

Partners in crime: Gratitude increases corrupt collaboration

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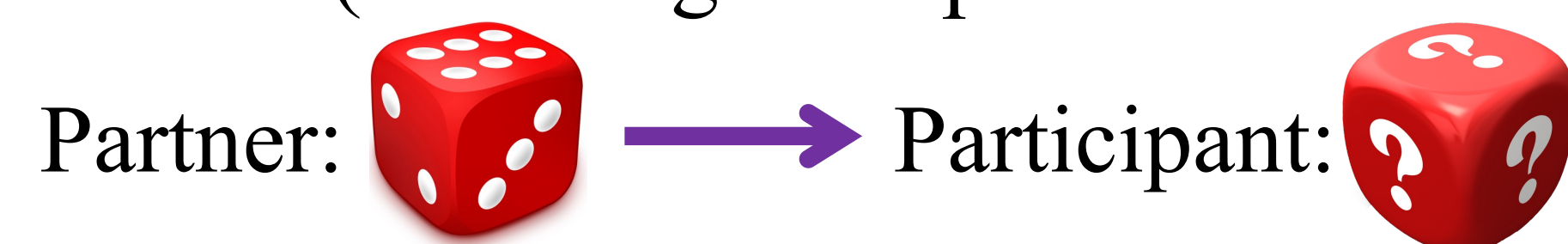


Abstract

- Prior research finds that gratitude can decrease cheating for oneself (DeSteno et al., 2019) and increase rule compliance (Septianto & Garg, 2021; Tong et al., 2021), suggesting that it may decrease cheating in general.
- Building upon the appraisal-tendency framework (Lerner et al., 2015), we hypothesized and found that inducing **gratitude increased cheating** to benefit not only **people whose behavior caused their gratitude** (*integral gratitude*), but also **people with whom they had no prior acquaintance** (*incidental gratitude*). We provided evidence from three financially-incentivized experiments (collective $N > 4,200$).
- The effects of gratitude cannot be explained by reciprocity, as reciprocity has thus far been found to have only null effects on cheating to benefit others (Beck et al., 2020; Boster et al., 2001; Dato et al., 2019; Gneezy et al., 2019; Pimentel et al., 2015).
- The effects were **mediated by other-focus and the intensity of gratitude**.
- Additionally, inducing gratitude increased the endorsement of prescriptive social norms to help others even if this required bending rules or deceiving others.
- These findings provide a nuanced understanding of gratitude as a moral emotion and highlight the possible role of gratitude in enabling exploitation and corruption.

