

# UNEXPECTED INTERACTIONS:

## PREDICTABILITY IN NON-VERBAL COMMUNICATION IN RELATION TO AGENCY AND RESPONSIBILITY

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Hofman)

# AGENCY

*'I did that!'*

'The feeling of doing, or causing something to occur'

















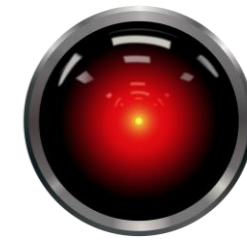






# TYPICAL AGENCY EXPERIMENT

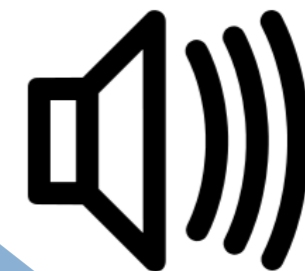
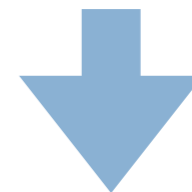
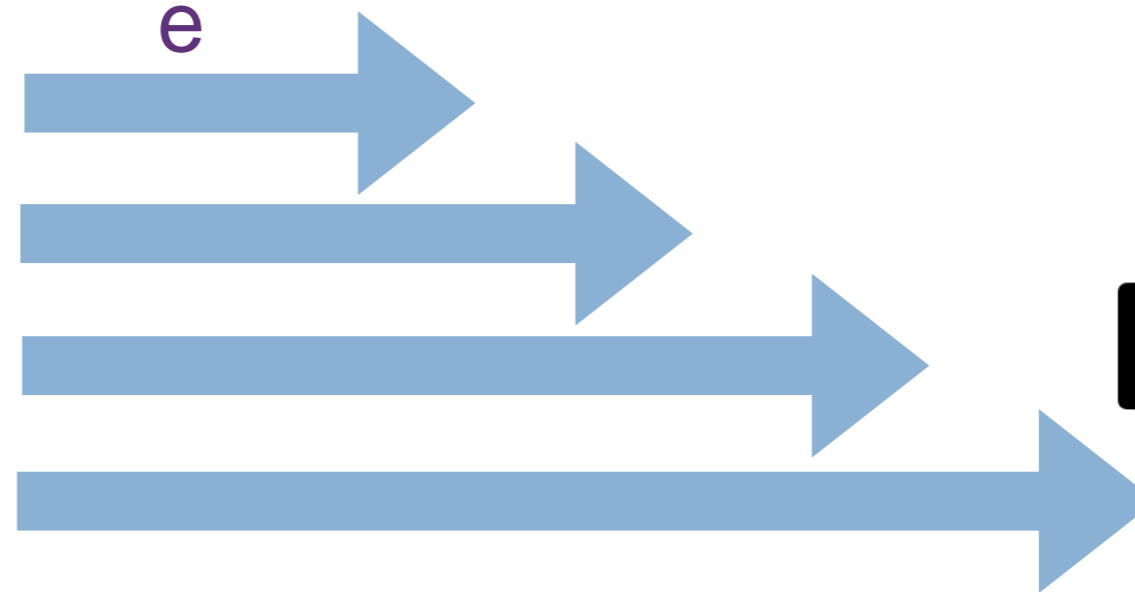
The computer can also cause the tone



