

The transfer of social exclusion and inclusion through stimulus equivalence classes

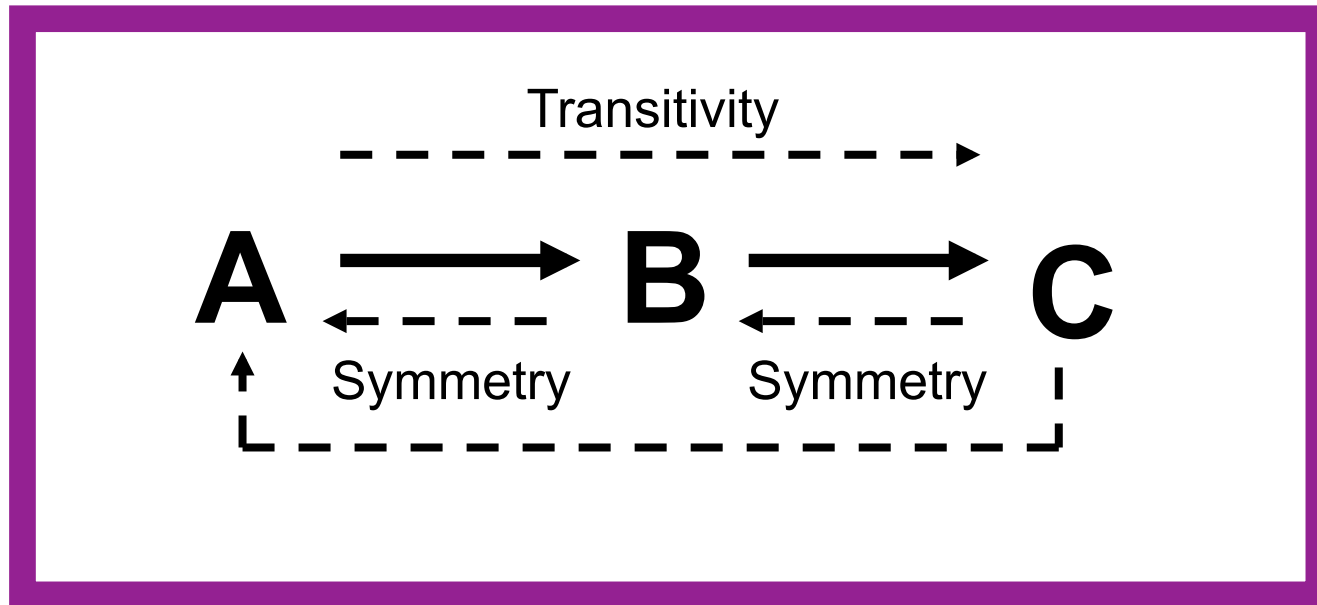
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Derived Stimulus Relations

- Stimuli can become related, despite never having been directly paired, and despite their lack of any shared physical properties (Sidman, 1971)
- E.g. training two-term relations between AB and BC using a conditional discrimination procedure can result in an A-B-C equivalence class

A Schematic Representation of Stimulus Equivalence



STUDIES 1 and 2:

Stimulus C will be used as our ostracism game name

Ostracism

- Previous studies have reported that ostracism (to be excluded or ignored) can have distressing effects on individuals
- The experience of rejection can lead to a number of adverse psychological consequences such as loneliness, low self-esteem, aggression, and depression
- One method in which ostracism has been studied in the experimental context is through a virtual ball-toss game, known as Cyberball

Kipp Williams - Cyberball

- Cyberball is a virtual ball toss game
- The pt is included in the game for the first few throws, but then excluded by the other players for the remaining three minutes
- Surprisingly, people feel rejected even when they know they are only playing against the computer



- In this game, participants may be excluded or included from the ball-toss game, and participants typically report lower feelings of self-esteem, control, belonging and meaningful existence following exclusion from the game

Study 1

- 20 participants (M age 24.45, SD 6.53) (range 19 – 41), UG and PG; 8 M, 12 F

1. UWIST – mood adjective check list
Rate on a scale of 1-4 mood right now (e.g., cheerful)
Definitely not, slightly not, slightly, definitely



2. Questions about internet useage – (believability check)



3. Equivalence training & testing 2x3 -28/32pass



4. Transformation of Function Test



5. Cyberball - Exclusion game



6. Post-experimental Cyberball questionnaire



7. UWIST Post measure



Instructions

In a few moments, you will be playing a ball tossing game, called the CASORS game, with other students over our network. The game is very simple. When the ball is tossed to you, simply click on the name of the player you want to throw it to. When the game is over, just go on to the next page of the survey.