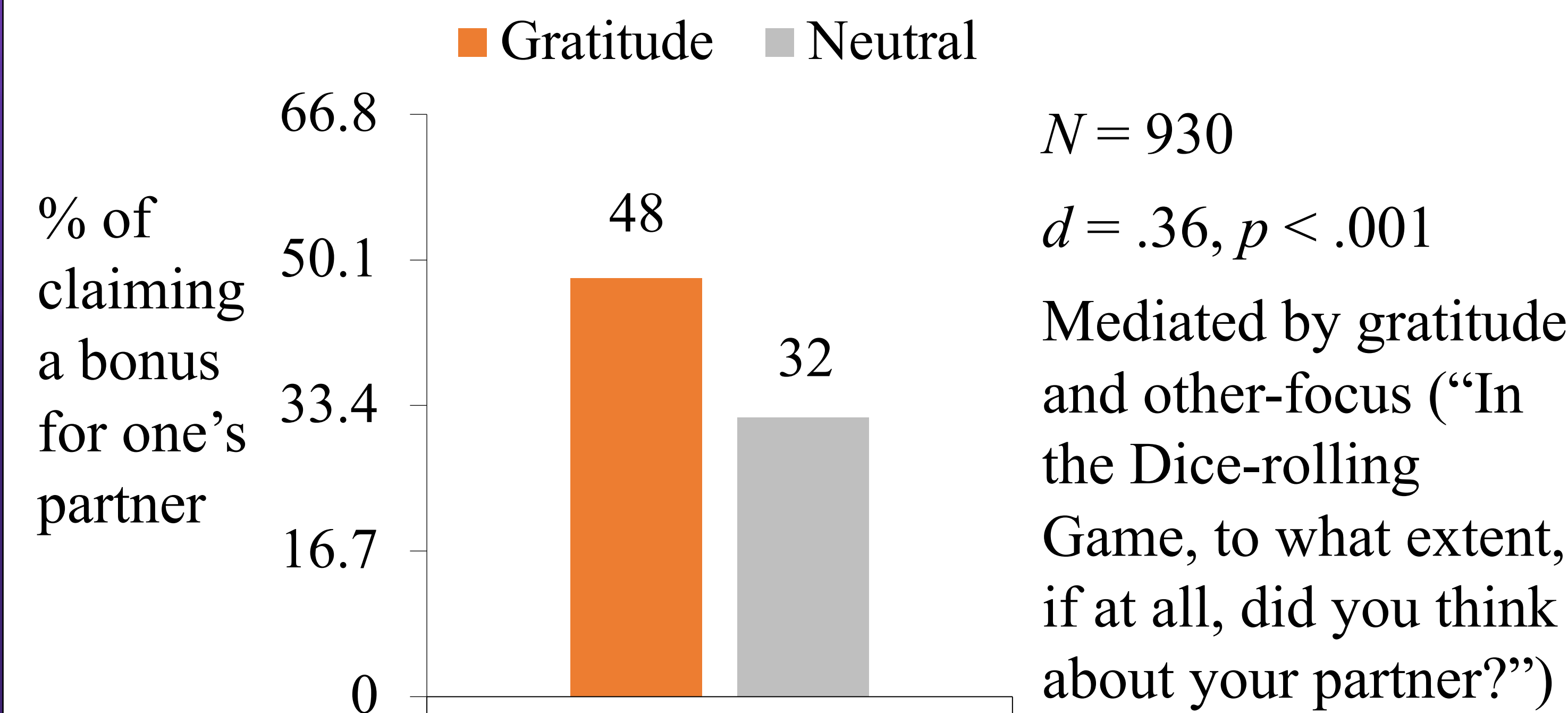
Methods

- Emotion induction: Participants received a large portion of money in a resource distribution game (Tsang, 2006)
 - Gratitude condition: attributed to partner's generosity
 - Neutral condition: attributed to luck
 - Manipulation check: Participants in the gratitude (vs. neutral) condition reported feeling more gratitude towards their partner, $d_s = 1.14 \sim 1.52$, $p_s < .001$.
- Measuring cheating behavior: In a dyadic die roll paradigm (Weisel & Shalvi, 2015), participants can cheat by misreporting their die roll to match their partner's die roll and earn money. Assuming honesty, the chance of matching is 16.7%. We ran logistic regression on the binary outcome (matching their partner's die roll or not).



