

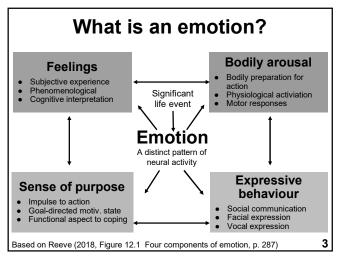
Nature of emotion (Ch 12)

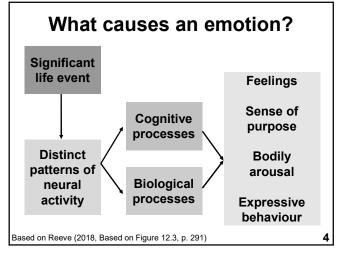
Lecture 07 recap:

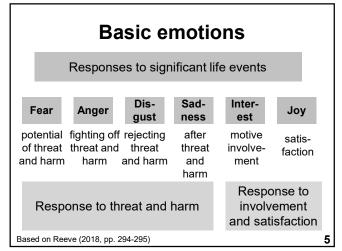
(Reeve, 2018)

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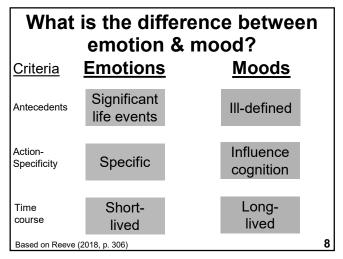


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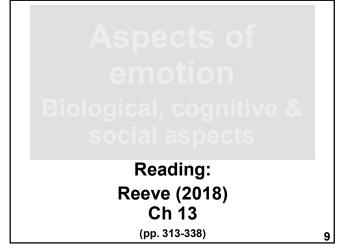
# What good are the emotions? Utility of emotion: Coping functions → adapt better to life event Social functions → make social interactions better

Emotion regulation strategies	
1. Situation selection	
2. Situation modification	
3. Attentional focus	
4. Reappraisal	
5. Suppression	
Based on Reeve (2018, pp. 304-306)	7

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	Outline -	Asp	ects	of	emo	otion
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- Biological
  - James-Lange theory
  - Contemporary perspective
  - Brain activity
  - Facial feedback hypothesis
  - Cross-cultural expression
- Cognitive
  - Appraisal
  - Emotion knowledge
  - Attribution

- Social
  - Social interaction (mimicry, feedback, contagion)
  - Social sharing of emotion
- Affective computing
  - Robots that show emotion

Based on Reeve (2018, p. 313) **10** 

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Biological aspects of emotion

Image: https://commons.wikimedia.org/wiki/File:Bipolar\_Dyptych\_1\_365.jpg

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James-Lange theory of emotion What is the role of the body in emotion?

Stimulus → Emotion → Bodily reaction

OR

Stimulus → Bodily reaction → Emotion James-Lange theory of emotion (the first but not the best theory of emotion)

Based on Reeve (2018, pp. 314-315)

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James-	Lange	theory	of	emotion
	E	xample		

sudden cold shower

increased heart-rate

surprise? shock? fear?

Based on Reeve (2018, pp. 314-315)

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# James-Lange theory of emotion Assumptions

Emotional experience is a way of making sense of bodily changes.

The body:

- reacts uniquely to different emotion-eliciting events

  Different patterns of activity → different emotions
- does not react to non-emotion-eliciting events No body changes → no emotions

Based on Reeve (2018, pp. 314-315)

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# James-Lange theory of emotion Criticisms

- Body reactions are part of the fightor-flight response that does not vary between emotions.
- Emotional experience is quicker than the physiological reaction.
- Physiological arousal augments, rather than causes, emotion.

Based on Reeve (2018, pp. 314-315)

James-Lange theory	y of emotion
Contemporary per	rspective

- Distinct physiological differences (e.g., heart rate and skin temperature) are evident for some emotions (e.g., anger, fear, sadness, and disgust). But only a few emotions have distinct ANS patterns (ones with survival value).
- Emotions recruit biological and physiological support to enable adaptive behaviours such as fighting, fleeing, and nurturing.

