

# **Dynamics of Pro-Social Behavior in Adults and Children:** The consequences of giving in to vs resisting a selfish black lie Nina Mazar\*, Natalia Montinari, and Marco Piovesan Boston University, University of Bologna, University of Copenhagen Zoom Meeting link: <u>https://questrom.zoom.us/j/6173534600</u>

#### Abstract

We study to what extent humans' pro-social behavior is shaped by

their previous (im)moral actions and the development of any such

dynamics. Specifically, we study the effect of giving in to versus

resisting the temptation to cheat for a desired prize on humans'

### **Experiment (Between-SS-Design)**



1.5 Mean 1.1928  $\sim$ 

Main Result: Altruistic Sharing Adults (ages 17-30, N = 198)



subsequent decision to allocate a different set of valuable items

between themselves and one anonymous other. We do so in a sample

of university students (ages 17-30, N = 198) and a sample of

primary school children (ages 6-12, N = 191) in Italy. In each

sample we found that despite similar general altruistic tendencies a priori, posteriori participants became less altruistic after having

given in to the temptation and cheated for the prize than after having

truthfully won it or after having resisted the temptation and not

gotten any prize. Together our findings show that other-regarding

decisions are not stable but instead are malleable by previous moral

transgressions; and this finding is surprisingly robust across age,

Everyone is Sender playing with anonymous participant from other class

Adults share \$0-\$4

Children share 0-4 Silly Bands

Week 2

#### Morality Game

- Everyone has 50% chance of winning
  - Adults: 5 EUR bookstore gift card
  - Children: Colored pen
- Everyone self-reports outcome, *but*

Experimenter was able to trace true outcome

Everyone classified as one of three moral types: honest

Children (ages 6-12, N = 191)



#### gender, and household education level.

### **Theoretical Background**

- Most economic behaviors are not isolated events. Instead they  $\bullet$ result in feelings and/or thoughts that may have significant subsequent behavioral consequences, "and thus tie various specific
- economic acts into dynamic sequences" (Etzioni, 1985, p. 191).
- Most recently researchers have started to extend their studies of
- pro-social behavior to examining their stability across transitory
- conditions, most notably, how they change in response to a
- previous deliberate decision to transgress for personal gain (see

losers (Honest), cheating losers (Cheaters), and true winners (Control)

#### **Dictator Game 2**

- Everyone is Sender playing with anonymous participant from other class
- Adults share \$0-\$4

Children share 0-4 Silly Bands

## Additional Measures

- Adults: Self-reported feelings after Morality Game, motivations for sharing in Dictator Game 2, sociodemographics
- [Children: Info about family, child's extra school activities,

#### Discussion

A deliberate decision to cheat for personal gain has immediate detrimental effects: Individuals, who previously did not differ in their self- versus other-regarding preferences (i.e. altruistic sharing in a dictator game) subsequently became more selfish. → Our findings are consistent across both, adults and children, as well as across age, gender and household education level within each sample, suggesting a relatively early developed and stable (i.e. **more fundamental) dynamic of social degradation** following a

Cojoc and Stoian, 2014; Gneezy, Imas, and Madarász, 2014; Rahwan, Hauser, Kochanowska, and Fasolo, 2018).

- → Our work extends work on the dynamics of social behavior by controlling for people's basic altruistic tendencies and examining possible a priori differences in social preferences between those that decide to cheat and those that decide not to.
- Our paper extends the examination to children to study to what extent are the observed dynamics innate or learned and, if the latter, when are the critical periods of learning.

child's strengths and difficulties (Goodman, 1997) —

answered by parents one week *before* start of experiment]

#### • <u>Distribution of Moral Types in Morality Game</u>:

- 8.6% Cheaters, 41.2% Honest, 49.5% Control • Adults:
- *Children*: 15.7% Cheaters, 36.7% Honest, 47.6% Control
- <u>Sharing in Dictator Game 1</u>: No significant differences in baseline

generosity between the three moral types in either sample.

All results confirmed with Tobit regressions

deliberate violation of a moral principle.

#### **Key References**

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