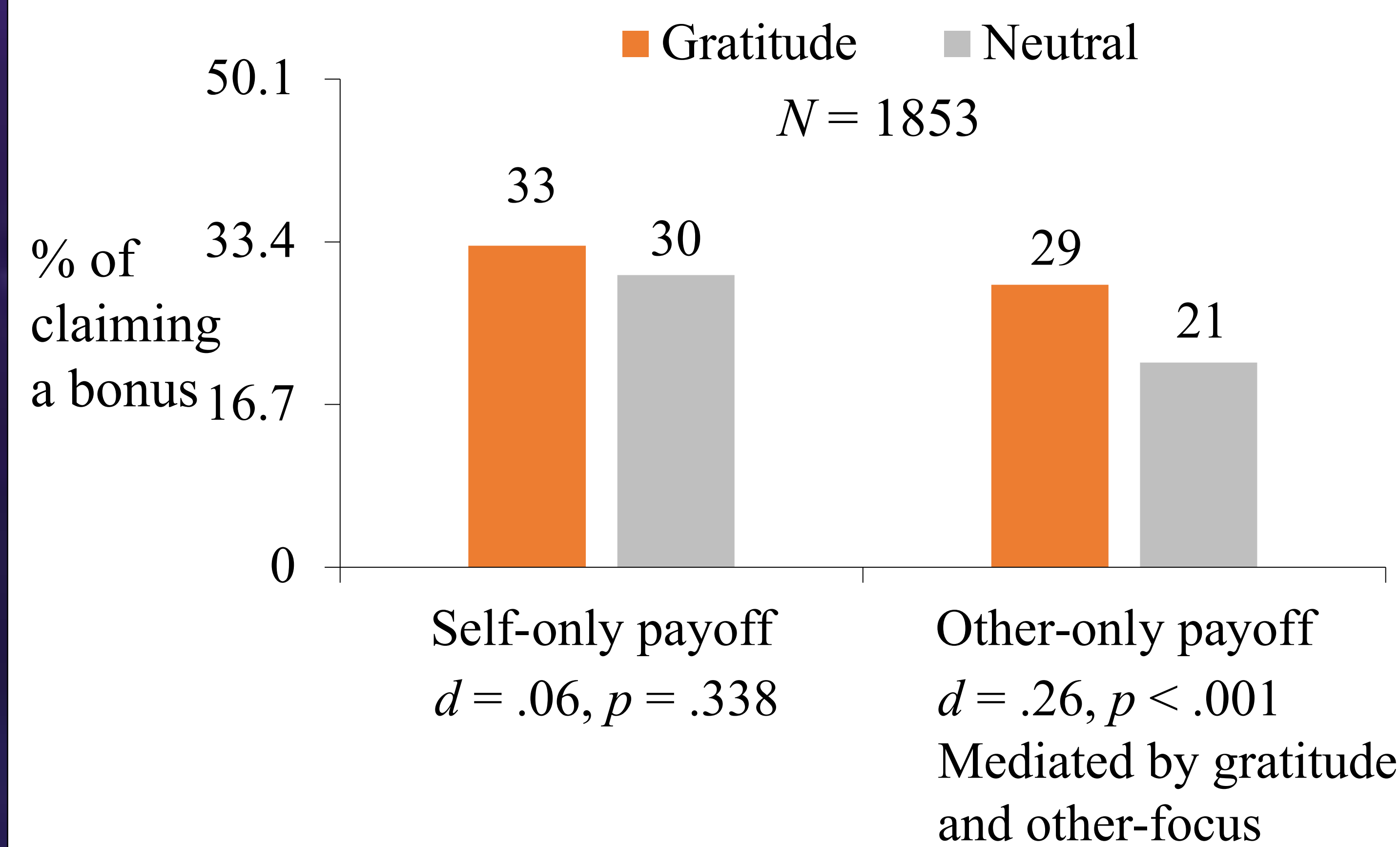
Experiment 1

- If the participant matched their partner's die roll, their partner earned a bonus.
- The partner was not real, and we programmed all interactions.