Based on Reeve (2018, pp. 316-317)

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# Brain activity for specific emotions Distinct neural circuits (Gray)

- Fight or flight system
- Behavioural inhibition system
- Behavioural approach system

→ Joy, Fear, Rage and Anxiety

Based on Reeve (2018, pp. 317-318)

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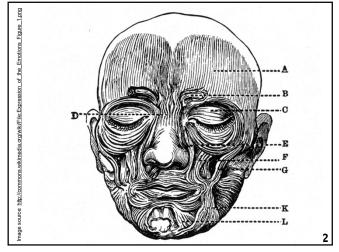
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#### Brain activity for specific emotions

- Happiness: Superior temporal gyrus + rostral anterior cingulate cortex
- Sadness: Medial frontal gyrus + caudate anterior cingulate cortex
- Anger: Inferior frontal gyrus + parahippocampal gyrus
- Fear: Amygdala + insula
- Disgust: Anterior insula + right inferior frontal gyrus
- Interest: Anterior insula + right inferior frontal gyrus

Based on Reeve (2018, pp. 317-318)

Facial feedback hypothesis	
<b>2.</b>	
Does smiling make you happy?	
Does similing make you nappy:	
Does scowling make you angry?	
z c c c c c c c c c c c c c c c c c c c	
Based on Reeve (2018, pp. 318-324) 19	
19	
	1
Facial feedback hypothesis	
Emotion atoms from	
Emotion stems from	
arousal of feelings by:	
■ Facial muscle movements	
■ Facial temperature changes	
■ Glandular activity in the facial skin	
Based on Reeve (2018, pp. 318-324) <b>20</b>	
20	
	1
Facial musculature	
80 facial muscles, 36 in facial expression.	
8 differentiate basic emotions:  •Upper: frontalis (forehead), corrugator	
(eyebrows), orbicularis (around eyes)	
◆Middle: zygomaticus (corners of mouth to cheekbone), nasalis (wrinkles nose)	
◆Lower: depressor (corners of mouth	
down), orbicularis oris (circular muscle	
around mouth), quadratus labii (draws corners of mouth backwards)	
,	
Based on Reeve (2018, pp. 318-324) <b>21</b>	



## Facial feedback hypothesis

- Strong: FF causes emotion
- Weak: FF modifies emotion intensity i.e., 2-way relation between feeling and expression.
- Critics: FF effect is small

Based on Reeve (2018, pp. 318-324)

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# Cross-cultural facial expression of emotion

- Ekman tested cross-cultural recognition of facial expressions in the 1970s.
- Very high agreement across cultures.
- Evidence that facial expression of emotion is cross-culturally universal and has an innate, unlearned

component.
Based on Reeve (2018, pp. 318-324)

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# Ekman's work on basic emotions



Video (11:24 mins):

http://www.youtube.com/watch?v=-PFqzYoKkCc

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Cognitive aspects of emotion

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age: https://commons.wikimedia.org/wiki/File:Bipolar\_Dyptych\_1\_365.jpg 2

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# **Cognitive perspective**

- Agrees that basic emotions have biological origins, to some extent.
- But argues that biology cannot explain "complex" emotions (e.g., hope, pride, envy, gratitude, and pity).
- Cognitive and sociocultural perspectives are needed.

Based on Reeve (2018, p. 324)

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## Cognitive aspects of emotion

#### ■ Appraisal:

Evaluating the significance of an event in terms of one's well-being ("Is this situation significant to me?")

#### ■ Emotion knowledge:

Capacity to discriminate different types and shades of the same emotion (anger → irritation, frustration, rage, etc.)

#### Attribution:

Reason used to explain why an outcome to a life event occurred (e.g., pride, gratitude)

Based on Reeve (2018, p. 324)

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#### **Appraisals**

- Estimate the significance of an event for well-being, which elicits emotional reaction:
  - Is there potential benefit/gain or harm/loss from the event?
  - Can I cope with this situation?
- Without appraisal, emotions do not occur
- Appraisal, not the event, causes emotion
- If appraisal changes, emotion changes

Based on Reeve (2018, p. 324)

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# Appraisal theory of emotion Arnold SITUATION Life event Good or Bad (beneficial vs. harmful) Liking vs. Disliking Approach vs. Withdrawal Based on Reeve (2018, Figure 13.6, p. 325, based on Arnold, 1960, 1970)

1		
Lazarus' complex	Appraisal	Emotion
appraisals	• •	
Cognitive processes intervene between important life events and physiological and behavioural	Type of benefit  Making progress toward a goal Taking credit for an achievement Improving on a distressing condition Believing a desired outcome is possible Desiring or participating in affection Being moved by another's suffering Appreciating an altruistic gift	• Pride • Pride • Hope • Love • Compassion
reactivity.	Type of harm	
SITUATION	Being demeaned by a personal offense     Transgressing a moral imperative	
Life event	Failing to live up to an ego ideal     Experiencing an irrevocable loss     Taking in an indigestible object or idea	Shame     Sadness
	Type of threat	
Based on Reeve (2018, Figure 13.7, p. 327)	Facing an uncertain, unspecific threat     Facing immediate, overwhelming danger	Anxiety     Fright     Envy     Jealousy

## Appraisal theory of emotion

- Complex appraisal theories are 65-70% accurate in predicting emotion why not 100%?
- Other processes contribute e.g., biology
- Appraisals intensify rather than cause emotion
- Patterns of appraisal for many emotions overlap
- Also consider emotion knowledge and attributions

Based on Reeve (2018, p. 330)

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## **Emotion knowledge**

- As we develop, we learn to distinguish finer shades of emotion.
- Emotion knowledge is the ability to differentiate emotional experience into discrete categories and to differentiate basic emotions into their various shades.
- A component of emotional intelligence.

