LEC 07 - Interaction

Social Interaction

- Involves communicating among people acting and reacting to each other
 - Can be either face-to-face of through technology
- Shaped by structure and agency

Social Scripts - Status

Status: The social position you occupy

• Can be ascribed (ex. brother), involuntarily (ex. senior citizen), or achieved (ex. lawyer)

Status Set: A collection of social statuses

Master Status: A status that comes to overpower all other statuses

- We follow social and cultural scripts that are handed to us
- Identity and interactions shaped by culture, institutions, communities, organizations, and social structures
- Scripts like our statuses and roles help us to make sense of interaction

Social Scripts - Roles

Role: The behaviours of a person who occupies a particular status

Procide stable expectations that guide social interactions

Role Conflict: Incompatible demands from our various statuses and their roles

Occurs across our roles

Role Strain: Difficulties in fulfilling the obligations of a single role

Occurs within a role

Role Distancing: Separating our identity or sense of self from a role we play

Social Actions

- We actively make choices that guide and shape our interactions
- Agency in social interaction
- Social life emerges from and is sustained by social interaction
- Constantly validate and reproduce scripts
- Unscripted

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 React to structure, make plans, anticipate outcomes, select actions, revise behaviours

Example - Office Hours

Social Scripts

- Ask questions related to the course
- No one told you how to act in office hours

Agency

- Give advice on a subject
- Doing stuff you woulden't normally do

Features of Interaction

Are men funnier than women?

- It is subjective
- Could depend on the metrics you use to measure "funiness"
- Men tell more jokes, older studies show women undervalue humour or lack a sense of humour

Type of Humour

 Aggressive and slapstick vs. humour about difficult people or overcoming constraints

Status

- Humour linked to social status
- Less likely to use humour, more likely to be interrupted
- Egalitarian groups

Socialization

- Passive, deferential, but changes over time
- In an environment where men have higher status, they will likely be considered funnier

Identity

Goffman's Dramaturgical Analysis

- Interaction as a play in which we present ourselves in the best possible light
- Impression management

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Facial recognition and mate selection

Real vs Illusion

Real

- Symbolic interactionalism
- Stable version of our self across interactions
- Similar traits in different contexts

Illusion

- Postmodernism
- Self is series of fleeting surface perfoamnces that exist only in interaction
- Multiple, fluctuating self

Modern Identity

Consumption

- Identity not tied to traditional institutions
- Matter of personal choice through consumption
- Individualization and self expression
- Lifestyle choices

Online

- Freedom to craft a version of self and project an identity that is almost entirely within our control
- Curated social media profiles, identity tourism
- Cyber-me and centrality of online identity
- Identities tied to offline self