

Aggression, Pt. 2



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Purdue University
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Prejudice or Aggression?

- When angered, people hurl racial (and other group membership) slurs.
- What does this mean? Is it prejudice, or is it aggression (or both)?

Michael Richards racist



<http://www.youtube.com/watch?v=9sEUIZsmTOE>

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Violent Video Games

- Craig Anderson



- Brad Bushman



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General Aggression Model

- Anderson & Bushman, 2002
- Single Episode Model

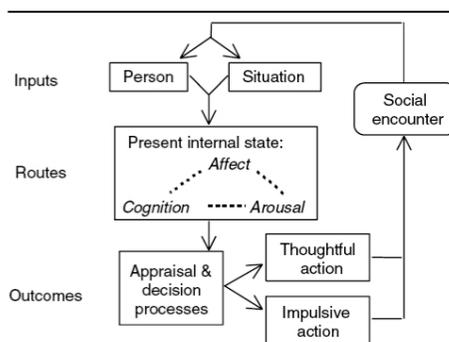
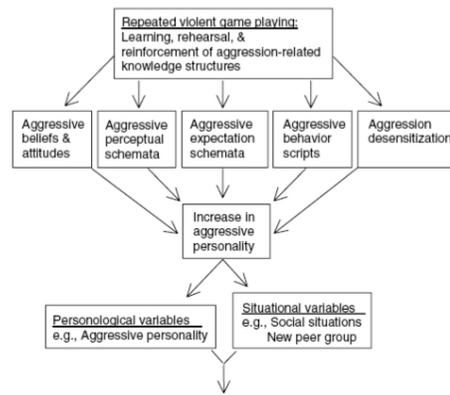


Figure 1 Single episode general aggression model.
 SOURCE: Anderson and Bushman (2002b), with permission from the *Annual Review of Psychology*, Volume 53 ©2002 by Annual Reviews, www.annualreviews.org.

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General Aggression Model

- Multiple Episode model



General Aggression Model, as in Figure 1

Figure 2 Multiple episode general aggression model: Long-term effects of video game violence.

SOURCE: Anderson and Bushman (2002b), with permission from the *Annual Review of Psychology*, Volume 53 ©2002 by Annual Reviews, www.annualreviews.org.

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Effects of Violent Video Games on Hostile Expectation Bias

- Participants played either a violent (*Carmageddon*, *Duke Nukem*, *Mortal Kombat*, *Future Cop*) or nonviolent (*Glider Pro*, *3D Pinball*, *Austin Powers*, *Tetra Madness*) video game.
- Then they read ambiguous stories about potential interpersonal conflicts.
- Asked what the main character would do, say, think, and feel as the story continued.

GOING TO A RESTAURANT

Jane had worked hard all day long cleaning her apartment. She was tired but decided to reward herself with a meal in one of the restaurants down the street. Upon entering the restaurant, Jane decided upon a Caesar salad, French onion soup, and filet mignon. Some 15 minutes later, a waiter came around to take her order. Time slowly passed and Jane was getting hungrier and hungrier. Finally, about 45 minutes after her order had been taken, Jane was about to leave when she saw the waiter approaching with her food.

What happens next?

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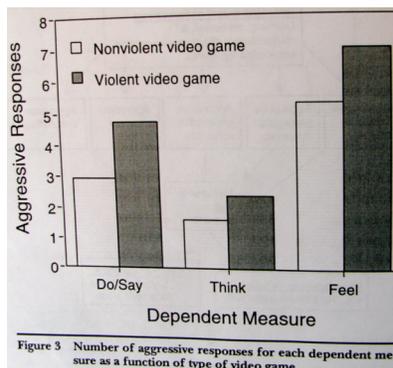
Effects of Violent Video Games on Hostile Expectation Bias

- Sample responses:
- Do/Say:
 - Eat and refuse to pay
 - Punch the waiter
 - "I hope this isn't your real job!"
 - "What did you have to do, butcher a cow?"
 - Steal the silverware
 - "Keep the food. I'm gone!"
 - Dump the food on the waiter's head
 - Swear at the manager
 - "I wish I had him as my waiter!" (pointing to another waiter)
 - "Did you have to go to France to get the French onion soup?"
 - I was contemplating whether this floral centerpiece was edible.
 - She calls the restaurant and orders four steaks to pick up by a different name
- Think:
 - "Damn this service is shitty."
 - Hit the waiter.
 - "This guy needs to be fired."
 - "WHAT IDIOTS!!!"
 - "I hate this waiter!"
 - "This place sucks!"
 - "No tip here."
 - "They better not charge me for this food."
 - "What took so damn long?"
 - "I should set this table cloth on fire!"
 - "I'm going to tell everyone how lousy it is here."
 - "I should write to the newspaper about this place."
- Feel:
 - Mad
 - Hostile Offended
 - Irritated
 - Pissed off
 - Cranky
 - Frustrated with the service
 - Angry
 - Cruel
 - Pushed to the limit
 - Bitchy

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Bushman & Anderson Study: Results

- Those playing violent video games were more likely to report that the main character would:
 - Act
 - think, and
 - feel
- more aggressive.
- This supports GAM.



From Bushman & Anderson, *PSPB*, 28, 1679-1686.

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Measures of Aggression

- Shocks
- Noise Blasts
- Negative evaluations
- Horn honking
- Bobo Doll hitting
- Hot Sauce Allocation
- Self-reports of intentions