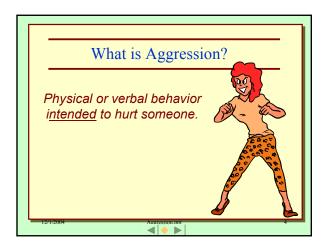
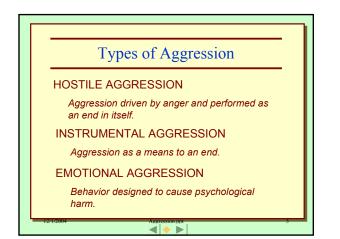
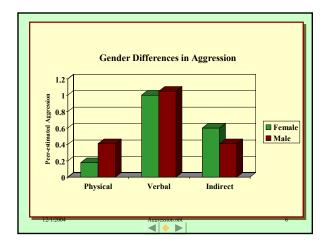


# Which of the following is AGGRESSIVE BEHAVIOR? A soldier bayonets an enemy soldier causing pain and killing the person. A physician amputates a person's leg without anesthetic causing pain but saving the person's life. A hunter, shooting at a deer, misses and kills another hunter. A mother spanks a child who has hit another child. A student falsely accuses a male professor of sexual harassment after she fails his course. A participant in an experiment shocks another participant after being told to do so by the experimenter.





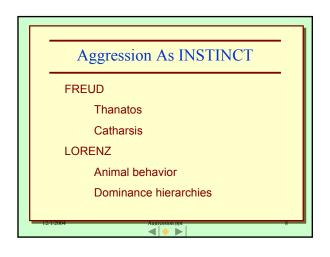


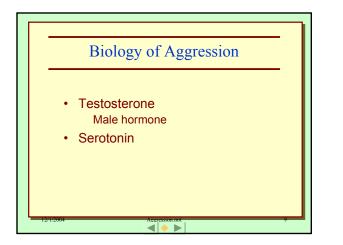


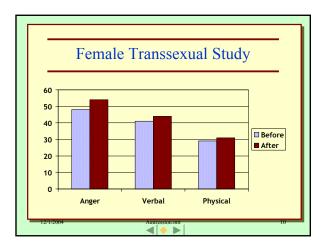




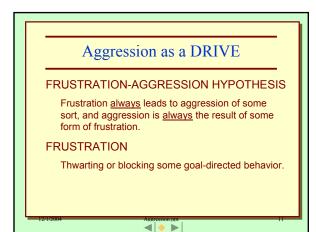












# Frustration-Aggression

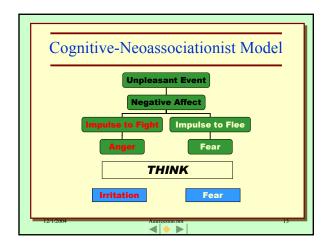
## DISPLACEMENT

Redirecting aggression toward a target other than the source of the frustration.

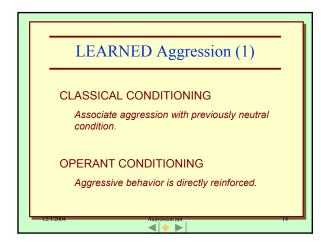
## AGGRESSIVE CUES

Learned stimuli that have previously been associated with aggression.

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# LEARNED Aggression (2)

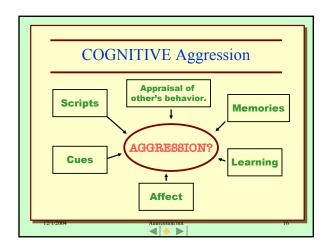
### SOCIAL LEARNING THEORY

We learn by watching others who are rewarded.

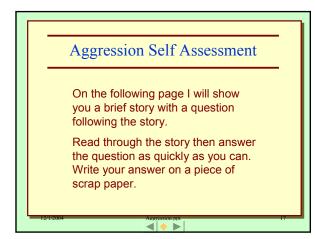
## MODEL

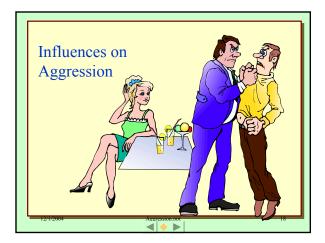
People whose behavior can be imitated and who provide a guide for appropriate behavior.

