness
 - You want to be similar so you fit in, but distincin cone dimension
 - People, when they are distinct in a propose to highlight that distinctiveness
 - o How well do we know our relves?
 - On one hand, we should know or relives
 - We know more a out jurselves than anyone else
 We specially ir time with ourselves
 - <u>Disadvantage:</u> we have specific motivations, we are stuck in a particular vantage point
 - Limitations of Introspection
 - We are often wrong when predicting how we will feel and behave in various situations
 - There are often aspects of ourselves we may not even know about
 - Predicting Feelings
 - How happy would you be today if...
 - It was just a typical day?
 - 0 7
 - You won the lottery?
 - 0 10
 - You became paraplegic?
 - 0 3
 - How happy would you be one year from now if the above things happened today?
 - 7, 7, and 7
 - Impact bias: overestimating impact of emotion-causing events
 - The best behavior of your future behavior is your past behavior
 - Negative events:

- "Psychological Immune System" includes strategies for reducing emotional trauma
 - Allows us to make sense of things, and once we make sense of things, it doesn't hurt/affect us as much
- Predicting Behavior
 - People find it hard to accurately predict what they actually will do in a situation
- Where do we get information about ourselves?
 - Observing our own behavior
 - **Examples (self-perception theory):**
 - Do you like Asian food?
 - o How often do you eat Asian food, or how often would you choose it over other things?
 - Are you shy?
 - How do you typically behave when you meet someone new?
 - o Over-justification effect
 - Example (children choosing to play with something):
 - Expected reward
 - Much less likely to spend time playing with this by in future e.co.
 - Unexpected reward
 - No reward
 - Much more likely to proving with the same toy 2 weeks later
 - When people perceive the stable barrier as caused by compelling extrinsic reasons (e.g. reports), they underesting the extent to which their behavior is caused be intrinsic reasons



Looking-glass self: self-concept is what we believe others think of us

- Self-Esteem as a Sociometer
 - How accepted and valued are we
 - If you feel valued and accepted, you have high self-esteem
 - And vice versa
 - Acceptance and rejection experiences
- **Limitations of Reflected Appraisals**
 - o People may not be honest with us
 - o People may not notice us as much as we think they do/will
 - Spotlight effect: Tendency to overestimate extent to which our actions and appearance are noticed
- The Spotlight Effect Experiment
 - o Target asked to put on Barry Manilow T-shirt
 - Only about 23% of people remembered the shirt
 - People predicted 50%
- Where do we get information about ourselves?
 - Using other people
 - Reflected appraisals
 - Social comparisons
 - If you compare yourself upward, then you're not very good

- If you compare yourself downward, then you're pretty decent
- Self-assessment
 - Are you above average in this room with respect to?
 - Getting along with others: 89% say yes
 - Leadership: 70% say yes
- Favorable Self-Views
 - Over emphasize own skills in estimating percentiles
 - Easy tasks: I'm pretty good, so I must be above average
 - Difficult tasks: I'm lousy, so I must be below average
 - We should take into account how difficult the task is

Implicit Egotism

- o Name influences major life decisions
 - Where people live (If your name is Louise, you're more likely to live in Saint
 - What people do for a living (people named Dennis or Denise are more likely to be dentists)
 - Whom they marry
- People are disproportionately likely to marry other people whose first How much value people place on themselves
 High SE = 8-9
 Low SE = 6-7
 Rosenberg Self-Esteem Still
 Higher SE absociated with:

Self-Esteem

- Lowe rise of cepression and anxiety
- Higher self-efficacy
- More confidence in being liked by others
- Objective differences?
 - Equally liked, intelligent, competent
 - Little evidence that HSE causes better outcomes in life
- o Is a positive self-view always good?
 - Number of first-person singular pronouns (e.g. me, I, mine), have increased in more recent songs
 - College students are becoming more narcissistic
 - High self-esteem + lack concern about others = Narcissism
 - Being narcissistic leads people to do less well academically, less successful in business, more violent and aggressive, and generally less well-liked
- o Dark Side of High Self-Esteem
 - "Inflated, unstable, or tentative beliefs in the self's superiority may be most prone to encountering threats and hence to causing violence"
 - Key is combination of high self-esteem and threat
 - Threat determines reaction
- o Things People Do To

- Etc.
- Evidence for the Model
 - Showed participants silent video of a woman acting nervously during a conversation
 - Told she's discussing sex or vacation destinations

• Self-fulfilling Prophecies

- o Beliefs that end up causing what we expected
- When we believe something about someone, we may behave in a way that elicits confirming behavior from them
- Pygmalion effect
- o If you believe in this way, you will act in this way, which will elicit this behavior from the other party/source
- \circ 3-Steps
 - Perceiver's expectations
 - Perceiver's behavior toward the target
 - Target's behavior toward the perceiver
- Research examples:
 - When teachers expect students to perform well, students tend to perform better
 - Women believed to be attractive by male participants rated by coders as more sociable and funny
 - People with low self-esteem may expect their partner to lave them or push them away

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- Memory system holds more information than can be actively processed
 - Schemas
- Information is a could dynamically as you have through the world
 - Pong same prime this full fluence everyone the same way
 - Allows us to efficiently move about the world exactly how we would want
 - Spreading activation
- This happens efficiently, without your awareness, at often times
 - Sight, touch, smell
 - o People, concepts, goals, procedures
- You're in a world where you're thinking about what's relevant in a situation, you're primed on what to think about, but it's all subjective to you specifically
- If over time, we develop habits or stereotypes in a negative way, it still influences us because that information is in our memory system
- Conclusion
 - What you think and what you do is determined by the information in memory in combination with the situation
 - This process is based on YOUR memory structure
 - Can produce both negative and positive outcomes

