

Background

This paradigm measures constructs of prosocial behavior related to empathy as it investigates whether a child actively compensates for other children's behavior who are suddenly excluding a third child in a ball-throwing game.

Procedure in YOUth

This paradigm measures constructs of prosocial behavior related to empathy (van der Meulen, van IJzendoorn & Crone, 2016; Vrijhof et al., 2016). WP2 runs an fMRI-version.

The participant plays with three persons a ball game: tossing the ball from one player to another. At first, each player is equally likely to receive the ball, but implicitly half-way through the game one of these three players never gets a turn from the other two while the participant can throw the ball to whoever he/she pleases. By comparing the number of throws from the participant to the excluded player before and after the social exclusion, we obtain a measure of prosocial behavior – that is, we can see whether the participant compensates for another player's social exclusion.



References

- van der Meulen, M., van IJzendoorn, M. H., & Crone, E. A. (2016). Neural correlates of prosocial behavior: compensating social exclusion in a four-player cyberball game. *PLoS one*, *11*(7), e0159045.
- Vrijhof, C. I., van den Bulk, B. G., Overgaauw, S., Lelieveld, G. J., Engels, R. C., & van IJzendoorn, M. H. (2016). The Prosocial Cyberball Game: Compensating for social exclusion and its associations with empathic concern and bullying in adolescents. *Journal of adolescence*, *52*, 27-36.