Okay, ready to begin?

Please click on the "Next" button below to begin:

ToF Questionnaire

- Please rate on a scale of 1-9 (1 = excluded; 10 included) how excluded/included you would be in the following games based on your experience in this study so far?

Matser

Excluded 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 Included

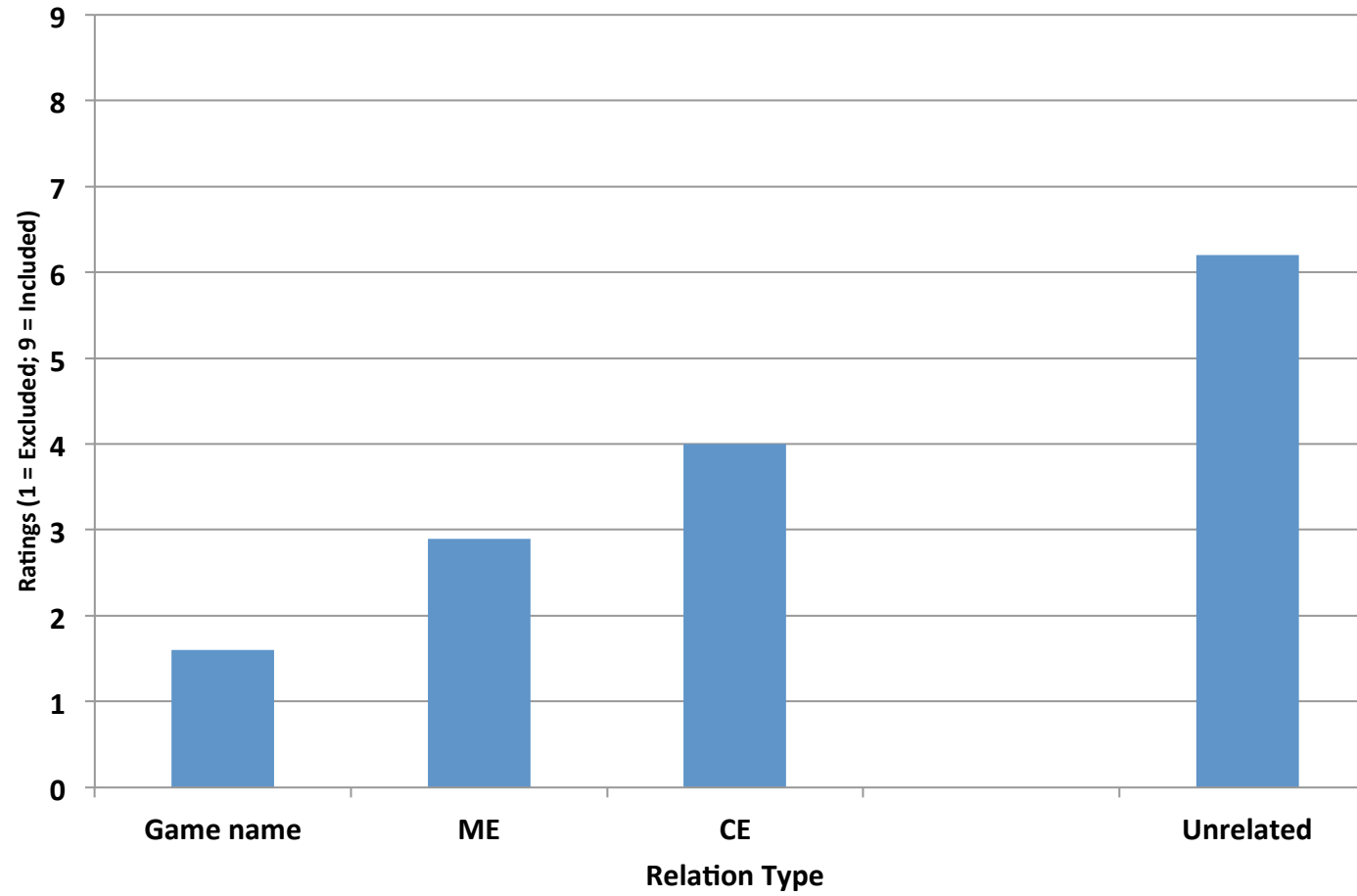
Gedeer

Excluded 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 Included

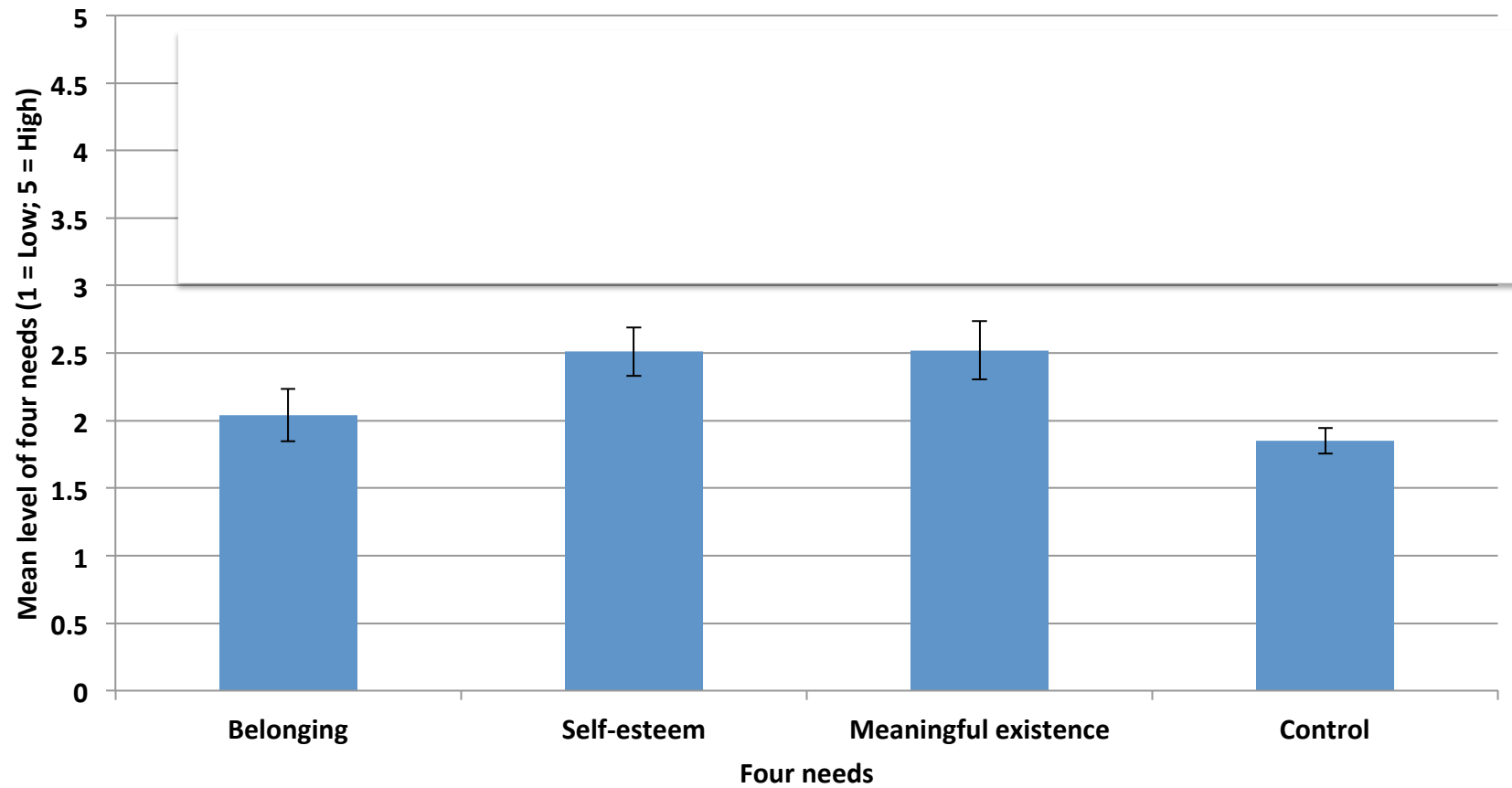
Equivalence and Cyberball Results

- 5 did not pass equivalence
- 5 did not show basic effect
 - rate themselves as excluded from original game