1/22/15

- Attitudes and Behavior
 - o Attitude
 - A positive or negative evaluation of an object
 - Sources
 - <u>Cognitive:</u> "liking is for doing"

- Cognitive Sources: Group Categorization
 - o When shown with letters, people overestimate by 100% how much taller or shorter A and B lines are
 - Taijfel Wilkes, 1963
 - The classification of persons into groups on the basis of common attributes
 - Helps us form impressions quickly and use past experiences to guide new interactions
 - Serious drawback: By categorizing people, we often:
 - Overestimate the differences between groups
 - Underestimate the differences within groups (outgroup homogeny effect)
- Cognitive Sources: A demonstration
 - o Professor shows a slideshow of people with characteristics/actions in groups A or B, and we are supposed to, afterwards, judge the groups as a whole on a scale from 1-7 on attributes such as popularity, laziness, unhappiness, intelligence, etc.
 - o Ratio of good to bad behaviors is exactly the same, but what differed is how much exposure you had to each group
 - When two rare events co-occur, it stands out to us
- Cognitive Sources: Illusory Correlations
 - The tendency for people to overestimate the link between variables of the tendency for people to overestimate the link between variables. slightly or not at all correlated
 - Tend to overestimate the association between variables when they're rare gnitive Sources: Confirmation Biantains
- **Cognitive Sources: Confirmation Bias**
 - "White men can't jump," Stone e
 - Subjects listened to same a shetball game
 - o IV: information on same player
 - DV: how Callic or court smoot?
- A Pringration: Jane E 10 to 1
 - Brown eyed students vs. Blue eye students
 - Superior kids used it as a way of exerting power
 - Inferior kids came to believe this about themselves
 - Performance reflects self-esteem and value
- **Schelling Demonstration**
 - We can get strong segregation with a small bias
 - 2/8 neighbors to be of similar backgrounds
- Prejudice and Self-Fulfilling Prophecies
 - White interviewers rated black applicants worse than white applicants. The black applicants actually performed worse! But interviewers...
 - Sat further away from black applicants
 - Etc.
- Word, Zanna, & Cooper (1974)
 - How adequate is the applicant for the job?
 - When white people were treated like the black people had been treated, they performed worse in the job interview!
- Stereotypes and Performance
 - What is the effect of being negatively stereotyped on a task you're asked to perform?
- Stereotype Threat and Academic Achievement
 - o Stereotype...?

- Perception of the world as a dangerous place
- **Violent Video Games**
 - 90% of kids 2-17 year olds play video games
- **Effects of Video Games**
 - Correlational study
 - Measures (self-report)
 - Trait aggressiveness
 - o Actual aggressive behavior they had performed in the past
 - Video game playing habits
 - Findings students who reported playing more violent video games in grade school engaged in more fights
 - Experimental Study
 - o IV: Participants played either violent (Wolfenstein 3D) or Non-Violent Video Game (Myst)
 - o DV: How long a blast of noise as punishment would last
 - o Results: participants who played violent game administered longer blasts
 - Short term effects:

 - Desensitization to others suffering errm effects:
 - Long term effects:
 - ked scripts that become more Learn aggressor e when real-life conflict arises

3/3/15 Review

- **Bathroom graffiti study** don't worry about it
- Benevolent and hostile sexism
 - Benevolent
 - Holding the door open for a woman
 - Paying for food
 - Hostile
 - Give a job to a woman instead of a man
- **Sub-grouping and Sub-typing**
 - Sub-typing: someone who doesn't really "fit" based on their group membership
 - **School police officer:** not there just to harass you, but smiles once in a while
 - Eminem: white guy, amazing rapper
 - o Sub-grouping: when you make a new group to put those exceptions into
- Hostile feelings/actions predispose you toward hostile behavior in the future
- **Group polarization:** people who tend to lean more one way, when unique, tend to lead more that way
 - o A group in which most people agree with something, the consensus increases as the idea gets pushed as more and more extreme
- **Social Loafing:** occurs when you're placed into a group, you tend to work less hard on this task than if you were working alone

- Avoidance and anxiety dimensions
- Attachment with friends, relationship partners, and parents

Results:

- Sensitive, non-controlling parent
 - Less avoidant, less anxious attachment at 22 years
- Not equal for all partners
- Mother's caregiving during infancy does not predict child's attachment to mother at 22 years
- Attachment styles can be self-perpetuating, but can
 - Differ by relationship
 - Change with relationship experiences

· What is love?

- o Difficult to define
- Stermberg's Triangular Theory
 - Intimacy: feeling a sense of closeness to a person, feeling comfortable disclosing and revealing things about the self, being open to expressing emotions/hopes/desires to this person, and revealing who you truly are
 - Related to <u>liking</u> somebody
 - **Commitment:** desire to maintain the intimate bond
 - Cognitive decision to remain with this individual
 - Commitment alone is called "empty less solutions"
 - Passion: motivational involvement of this person, desire for physical connection, desire to be vin them, laught shile, etc.
 - Infanction with the person can't sop thinking about them, desire length be near your

Passion + Langue ithout Commitment = Romantic Love

- Summer love
- Intimacy + Commitment = Companionate love
 - Really like spending time with
- Passion + Commitment = *Fatuous Love*
 - Lacking
- All three = Consummate Love
 - Passion, motivated to see them, desire to be with them physically, they know who you are and your experiences, and you have commitment with this person
- None = *no love*
- o Which type of love?
 - The Notebook (young): romantic love

Romantic/Passionate Love

- o Passionate love is cross-cultural and universal
- o What is passionate love like?
 - Typical features include:
 - Swift onset
 - Relatively short duration (declines over time)
 - Idealization of the beloved
 - Cognitive preoccupation with (only) the beloved