# MECHANISMS OF VIOLENCE TRANSMISSION: CREDIBLE DISPLAYS, PRESTIGE, DOMINANCE, AND RELIGION

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### TRANSMITTING INTERGROUP VIOLENCE

- Incidents of intergroup violence can be studied as "epidemics" in which humans learn to behave violently via social learning strategies (SLSs).
- Ordinarily, violent individuals are not suitable cultural models to learn from.
- However, during the intergroup conflict, decreasing the fitness of out-groups by hurting them increases the fitness of the in-groups, making intergroup violence parochially altruistic behavior that is morally permissible.



#### SOCIAL LEARNING STRATEGIES

## PRESTIGE AND DOMINANCE

- Humans have evolved two ways how to achieve social status **dominance** (forcing and manipulating others) and **prestige** (attracting others as learners).
- Hypothetically, violence becomes associated with prestige during intergroup conflicts, making violence learnable.

#### CREDIBILITY ENHANCING DISPLAYS

- CREDs: doing as saying shows **commitment** to mental representations and **spreads** beliefs and behaviors.
- Hypothetically, CREDs aggressing out-groups promote the transmission of intergroup violence among in-groups.

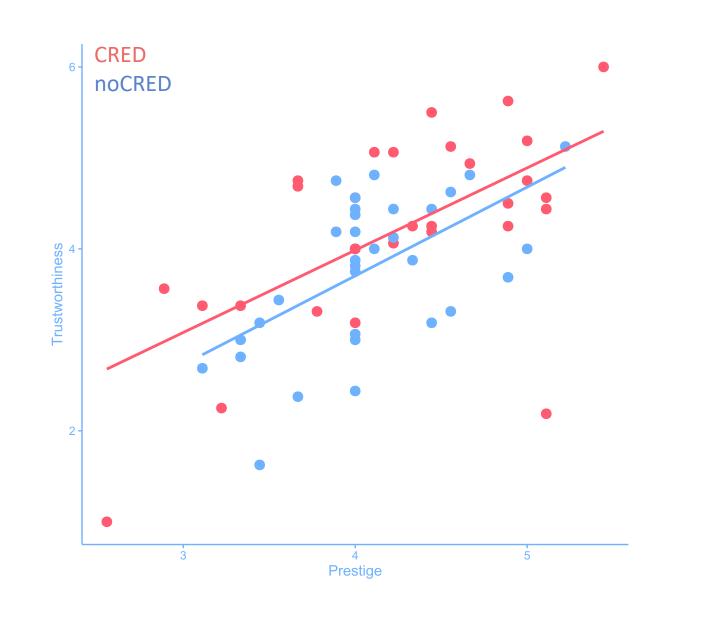
# RELIGION

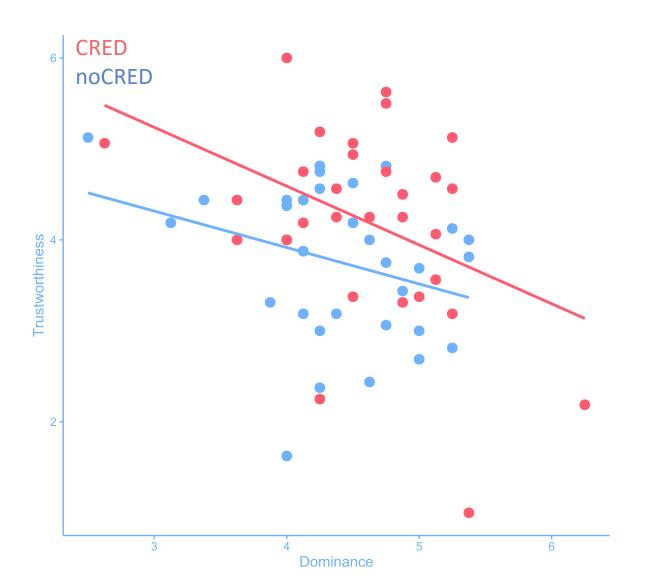
- Religious people are perceived as more trustworthy.
- Hypothetically, supporting SLSs by religion increases the chances of transmission of intergroup violence.
- Religion is not to be considered a cause of intergroup conflict, but rather an effective catalyst that may motivate individuals to participate in intergroup conflict.

# PRELIMINARY RESULTS: VIGNETTE BASED SELF-REPORT STUDY

**HYPOTHESIS:** Performing a violent CRED hurting an out-group increases the perceived trustworthiness of an in-group model.

ONLINE VIGNETTE: A Czech guerilla fighter killed an SS officer during WW2.