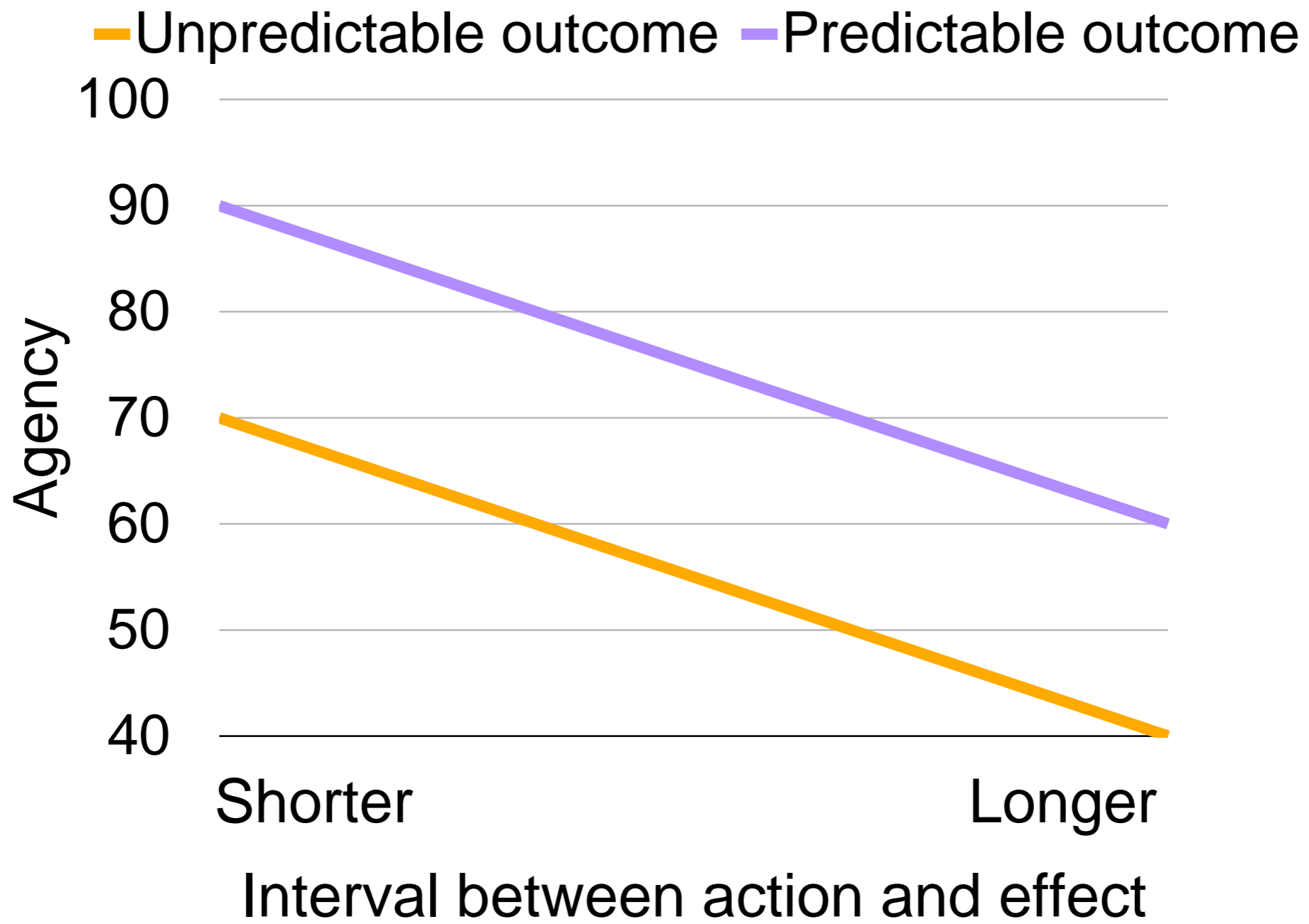
Computer



Time



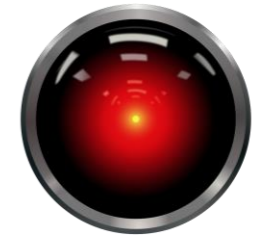
Did it feel like you caused the tone to occur?



SO WHAT'S THE PROBLEM?

