FSD3588 Kognitiivinen ja affektiivinen empatia diktaattoripelissä 2018-2019 FSD3588 Cognitive and affective empathy in dictator game experiment 2018-2019

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S1. Trait empathy scales

Interpersonal Reactivity Index, IRI (Davis 1980)

Fantasy Scale

- 1. When I am reading an interesting story or novel, I imagine how I would feel if the events in the story were happening to me. (FS)
- 2. I daydream and fantasize, with some regularity, about things that might happen to me. (FS)
- 3. I really get involved with the feelings of the characters in a novel. (FS)
- 4. After seeing a play or movie, I have felt as though I were one of the characters. (FS)
- 5. When I watch a good movie, I can very easily put myself in the place of a leading character. (FS)
- 6. I am usually objective when I watch a movie or play and I don't often get completely caught up in it. (FS) (R)
- 7. Becoming extremely involved in a good book or movie is somewhat rare for me. (FS) (R)

Perspective-Taking Scale

- 1. I sometimes find it difficult to see things from the "other guy's" point of view. (PT) (R)
- 2. I try to look at everybody's side of a disagreement before I make a decision. (PT)
- 3. If I'm sure I'm right about something, I don't waste much time listening to other people's arguments. (PT) (R)
- 4. I believe that there are two sides to every question and try to look at them both. (PT)
- 5. When I'm upset at someone, I usually try to "put myself in his shoes" for a while. (PT)
- 6. Before criticizing somebody, I try to imagine how I would feel if I were in their place. (PT)
- 7. I sometimes try to understand my friends better by imagining how things look from their perspective. (PT)

Empathic Concern Scale

- 1. I often have tender, concerned feelings for people less fortunate than me. (EC)
- 2. Sometimes I don't feel sorry for other people when they are having problems. (EC) (R)
- 3. When I see someone being taken advantage of, I feel kind of protective toward them. (EC)
- 4. Other people's misfortunes do not usually disturb me a great deal. (EC) (R)
- 5. I am often quite touched by things that I see happen. (EC)
- 6. I would describe myself as a pretty soft-hearted person. (EC)
- 7. When I see someone being treated unfairly, I sometimes don't feel very much pity for them. (EC) (R)

Personal Distress Scale

- 1. In emergency situations, I feel apprehensive and ill-at-ease. (PD)
- 2. I sometimes feel helpless when I am in the middle of a very emotional situation. (PD)
- 3. When I see someone get hurt, I tend to remain calm. (PD) (R)
- 4. Being in a tense emotional situation scares me. (PD)
- 5. I am usually pretty effective in dealing with emergencies. (PD) (R)
- 6. I tend to lose control during emergencies. (PD)
- 7. When I see someone who badly needs help in an emergency, I go to pieces. (PD)

A Questionnaire of Cognitive and Affective Empathy, QCAE (Reniers et al 2011)

Cognitive empathy, Perspective taking

- 1. I can easily work out what another person might want to talk about. 25 (CE/PT)
- 2. I can tell if someone is masking their true emotion. 26 (CE/PT)
- 3. I can sense if I am intruding, even if the other person does not tell me. 24 (CE/PT)
- 4. I am good at predicting how someone will feel. 19 (CE/PT)
- 5. I am good at predicting what someone will do. 27 (CE/PT)
- 6. I am quick to spot when someone in a group is feeling awkward or uncomfortable. 20 (CE/PT)
- 7. I can pick up quickly if someone says one thing but means another. 16 (CE/PT)
- 8. I can easily tell if someone else is interested or bored with what I am saying. 22 (CE/PT)
- 9. I can easily tell if someone else wants to enter a conversation. 15 (CE/PT)
- 10. Other people tell me I am good at understanding how they are feeling and what they are thinking. 21 (CE/PT)

Cognitive empathy, Online simulation

- 1. I try to look at everybody's side of a disagreement before I make a decision. 3 (CE/OS), in IRI (PT)
- 2. Before criticizing somebody, I try to imagine how I would feel if I was in their place. 6 (CE/OS)
- 3. When I am upset at someone, I usually try to "put myself in his shoes" for a while. 5 (CE/OS)
- 4. I always try to consider the other fellow's feelings before I do something. 30 (CE/OS)
- 5. I sometimes try to understand my friends better by imagining how things look from their perspective. 4 (CE/OS)
- 6. I can usually appreciate the other person's viewpoint, even if I do not agree with it. 28 (CE/OS)
- 7. I sometimes find it difficult to see things from the "other guy's" point of view. 1 (CE/OS) R, in IRI (PT) (R)
- 8. Before I do something I try to consider how my friends will react to it. 31 (CE/OS)
- 9. I find it easy to put myself in somebody else's shoes. 18 (CE/OS)

