1. Aggression
   1. Aversive stimulation
      1. Frustration-aggression hypothesis
         1. Frustration causes aggression
      2. Temperature and temper
   2. Situational cues
      1. Weapon Effect
         1. Predicts increased violence with guns around
         2. Media violence
         3. Example
            1. A gun was left in a room where people were part of a study. They were told that it was no big deal, had been part of a previous study. However, in the group that saw the gun they gave more shocks to the person versus those who didn’t have the gun in the room
         4. Example
            1. Take two groups of children. Expose one group to GTA, one group to play a nonviolent video game.
            2. Later you can watch these children, some studies indicate those who played the violent games were then more violent later in the day on the playground. This is a topic where you can find research to support either side of the argument. That is why certain video games and movies have been banned by many countries.
      2. Deindividuation
         1. Depersonalized state may lead to increases in aggression
         2. If you lose a sense of individuality and you feel anonymous, it’s easier for you to engage in risky behavior
         3. Sometimes being anonymous can release intimacy
         4. Example
            1. You are told you are going to be placed in a room with 7 other strangers. No rules on what you can and can’t do, or what you can talk about. Half are in a fully lit room, others are put in a pitch black room. You are left there for an hour with these other strangers, you’re told you’re never going to see these people ever again. Those in the pitch black room talked less but much more important things. They covered deeper topics/issues. In that issue being completely anonymous released intimacy because it provided confidence. Those in the pitch black room wanted to do it again. Those in the lighted room didn’t do much except have a light conversation.
2. Altruism
   1. You always help your family first. By helping your child, you’re really helping yourself. You’re promoting your genetic baby by them later reproducing.
   2. If you’re in a sinking boat with your two children – an one year old and a five year old. One kid will live, one kid will die. Who would you save? Most studies show that you will chose to save the 5 year old. The theory here is that by saving the five year old, you’re helping yourself. Your five year old has a greater chance of living thru adult hood and carrying on your name.
   3. Bystander intervention
      1. Kitty Genovese
         1. Raped and murdered in front of her apartment building
         2. 38 of her neighbors heard her scream for help
         3. Not one person called the police
         4. The entire attack lasted 30 minutes to an hour
         5. The neighbors that heard were asked why they didn’t intervene; they said this was because they thought another person was going to help
      2. The more people there are in a situation, the less likely you are to get help.
      3. As group size increases, assistance in an emergency decreases
      4. Bystander effect, due to diffusion of responsibility
      5. Smoke filled study
         1. Individuals are giving a form to filled out. The room is slowly filled with smoke. If alone, they almost always reacted. If with a group, they would sit there for a long period of time thinking someone else would eventually get up and intervene.