# RELATING THIS TO REAL LIFE..

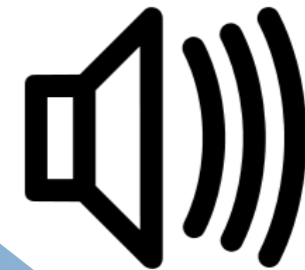
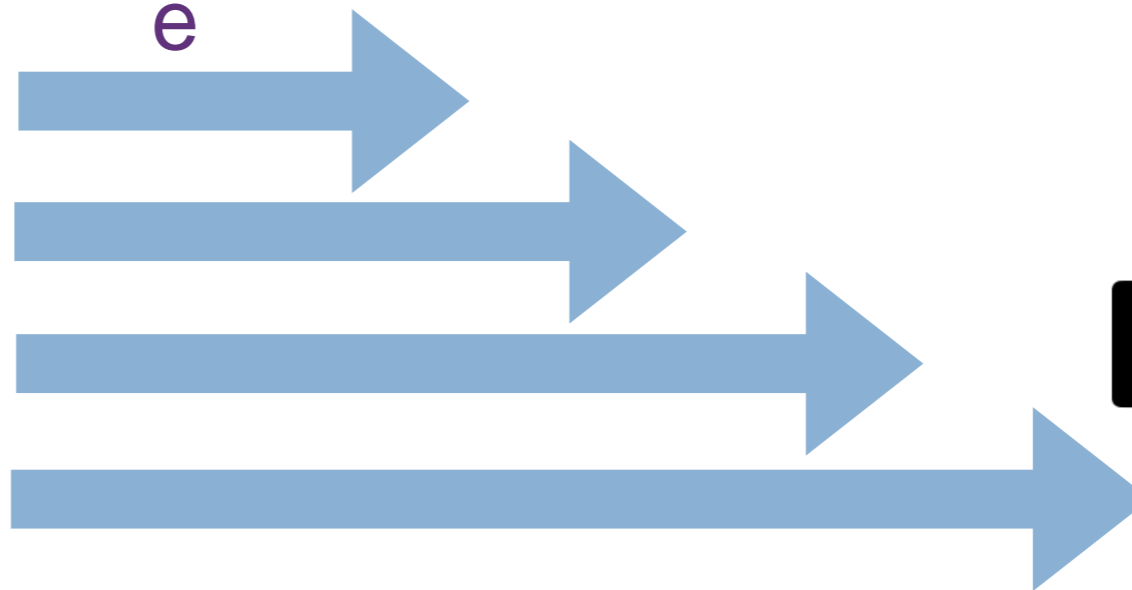
The computer can also cause the tone



Computer



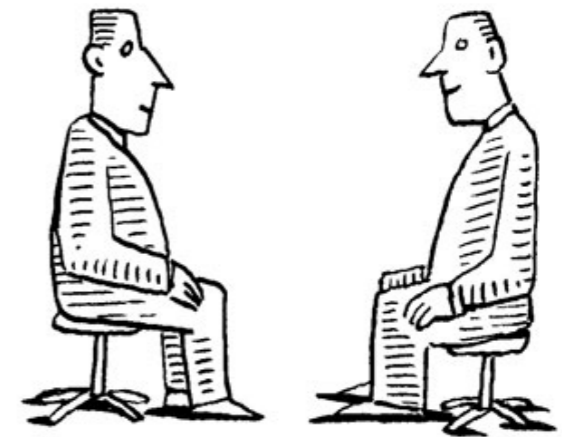
Time



Did it feel like you caused the tone to occur?

# LET'S START APPLYING IT!

- Do factors of which we know that they influence agency operate in conversations?
- Do quick and predictable reactions to our comments increase the sense of agency and responsibility for how those interactions go about..?
- And alternatively, do delayed and unexpected interactions decrease agency and res|





# COMMUNICATE!



Ja, het is heel vervelend.