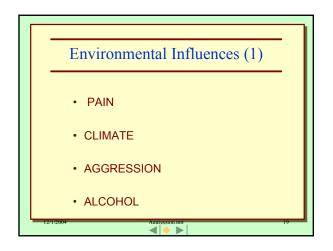
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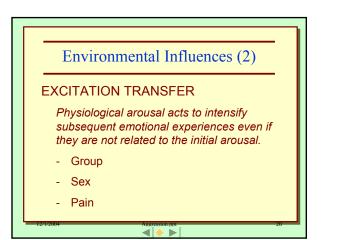


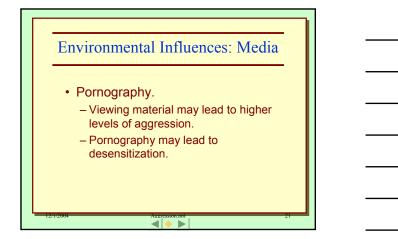


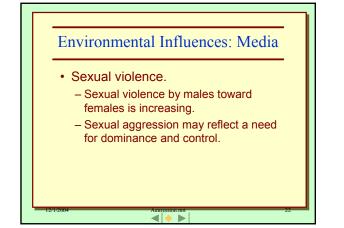












# Environmental Influences: Media

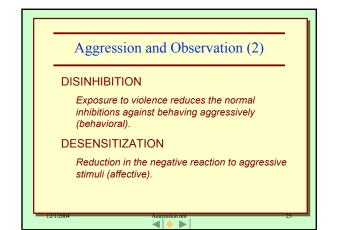
- Television.
  - There is an immense amount of violence on TV.
    - Between 5 and 15 typical American child will see more than 13,000 violent deaths on TV.
  - Seeing all of this violence may lead people to believe that it is common and accepted.

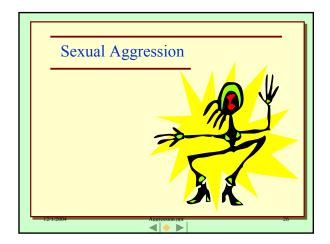
# Aggression and Observation (1)

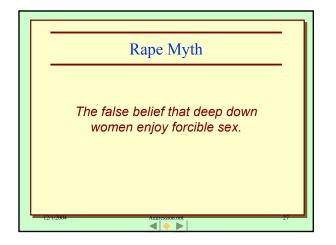
## NORMATIVE APPROACH

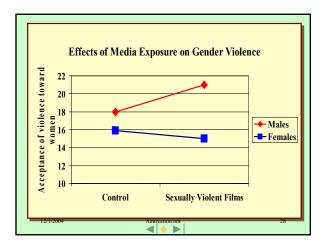
- Viewing media leads people to assume that aggression is socially acceptable.
- -People learn scripts for aggressive behavior.
- -See what is appropriate then act it out.

#### Aggression.ppt

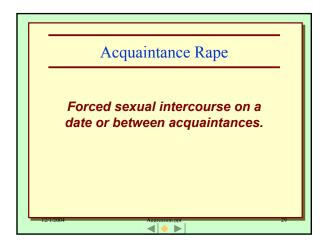




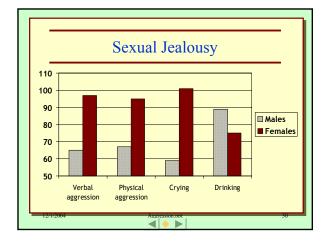




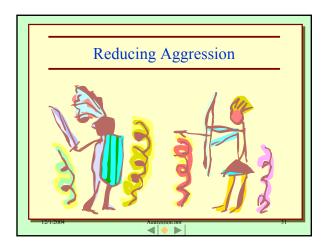




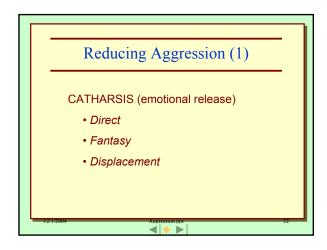












# Reducing Aggression (2)

## LEARNING

- Do not reinforce aggressive behavior.
- Reinforce appropriate behavior.
- Substitute acceptable behavior.
  Reinforce cooperation
- Model non-aggressive behavior.
- Remove aggressive stimuli.

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