

Introduction

- Generosity strengthens social relationships and has positive effects on givers¹. However, the study of generosity in childhood contends with conflicting definitions of what it means to be ‘generous’^{2,3,4}.
- This meta-analytic review⁵ focuses on children’s generosity in distribution tasks when they are encouraged to give by modeling or verbally encouraging a generous donation.

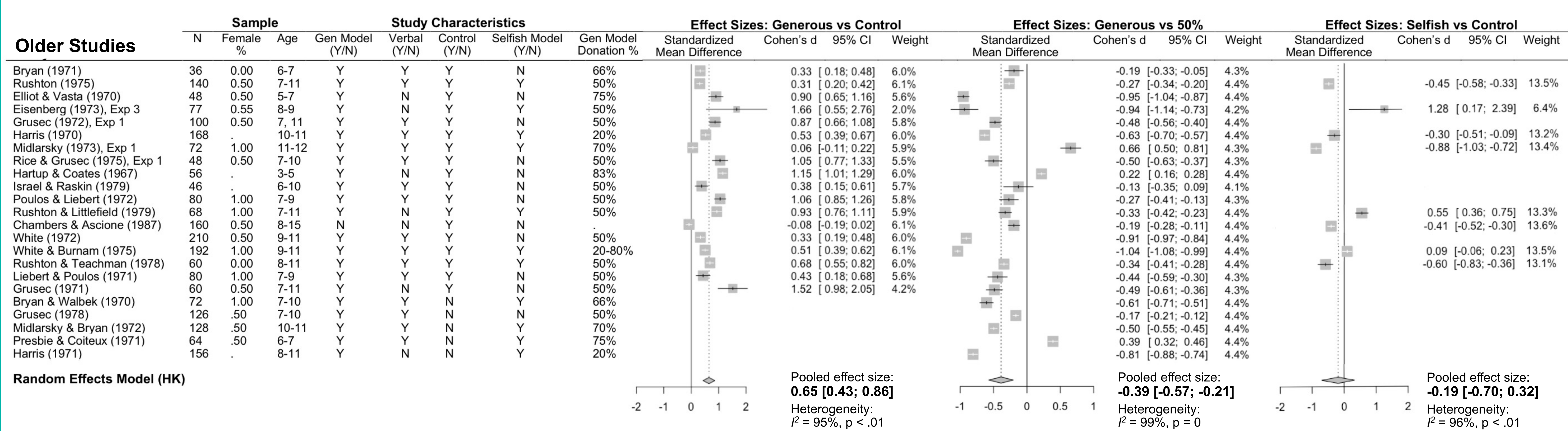
Research Question

- How do experimental manipulations that encourage generosity influence children’s donation behavior in distribution tasks?
- How do these compare to manipulations that encourage selfish behavior?
- Across studies, do children tend to give more than half?

Methods

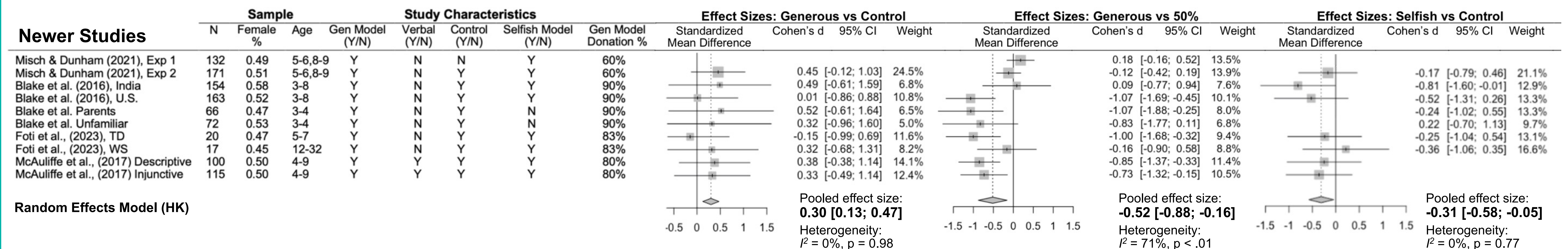
- We reviewed 34 older papers (45 experiments, $N = 4,179$; age range: 3 to 12 years) on imitative altruism (1967–1990).
- In each study, an adult or a peer demonstrated generosity through modeling or verbal encouragement. Children observed an adult or peer model play a game to win prizes (coins, tokens, or marbles) and choose whether to donate, or they received information about a generous norm. Then, children played the game, won prizes, and were given the opportunity to donate to a peer or charity.
- We conducted a meta-analysis to integrate the results from 23 older studies that compared a generous model to a no-model control (18 experiments) and/or to a selfish model (11) to evaluate the overall impact of interventions on children's donation behavior.
- The definition of generosity varied across studies, ranging from 20% to 80%: it meant giving < 50% (2 experiments), exactly 50% (12), or > 50% (9).
- Effect sizes were calculated to compare mean donation amounts across generous versus control conditions, selfish versus control, and generous versus a benchmark of 50%.
- We also reviewed 12 recent studies published since 2016 ($N = 5,611$; age range: 3 to 12 years) that used experimental manipulations to encourage generosity, in all of which ‘generous’ meant giving > 50%. Out of these, we had full datasets for 5 papers (10 experiments).

Results



Meta-Analysis Results [Older Studies]

- Generous conditions increased children’s giving relative to Controls: pooled effect size of 0.65.
- However, giving > 50% was rare: a pooled effect size of -0.39 suggests that children gave less than half in most Generous conditions.
- Selfish conditions did not substantially decrease giving relative to Controls: pooled effect size of -0.19.



Meta-Analysis Results [Newer Studies]

- Generous conditions had similar effects in newer studies: pooled effect size of 0.30 for Generous v Control and -0.52 for Generous v 50%.
- However, Selfish conditions had a negative effect on giving, similar in strength to the Generous effect: pooled effect size of -0.31.

**Note that these effects are preliminary, as more data sets will be added.*

Discussion

- Interventions encouraging generosity consistently increase children’s giving behavior.
- Newer studies also suggest that promoting selfish behavior can decrease giving.
- However, children resist giving more than half, even when a Generous model does.

Generosity in giving experiments may require overcoming a cognitive barrier of equality.

- Future analyses will examine the effects of age, intervention type and other factors.
- Including more recent data sets will also add data from more non-WEIRD societies.

References

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