Experiment 2

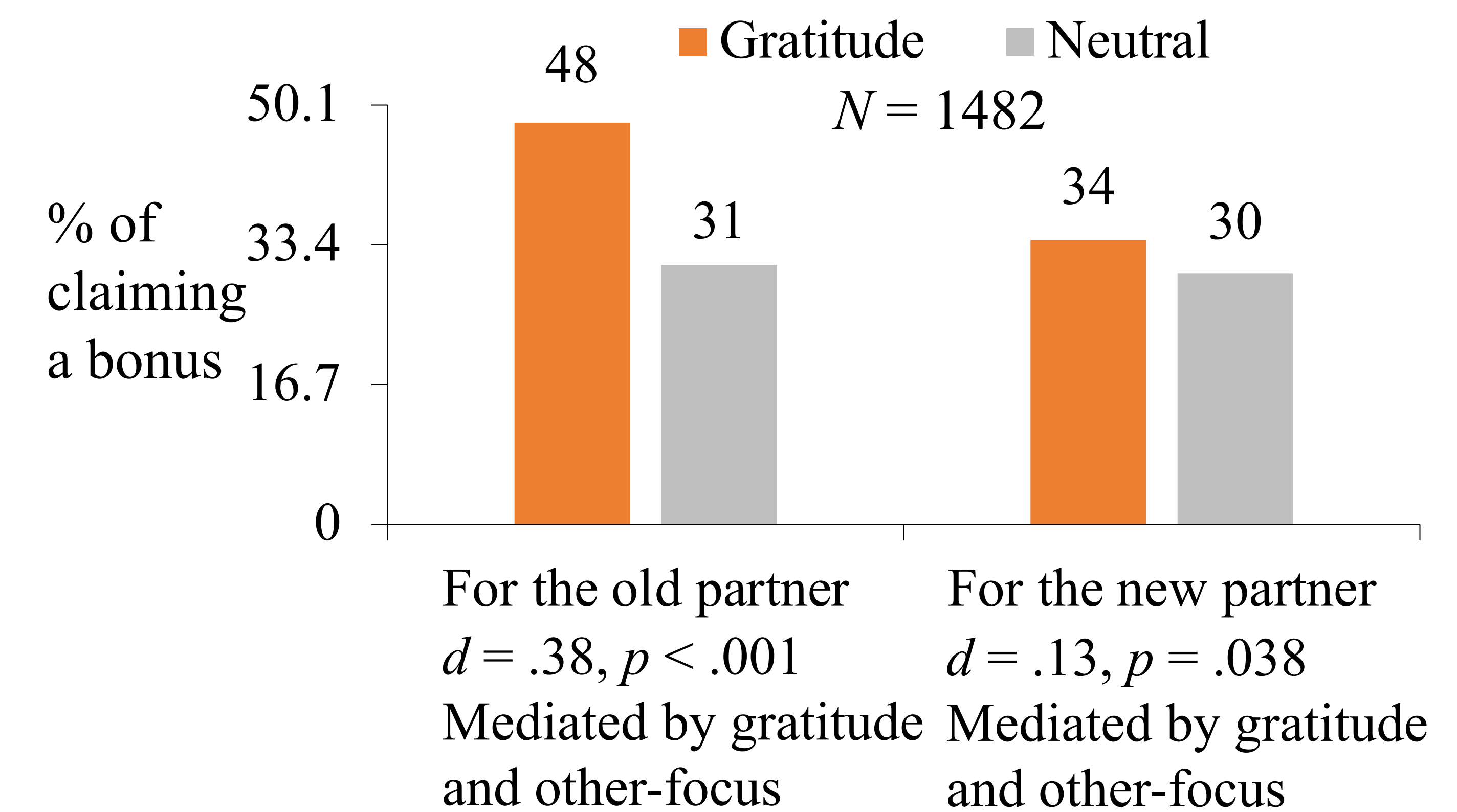
- If the participant matched their partner's die roll in the
 - Self-only payoff condition: the participant earned a bonus
 - Other-only payoff condition: their partner earned a bonus
- Participants played the game for three rounds, where one round was randomly selected to determine the bonus.



- Appropriateness of lying ("How socially appropriate is it to lie in the Dice-rolling Game?"): The majority of participants ($> 70\%$) judged lying as socially inappropriate in the die roll game in all conditions.

Experiment 3

- Participants had opportunities to cheat to earn bonuses for a partner who was related to the emotion induction (*integral emotion*) and a new partner who was a stranger and unrelated to the emotion induction (*incidental emotion*) (emotion's relevance as a within-subject factor).



- Inducing gratitude increased endorsing prescriptive norms of unethical helping for:
 - direct reciprocity (e.g., "to what extent should someone help a partner who has helped them in the past even if helping involves deceiving others"; $\alpha = .87$), $d = 0.15, p = .005$.
 - strangers (e.g., "to what extent should someone help a stranger even if helping involves deceiving others"; $\alpha = .88$), $d = 0.11, p = .036$.

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