Toon Geschiedenis Toon Beschrijving

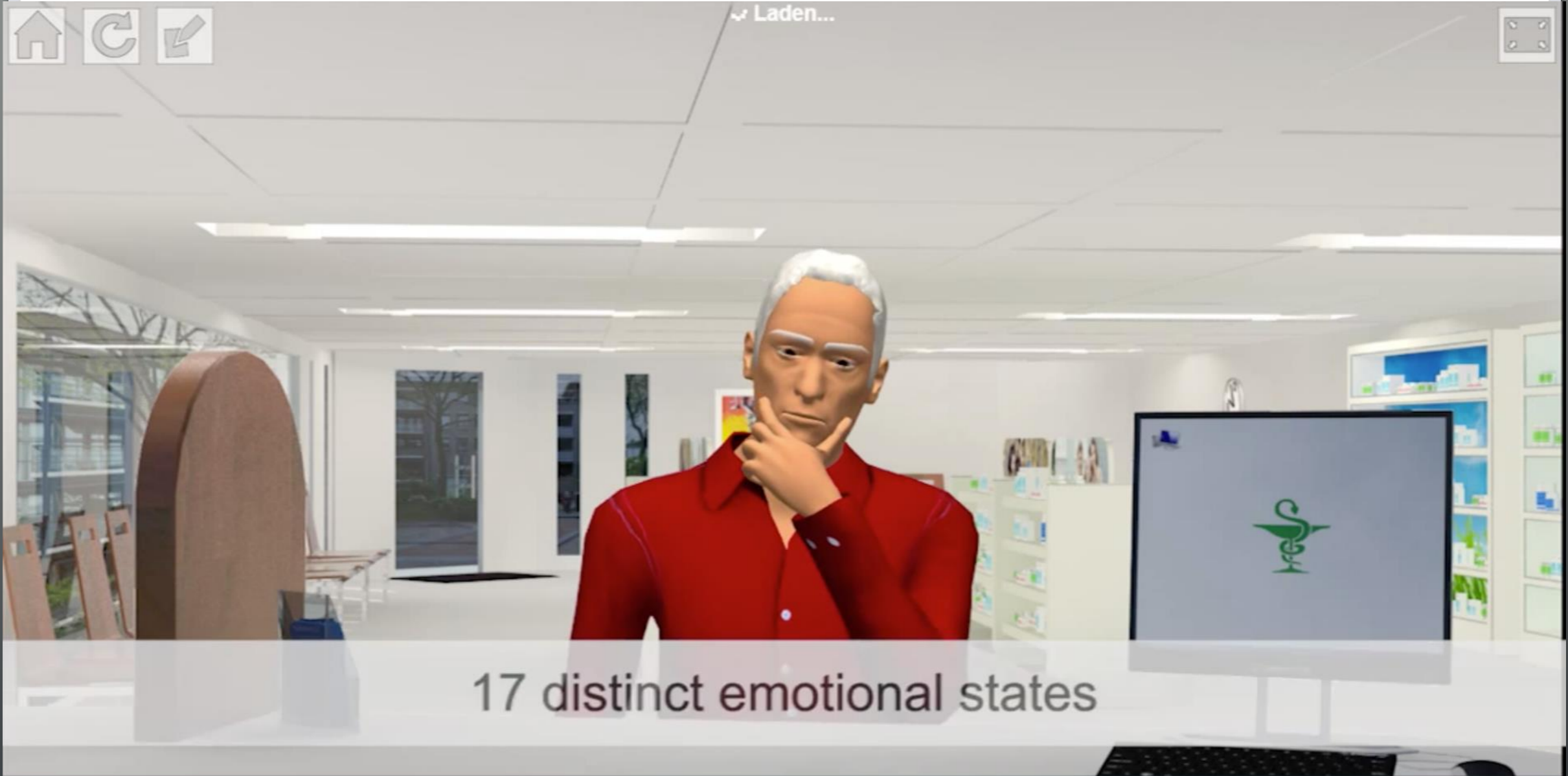
+ Uitweiden probleem

