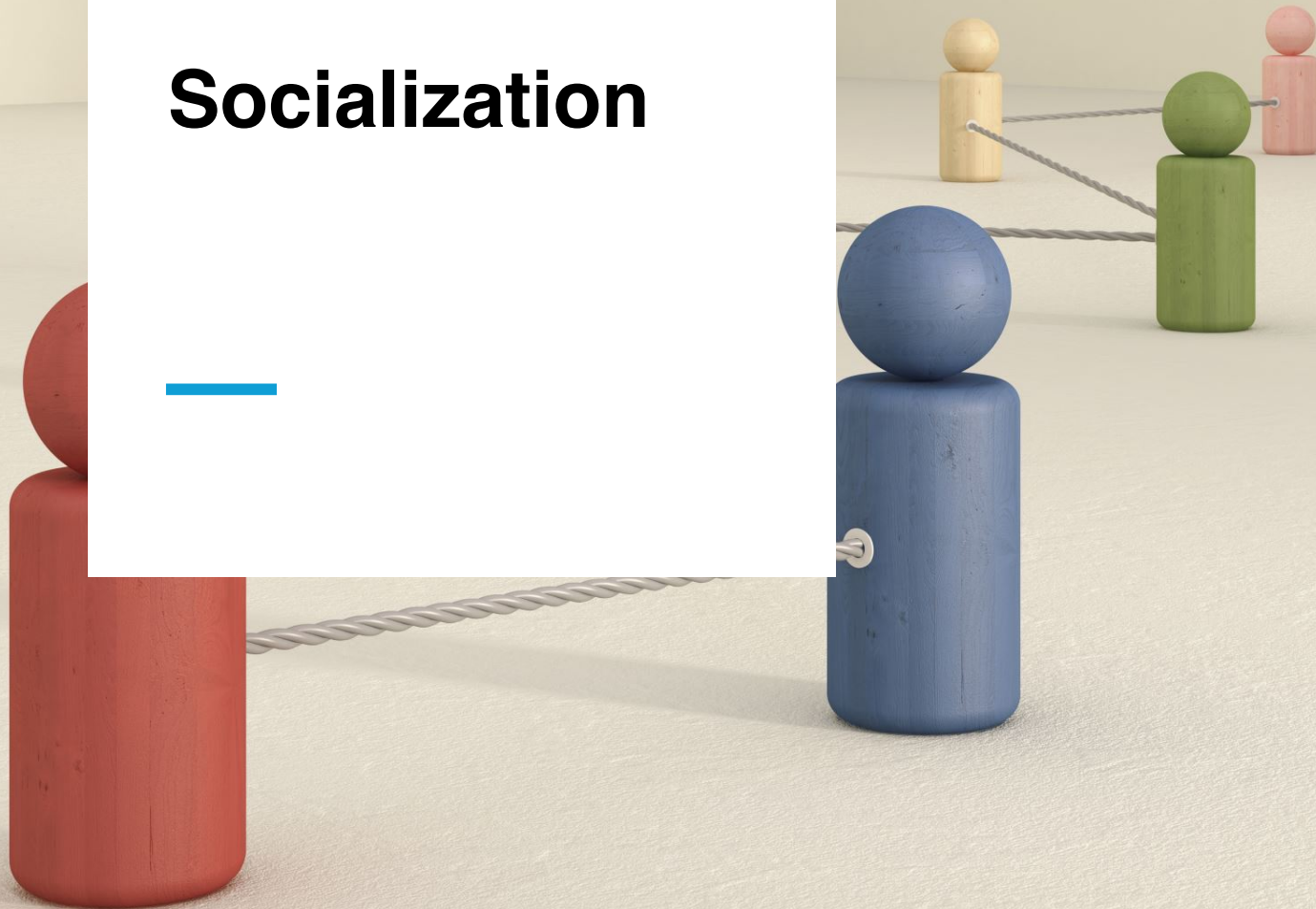




Socialization and Interaction

Socialization



Socialization

- The process by which people learn the norms and behaviours of their culture

Primary Socialization

- Families socialize children
- Prepare them to thrive as members of society



Secondary Socialization

- Outside of the family
- Schools, peers, media

Mass media

- Does media 'cause' criminal aggression?