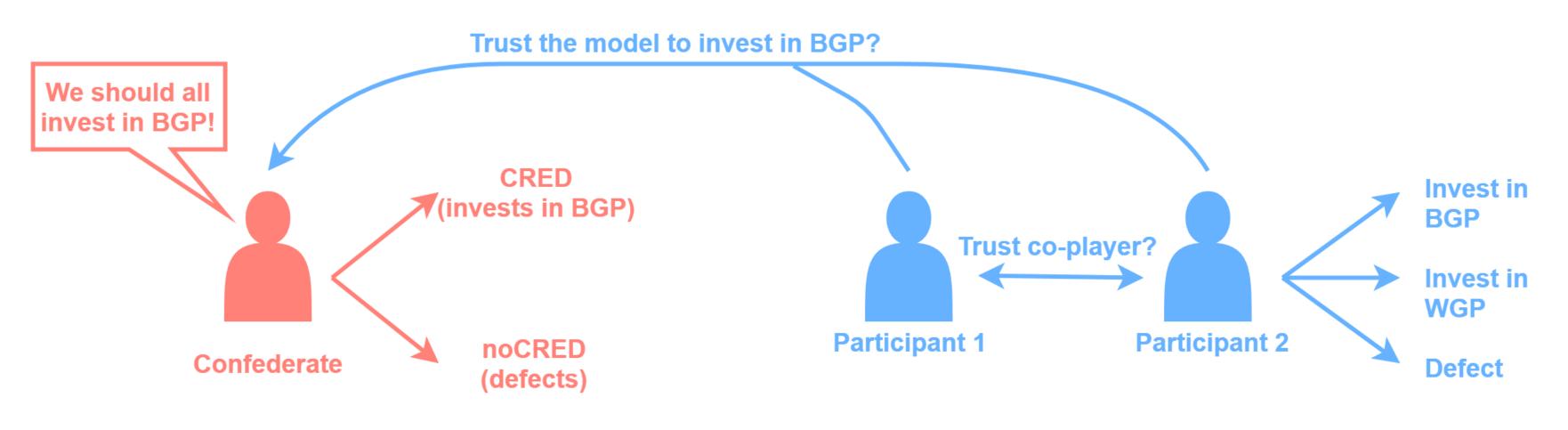




# To-Do: Intergroup Prisoner's Dilemma - Max Differences

**HYPOTHESIS:** Observing a model performing aggressive CRED against out-group team promotes aggression in learners.

#### **ECONOMIC GAME:**



Notes:

BGP = Between-group pool (+1 to self and co-players, -1 to each opponent), i.e., benefit the in-group and attack

the out-group.

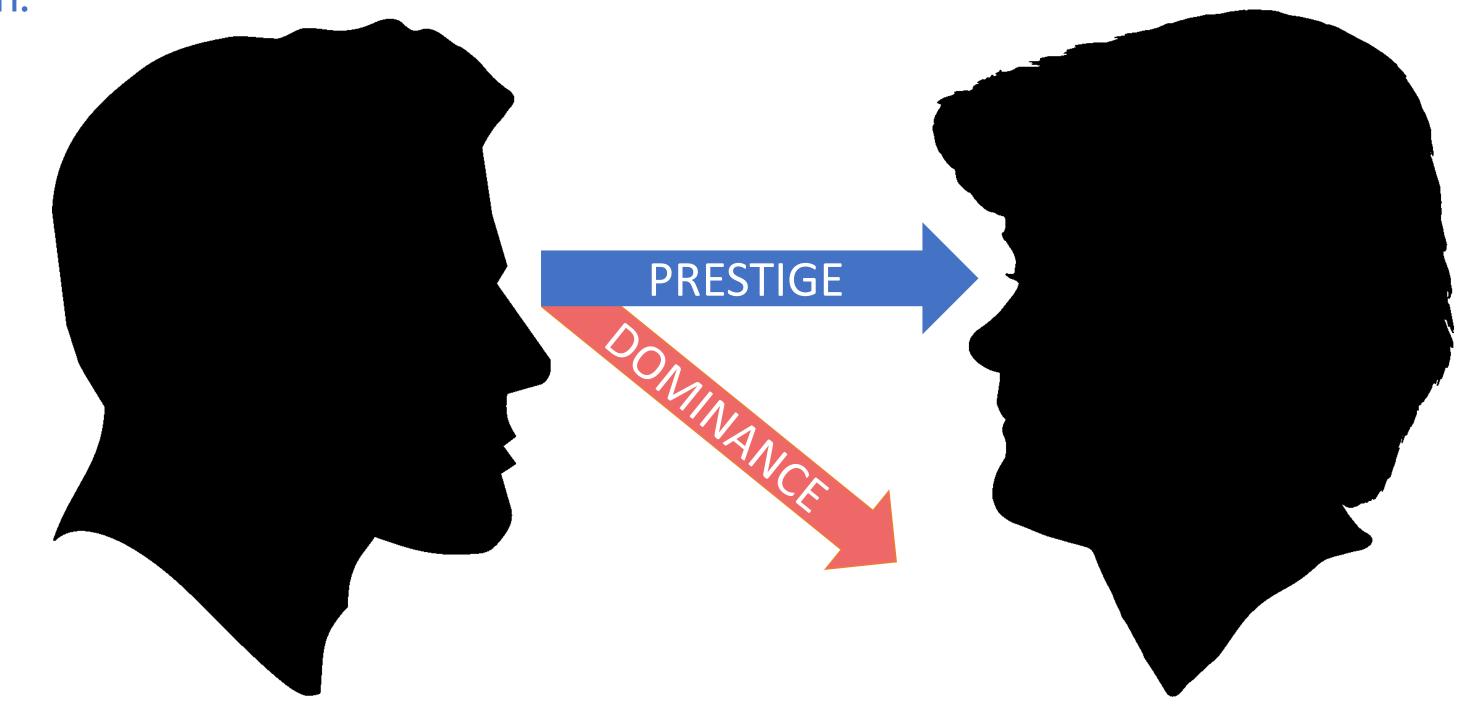
WGP = Within-group pool (+1 to self and co-players), i.e., benefit the in-group. Defect (+2 to self), i.e., benefit self.

# To-Do: Eye-Tracking the Prestige and Dominance

**HYPOTHESIS:** Subjects stare into model's eyes longer if he performs a violent CRED against an out-group.

- Prestigious model attentive and prolonged gaze.
- Dominant model careful and short glances.

**FACEBOOK PROFILE EXPLORATION:** Time spent staring into the profile picture eye region.



#### LITERATURE

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