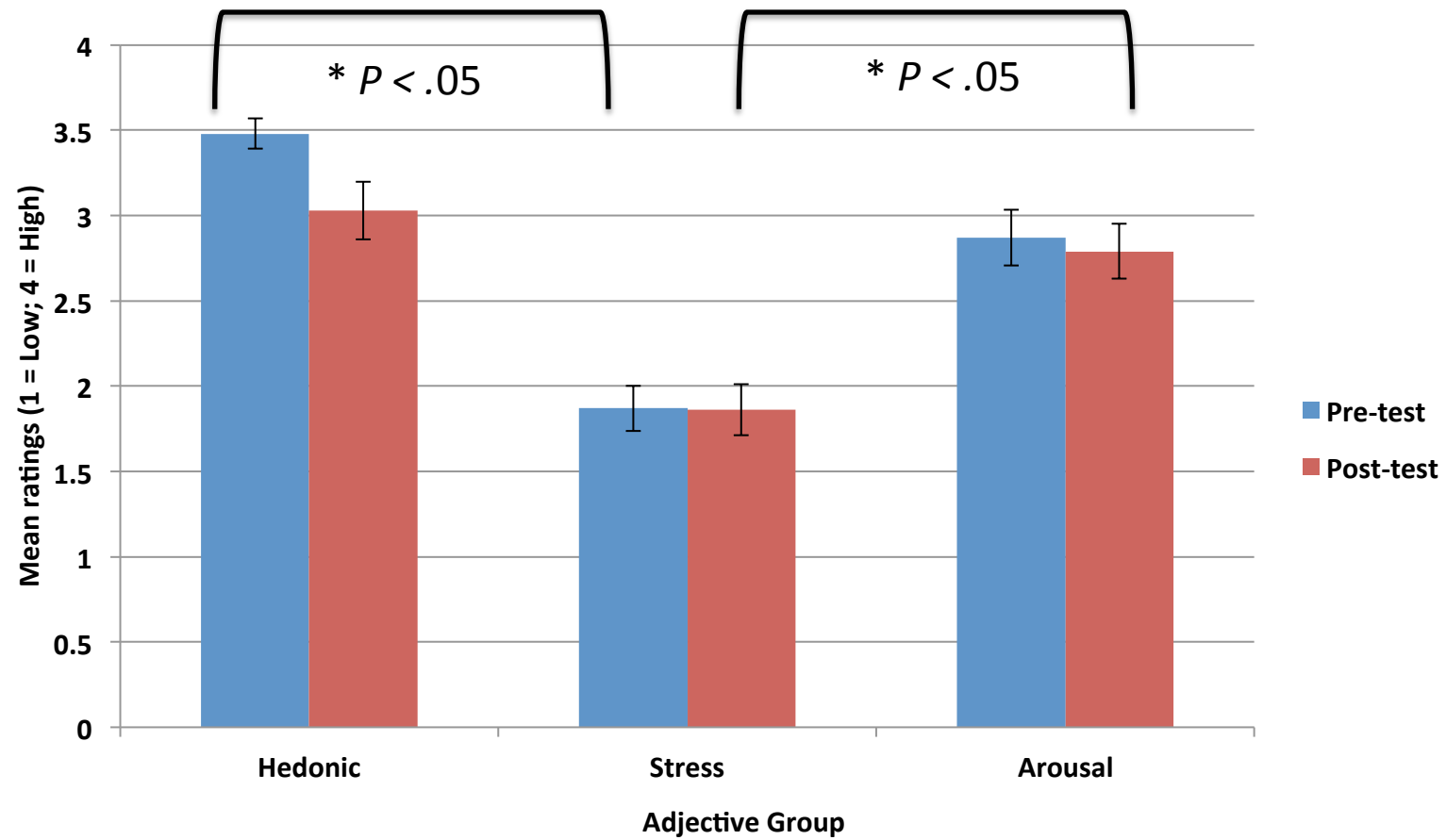
ToF Results



Post Measures



Post Measures



Study 2

- 10 participants (M age 24.3, SD 5.03) (range 20 - 36), UG and PG, 5 M, 5 F

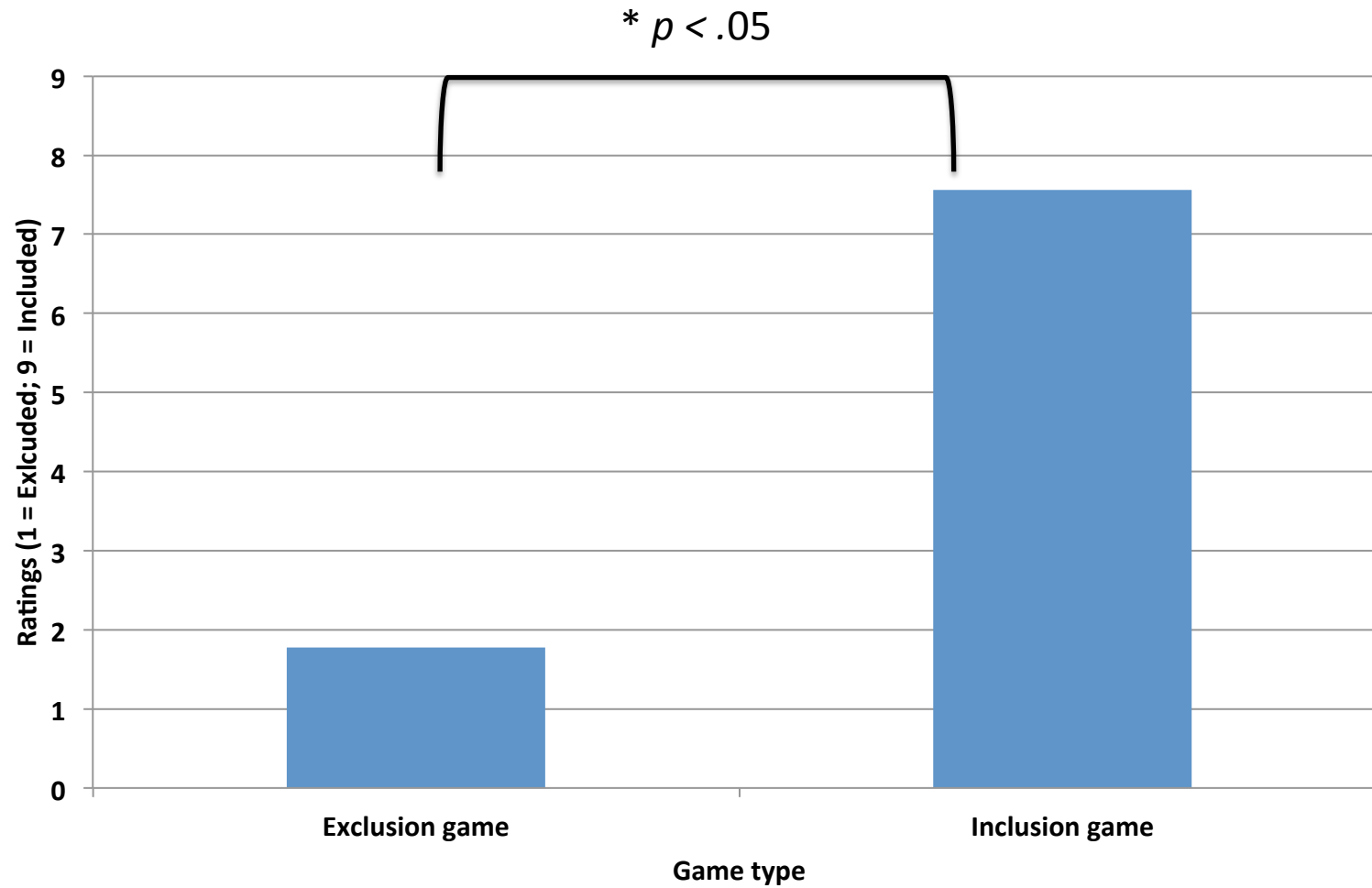
Study 2

- In study 2, participants played both an Inclusion and Exclusion game.
 - In the Inclusion game, participants caught and threw the ball the same number of times as the other players.