+ Suggestie geven

# COMMUNICATE!



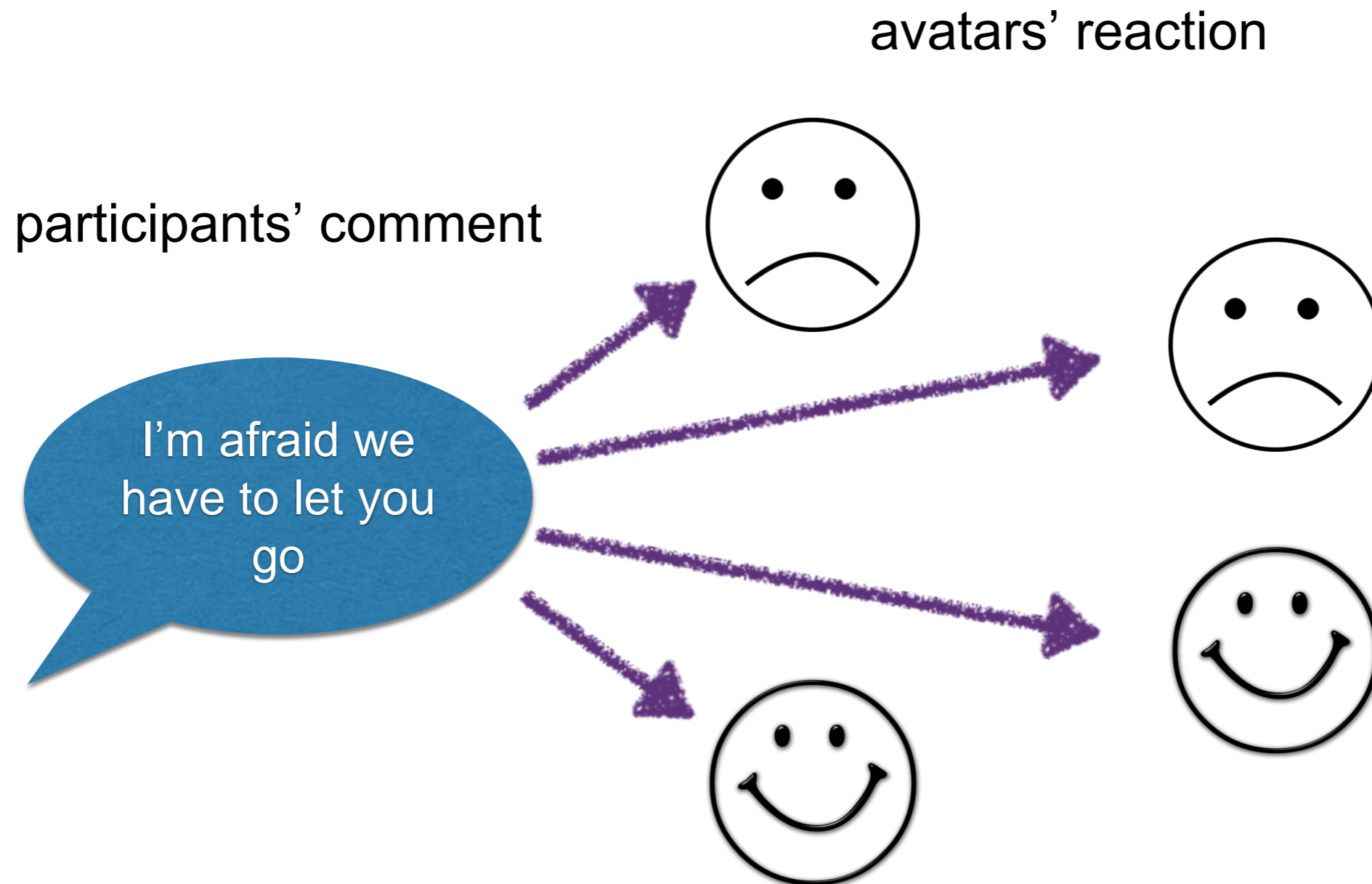
Laden...