Mass media

- Media and violence

Research

No overall serious effect of media on criminal aggression

Lab aggression does not become criminal aggression

Mix findings, effect insignificant

Causal chain – aggressive traits attract people to aggressive media, not the other way around

Interaction



Social Interaction

- Involves communication among people acting and reacting to one another, either face-to-face or through technology
- Shaped by structure and agency

Social Scripts (structure)

- We follow social and cultural scripts that are handed to us

Social Actions (agency)

- We actively make choices that guide and shape our interactions

Social Scripts

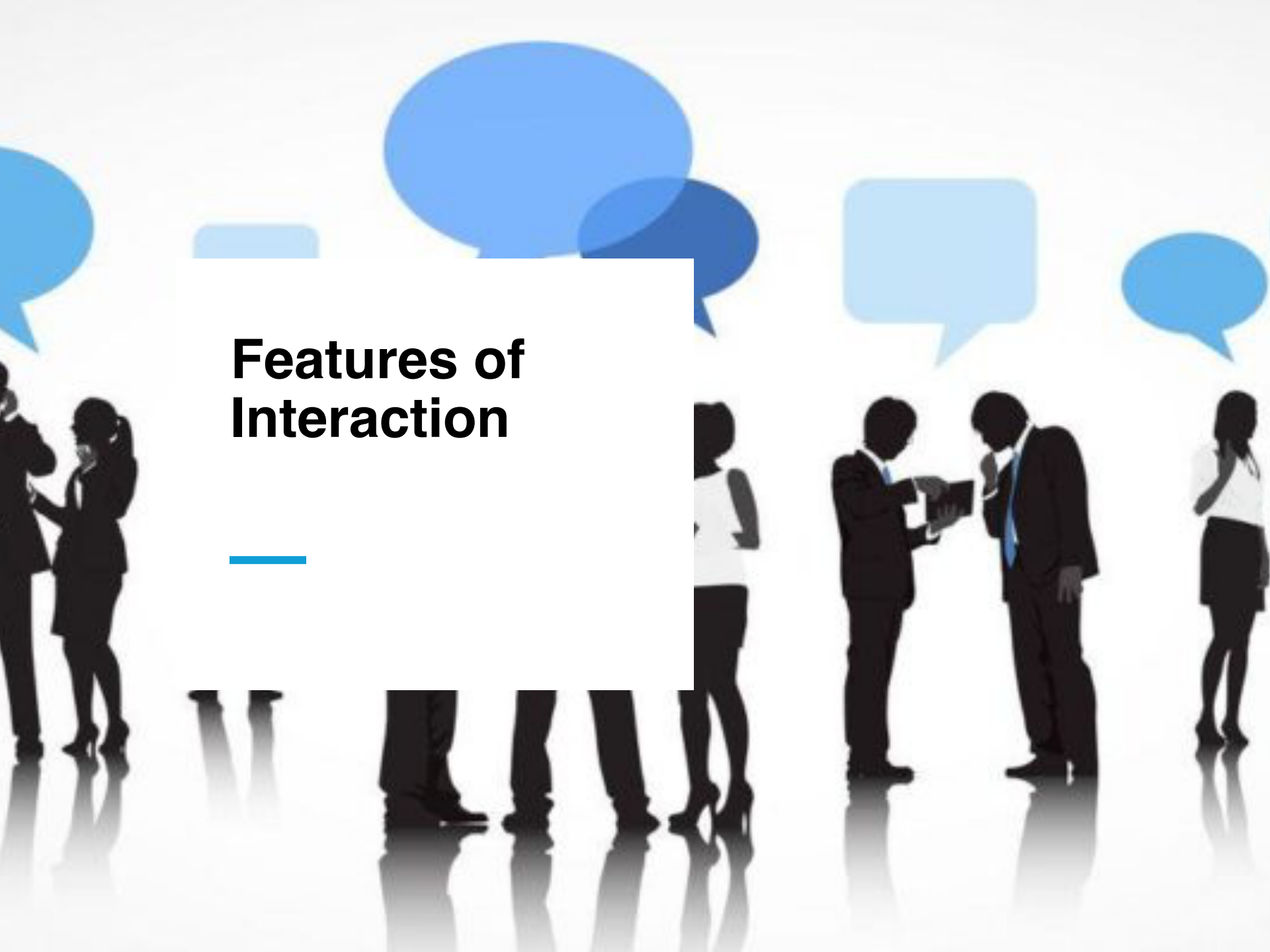
- Identity and interactions shaped by culture, institutions, communities, organizations, and social structures
- Scripts like our statuses and roles help us to make sense of interaction
 - Status: social position you occupy
 - Role: behaviour expected of a person who occupies a particular status

Social Action

- Agency in social interaction
- Social life emerges from and is sustained by social interaction
- Constantly validate and reproduce scripts
- Unscripted
 - React to structure, make plans, anticipate outcomes, select actions, revise behaviours

Office hours with your prof. What are the social scripts? How do you know them? What about agency and social action?

Features of Interaction



Humour

- Are men funnier than women?
- Men tell more jokes, 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



Identity

Who are you, and how did your identity form?

Core Identity

Real?

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

Illusion?

- Postmodernism
- Self is series of fleeting surface performances that only exists 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



Topics Survey