

Key Terms

Active aggression is harming others by performing a behavior (p. 293).

Example: Spreading vicious rumors. Punching someone in the chin.

Aggression is any behavior intended to harm another person who is motivated to avoid the harm (p. 292).

Example: Shooting someone who is running away from you.

Antisocial behavior is behavior that either damages interpersonal relationships or is culturally undesirable (p. 294).

Example: Spreading rumors. Cheating on a test.

Cultural of honor is a society that places high value on individual respect, strength and virtue, and accepts and justifies violent action in response to threats to one's honor (p. 315).

Example: Alexander Hamilton fought a duel with Aaron Burr

Deindividuation is a sense of anonymity and loss of individuality, as in a large group, making people especially likely to engage in antisocial behaviors such as theft (p. 318).

Example: Lynchings with the Klu Klux Klan usually happened in a large group when people were wearing costumes that would prevent them from being identified.

Descriptive norms are norms that specify what most people do (p. 318).

Example: In the U.S. most people brush their teeth at least once a day.

Displaced aggression (kicking the dog effect) is attacking a different or innocent target rather than the original source of anger (p. 306).

Example: Kicking the car when your boss has yelled at you.

Domestic violence (family violence) is violence that occurs within the home or family, between people who have close relationships with each other (p. 304).

Example: A husband verbally berates his wife.

Eros in Freudian theory is the constructive life-giving instinct (p. 296).

Fight or flight syndrome is a response to stress that involves aggressing against others or running away (p. 302).

Example: When a hiker in the woods sees a bear he runs away.

Frustration-aggression hypothesis is the proposal that "the occurrence of aggressive behavior always presupposes the existence of frustration," and "the existence of frustration always leads to some form of aggression" (p. 299).

Example: Joe is frustrated because his computer crashes so he throws the mouse across the room.

Hostile aggression is “hot”, impulsive, angry behavior that is motivated by a desire to harm someone (p. 293).

Example: After the teacher praises Jody’s work but not Lisa’s Lisa starts spreading rumors that Jody cheating, hoping to hurt Jody.

Hostile attribution bias is the tendency to perceive ambiguous actions by others as aggressive (p. 301).

Example: When walking down the street Antonio is bumped by another pedestrian. He believes the other person bumped him on purpose.

Hostile perception bias is the tendency to perceive social interactions in general as being aggressive (p. 301).

Example: Watching two people talk in a restaurant Elena believes they are fighting.

Hostile expectation bias is the tendency to assume that people will react to potential conflicts with aggression (p. 301).

Example: Jamal believes that if he asks his roommate turn down his music he will react by hitting Jamal.

Humiliation is a state of disgrace or loss of self-respect (or of respect from others) (p. 316).

Example: After walking out of the bathroom with toilet paper stuck to her shoe Lisa feels disgraced because all her friends laughed at her.

Injunction norms are norms that specify what most other approve or disapprove of (p. 318).

Example: Most people do not approve of others spitting their gum out on the sidewalk.

Instrumental aggression is “cold” premeditated, calculated harmful behavior that is a means to some practical or material end (p. 293).

Example: Wendy wants to date Louisa’s boyfriend so she starts a rumor about Louisa hoping it will break them up.

Magnitude gap is the difference in outcomes between the perpetrator and the victim – the victim loses more than the perpetrator gains (p. 302).

Example: The thief got \$20 for the camera he stole. The former owner bought one to replace it for \$50.

Modeling is observing and copying or imitating the behavior of others (p. 297).

Example: Watching his 7-year-old brother climb up on the counter to steal a cookie, 5-year-old Henry does so as well.

Norms are social standards that prescribe what people ought to do (p. 318).

Example: Facing the door, rather than the back wall of an elevator when you get on it.

Passive aggression is harming others by withholding a behavior (e.g. purposely failing to convey an important message) (p. 293).

Example: Not returning a library book you have had out for a long time even though you know your classmate need it to complete an assignment.

Relational aggression is intentionally harming someone's relationships with others (p. 303).

Example: Wendy wants to date Louisa's boyfriend so she starts a rumor about Louisa hoping it will break them up.

Running amok is the behavior of a young man who becomes "uncontrollably" violent after receiving a blow to his ego (p. 312).

Serotonin is the "feel good" neurotransmitter, low levels of which have been linked to aggression and violence in both animals and humans (p. 310).

Example: Prozac and Zoloft increase serotonin.

Tend and befriend syndrome is a response to stress that involves nurturing others and making friends (p. 303).

Example: When coming upon a bear in the woods a mother quiets her child and hides.

Testosterone is the male sex hormone, high levels of which have been linked to aggression and violence in both animals and humans (p. 309).

Example: Men who take steroids may show increased aggressiveness called 'roid rage.

Thanatos in Freudian theory is the destructive, death instinct (p. 297).

Triggered displaced aggression is a form of displaced aggression in which the (second) target has committed a minor offence (p. 306).

Example: You are angry with your teacher because of a grade on a test, so when your 10-year-old sister leaves her shoes in the middle of the floor and you trip over them you yell at her more than usual.

Violence is aggression that has as its goal extreme physical harm, such as injury or death (p. 294).

Example: Beating someone up.

Weapons effect is the increase in aggression that occurs as a result of the mere presence of a weapon (p. 307).

Example: Seeing a knife increases aggression more than seeing a pencil.