17 distinct emotional states

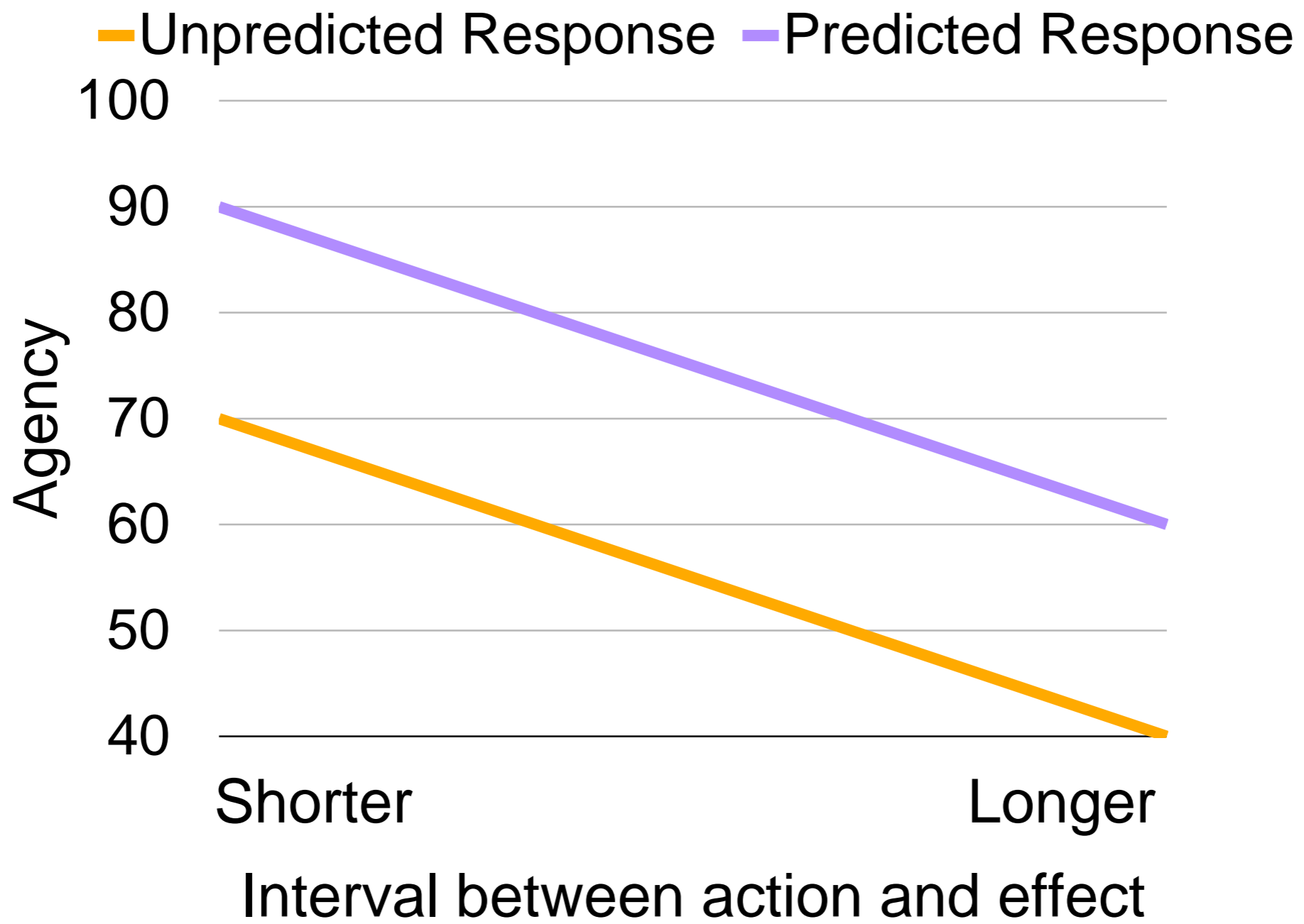


# OUR MANIPULATIONS



# OUR DEPENDENT VARIABLES

- Agency: Indicate the degree to which you feel like you influenced the other's emotional state on a 10-point Likert scale (1=Absolutely not; 10=Absolutely).
- Responsibility: Indicate the degree to which you feel responsible for the other's emotional state on a 10-point Likert scale (1=Absolutely not; 10=Absolutely).



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