Affective empathy, Emotion contagion

- 1. I am happy when I am with a cheerful group and sad when the others are glum. 13 (AE/EC)
- 2. It worries me when others are worrying and panicky. 14 (AE/EC)
- 3. People I am with have a strong influence on my mood. 9 (AE/EC)
- 4. I am inclined to get nervous when others around me seem to be nervous. 8 (AE/EC)

Affective empathy, Peripheral responsivity

- 1. I usually stay emotionally detached when watching a film. 29 (AE/PerR) R
- 2. I am usually objective when I watch a film or play, and I don't often get completely caught up in it. 2 (AE/PerR) R
- 3. I often get deeply involved with the feelings of a character in a film, play, or novel. 11 (AE/PerR)
- 4. It is hard for me to see why some things upset people so much. 17 (AE/PerR) R

Affective empathy, Proximal responsivity

- 1. I often get emotionally involved with my friends' problems. 7 (AE/ProR)
- 2. Friends talk to me about their problems as they say that I am very understanding. 23 (AE/ProR)
- 3. It affects me very much when one of my friends seems upset. 10 (AE/ProR)
- 4. I get very upset when I see someone cry. 12 (AE/ProR)

S3. On screen instructions

Decision-makers

Baseline (role certainty, no empathy induction)

You have been assigned into the role of a decision-maker.

You have 16 euros.

It is your job to decide, if you want to give some of the 16 euros to the recipient who has been randomly assigned to you. Should you choose to give them something, it is for you to decide how much you want to give.

Please write in the field below, how much you would like to give to the recipient.

Role certainty and empathy induction

You have been assigned into the role of a decision-maker.

You have 16 euros.

It is your job to decide, if you want to give some of the 16 euros to the recipient who has been randomly assigned to you. Should you choose to give them something, it is for you to decide how much you want to give.

Before you decide how much you would like to give, consider how receiving different amounts of money would make the recipient feel.

Please write here your estimation on the recipient's feelings.

Please write in the field below, how much you would like to give to the recipient.

Role uncertainty and no empathy induction

You will be making your decision without knowing whether you will be assigned to the role of a decision-maker or a recipient. The participants are randomly assigned into their roles as decision-makers or recipients only after everyone has made their decision.

Make your decision thinking that you are the decision-maker, who has been given 16 euros.

It is your job to decide, if you want to give some of the 16 euros to the recipient who has been randomly assigned to you. Should you choose to give them something, it is for you to decide how much you want to give.

After all participants have made their decision, there will be a lottery. If you are chosen as the decision-maker, your randomly selected recipient will get the amount you gave them, and you get to keep the sum you left to the decision-maker. If you are randomly chosen to be a recipient, however, you will get the sum that your randomly assigned decision-maker has chosen to give to the recipient.

Please write in the field below, how much you would like to give to the recipient.

Role uncertainty and empathy induction

You will be making your decision without knowing whether you will be assigned to the role of a decision-maker or a recipient. The participants are randomly assigned into their roles as decision-makers or recipients only after everyone has made their decision.

Make your decision thinking that you are the decision-maker, who has been given 16 euros.

It is your job to decide, if you want to give some of the 16 euros to the recipient who has been randomly assigned to you. Should you choose to give them something, it is for you to decide how much you want to to give.

After all participants have made their decision, there will be a lottery. If you are chosen as the decision-maker, your randomly selected recipient will get the amount you gave them, and you get to keep the sum you left to the decision-maker. If you are randomly chosen to be a recipient, however, you will get the sum that your randomly assigned decision-maker has chosen to give to the recipient.

Before you decide how much you would like to give, consider how receiving different amounts of money would make the recipient feel.

Please write here your estimation on the recipient's feelings.

Please write in the field below, how much you would like to give to the recipient.

Recipients

You have randomly been assigned to the role of the recipient. You will not make decision in this experiment. The sum your randomly assigned decision-maker gives you will soon be shown on the screen.