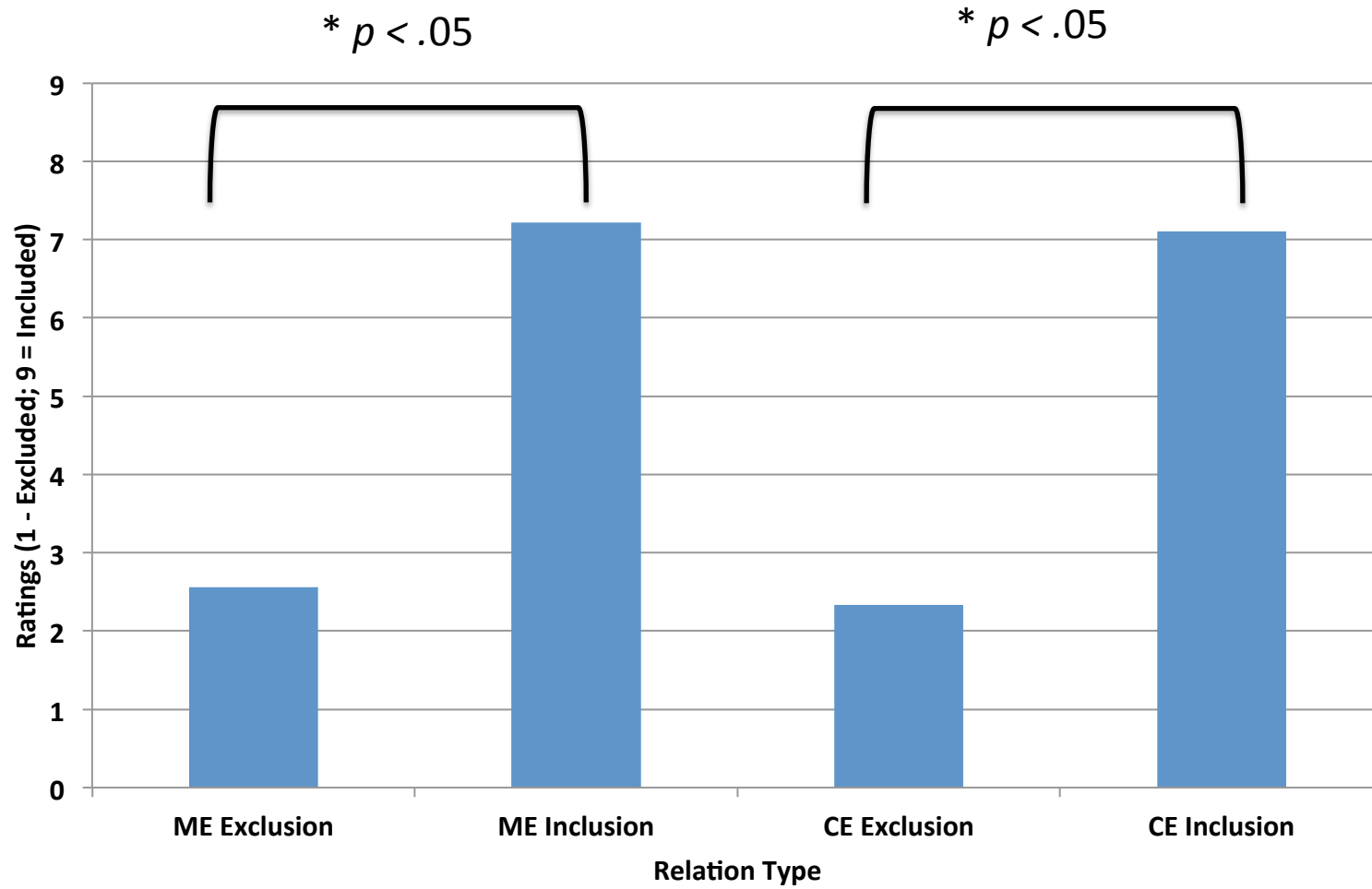
Study 2 Results

- 1 participant did not show the basic effect.
 - Rate themselves as excluded from the Exclusion game and included in the Inclusion game.
- 9 participants showed the basic effect.