Based on Reeve (2018, pp. 330-332)

#### **Attributions**

Attribution = causal explanation (reason) a person uses for an important life outcome e.g.,

- Why did you win?
- Why were you fired from your job?

Based on Reeve (2018, pp. 332-334)

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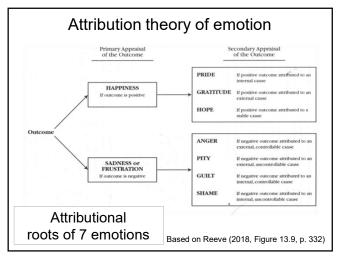
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#### **Attributions**

- Primary attribution good or bad
- Secondary attribution cause
- Primary + secondary attributions → emotion
- Changing the attribution will change the emotion.

Based on Reeve (2018, pp. 332-334)

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Social	
aspects	
emotio	

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#### **Mimicry**

- Exposed to emotional expressions of others, we mimic their facial expression, voice, posture, movement, and behaviour.
- FFH illustrates how mimicry can affect the observer's emotional experience, and hence lead to a contagion effect.

Based on Reeve (2018, pp. 332-334)

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## Contagion

Mimicry → convergence on the same emotional experience. People unconsciously:

- mimic other's facial expressions, voice, posture, movements, etc.
- experience emotion-related feedback from such facial, vocal, etc., movements.
- thus, tend to "catch" other's emotion.

Based on Reeve (2018, pp. 332-334)

#### Why We Can't Not Smile

- Epic Science #66



Video: (2:47 mins)

https://www.youtube.com/watch?v=TdsFGqhoAEo

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#### **Emotional sharing**

Conversational context in which we put ourselves in position to re-experience and re-live emotional experiences. People:

- recount what happened
- recount how they felt
- solicit others' assistance with coping, making sense, and reconfirming self-concept (esp. after negative emotions)
- build and maintain relationships that are central to their lives

Based on Reeve (2018, pp. 335-336)

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### Social sharing of emotion

- Recounting an emotional episode in conversation what happened, what it meant, how person felt, etc.
- Ways of sharing:

#### ■ Social-affective sharing

- listening; understanding; unconditional positive
- comforting; offering consolidation; caring; reassuring;
- perspective taking/empathy; revalidating self-esteem;
   providing social and concrete help and assistance.
- Cognitive sharing
  - reframing; reappraising the emotional episode;
  - creating meaning; encouraging the abandonment of failed goals;
  - reprioritising one's goals and motives.

Based on Reeve (2018, pp. 335-336)

Affective computing	
mage: https://commons.wikimedia.org/wiki/File:Sophia_(robot),jpg	43

Affective computing

- Al that recognises and responds to human emotion.
- Aim is to give AI emotional intelligence, including ability to simulate empathy.
- Affective AI should interpret emotional state of humans and adapt its behaviour, giving appropriate response to those emotions.

Based on Wikipedia:  $\underline{\text{https://en.wikipedia.org/wiki/Affective\_computing}}$ 

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## **Affective computing**

- Emotions show ANS specificity (e.g., anger, fear, sadness, joy, and disgust → distinct changes in blood pressure and skin temperature)
- Sensors built into mobile devices, equipment, clothing, entertainment, etc. can monitor our emotion and adjust their programming accordingly.

Based on Reeve (2018, p. 316)

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#### Robots that "show emotion" **David Hanson**



Video (4 mins 58 secs):

http://www.ted.com/talks/lang/en/david\_hanson\_robots\_that\_relate\_to\_you.html 46

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## Meet Sophia, World's first Al humanoid robot **Tony Robbins**



Video (9 mins 55 secs):

https://www.youtube.com/watch?v=Sq36J9pNaEo

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## **Summary**

- Biological: Events trigger bodily actions via the ANS, neural brain circuits, and facial feedback, which are interpreted as emotion.
- Cognitive: Appraisal evaluates significance of events. Attribution explains cause of events. Different appraisals/attributions lead to different emotions.
- Social: Other people are rich sources of emotion e.g., through mimicry, feedback, contagion, and social sharing of emotion.

Based on Reeve (2018, p. 336-338)

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- **■** Emotions
  - Individual emotions (Ch14)
- Applied concerns
  - Unconscious motivation (Ch 15)
  - Growth psychology (Ch 16)
- Interventions & review (Ch 17)

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#### References

■ Reeve, J. (2018). *Understanding motivation and emotion* (7th ed.). Hoboken, NJ: Wiley.

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