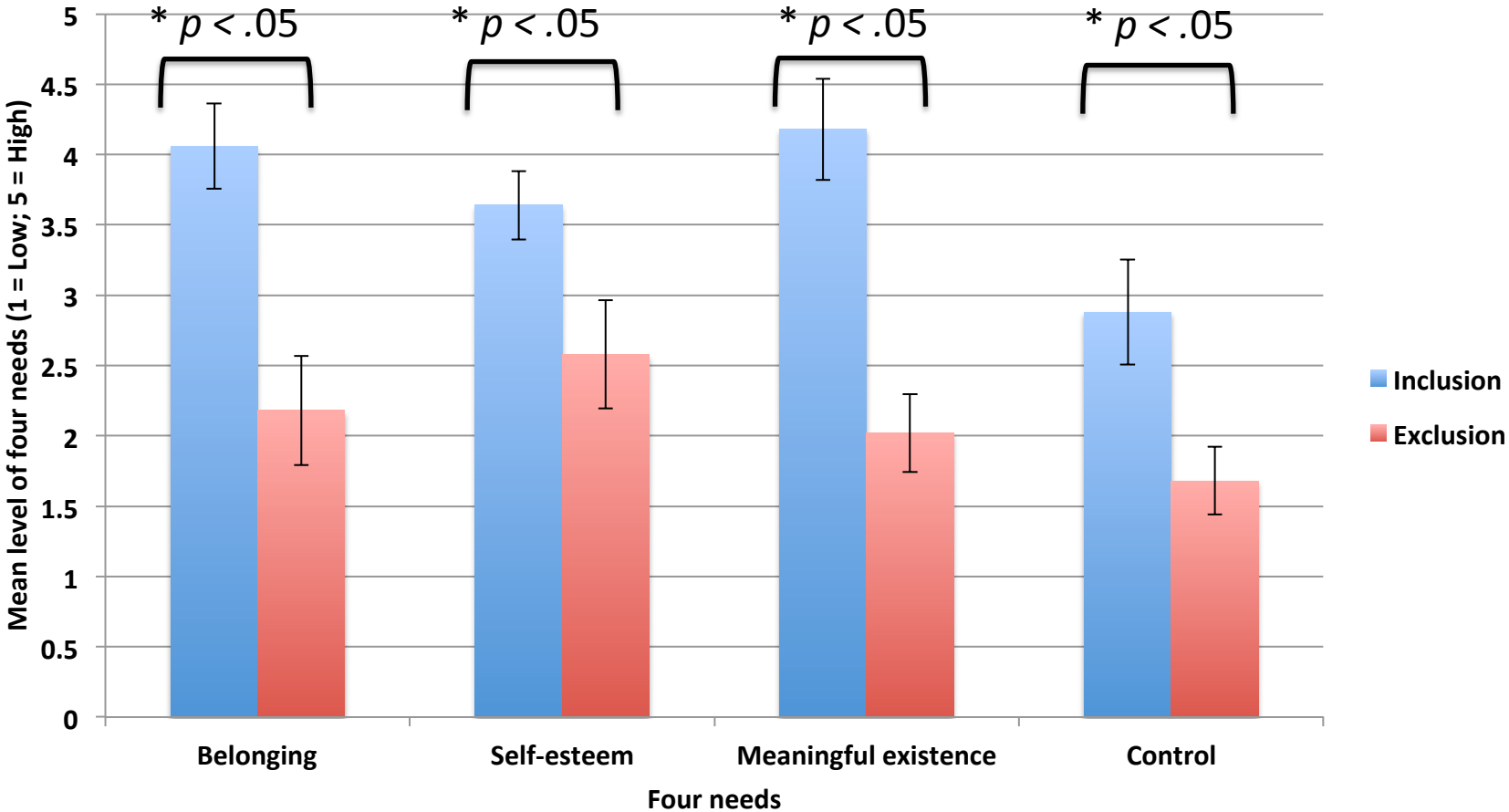
ToF Results



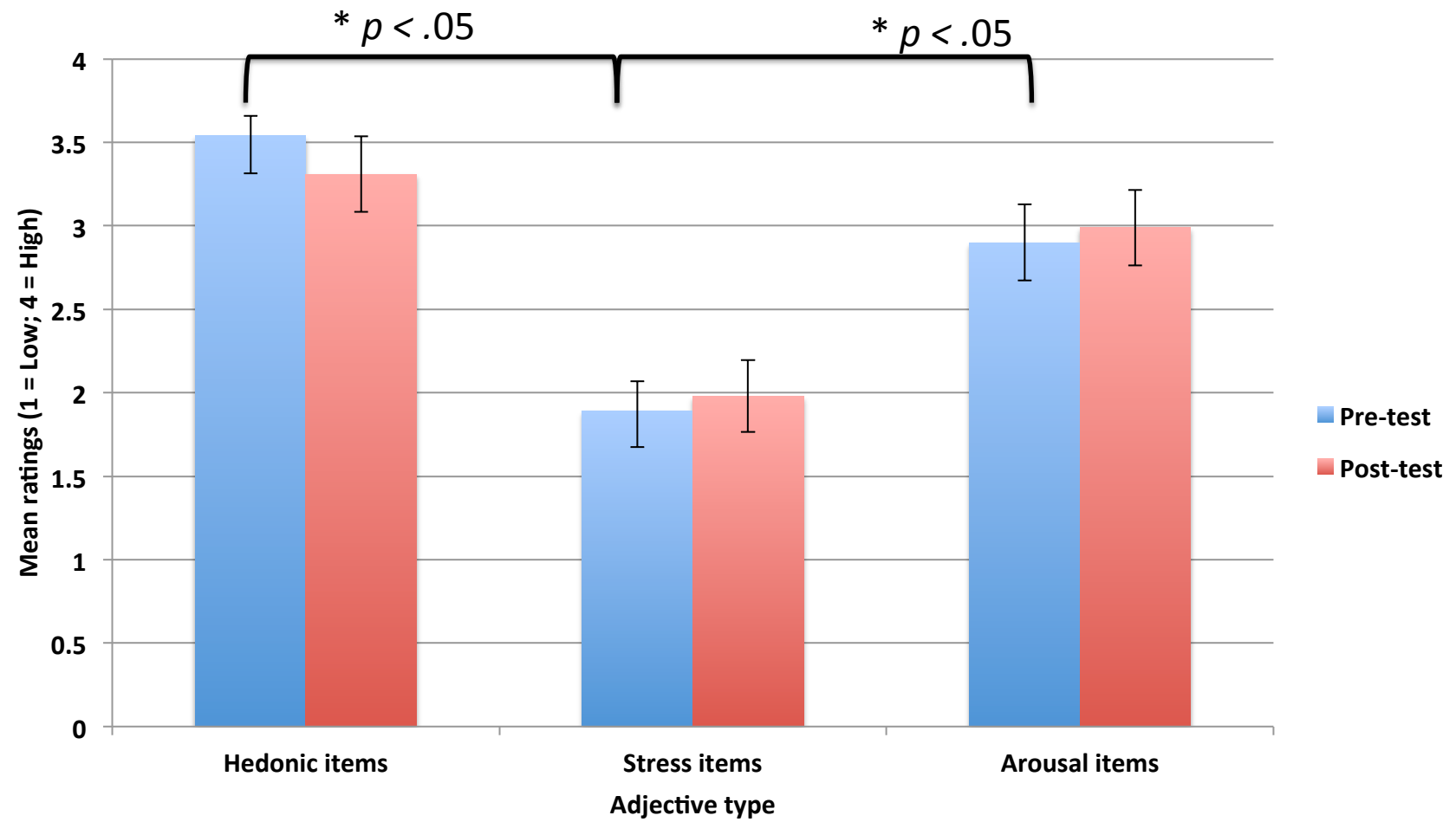
ToF Results



Post Measures



Post Measures



General Discussion

- Suggests a process by which stimuli can acquire exclusion evaluations without direct experience the event