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INTRODUCTION

- ❖ In a perspective-taking (PT) task, a person takes a non-egocentric perspective.
- ❖ In a previous study (Binyamin-Suissa et al., under revision), perspective taking was found to have a significant effect on affect ratings of negative pictures compared to neutral ones.

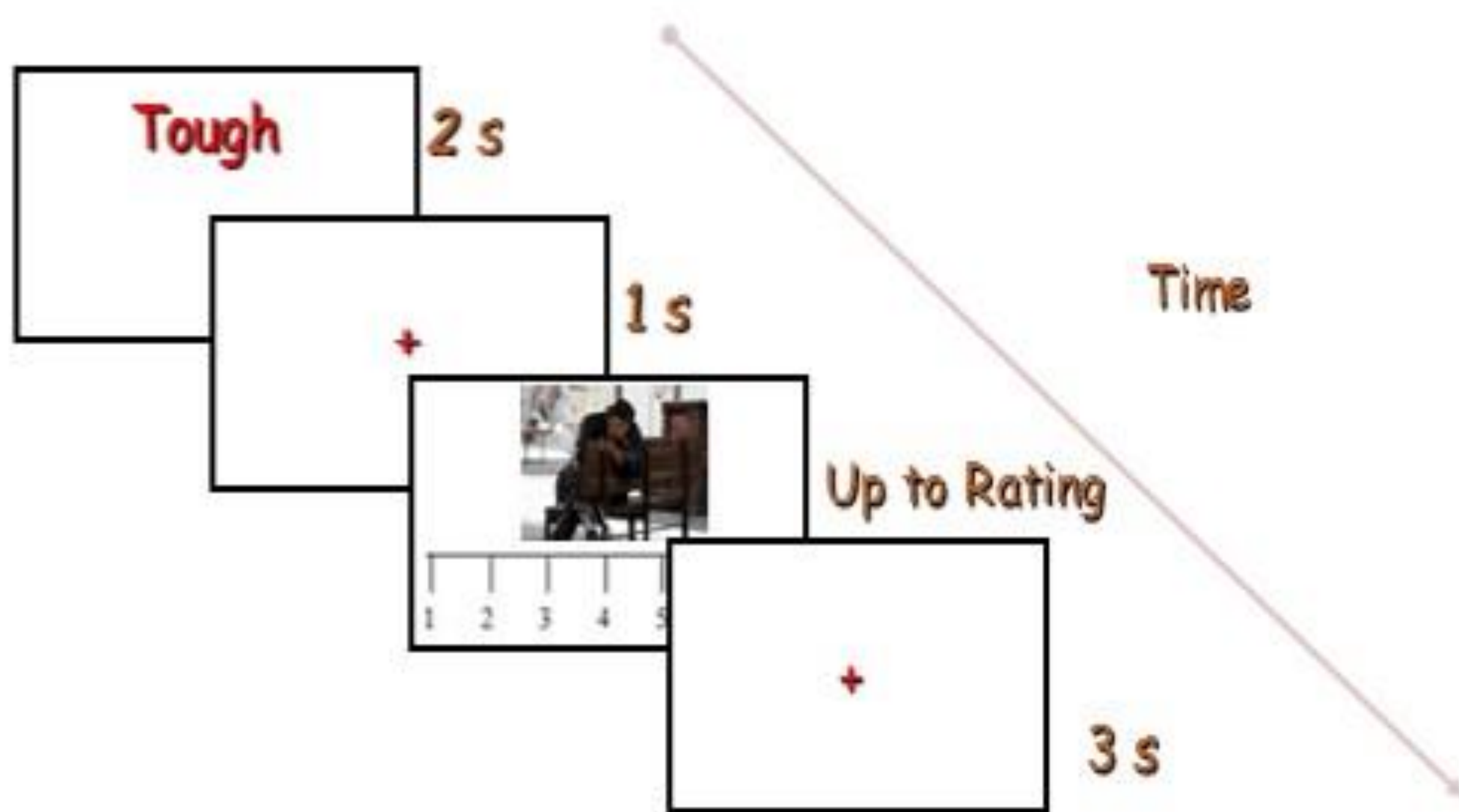
THE CURRENT STUDY

The current study explores the question whether PT would be affected equally by positive valence.

METHOD

We used neutral pictures (IAPS; Lang et al., 2008) as well as sad or happy (CAP-D; Moyal et al., 2018) pictures that were matched for their intensity and arousal. We asked participants to rate the pictures (on a scale from 1—no emotional reaction—to 7—very strong reaction) from three different perspectives—tough, sensitive, or their own - ‘me’. All pictures were mixed in the same blocks.

Figure 1 - PROCEDURE



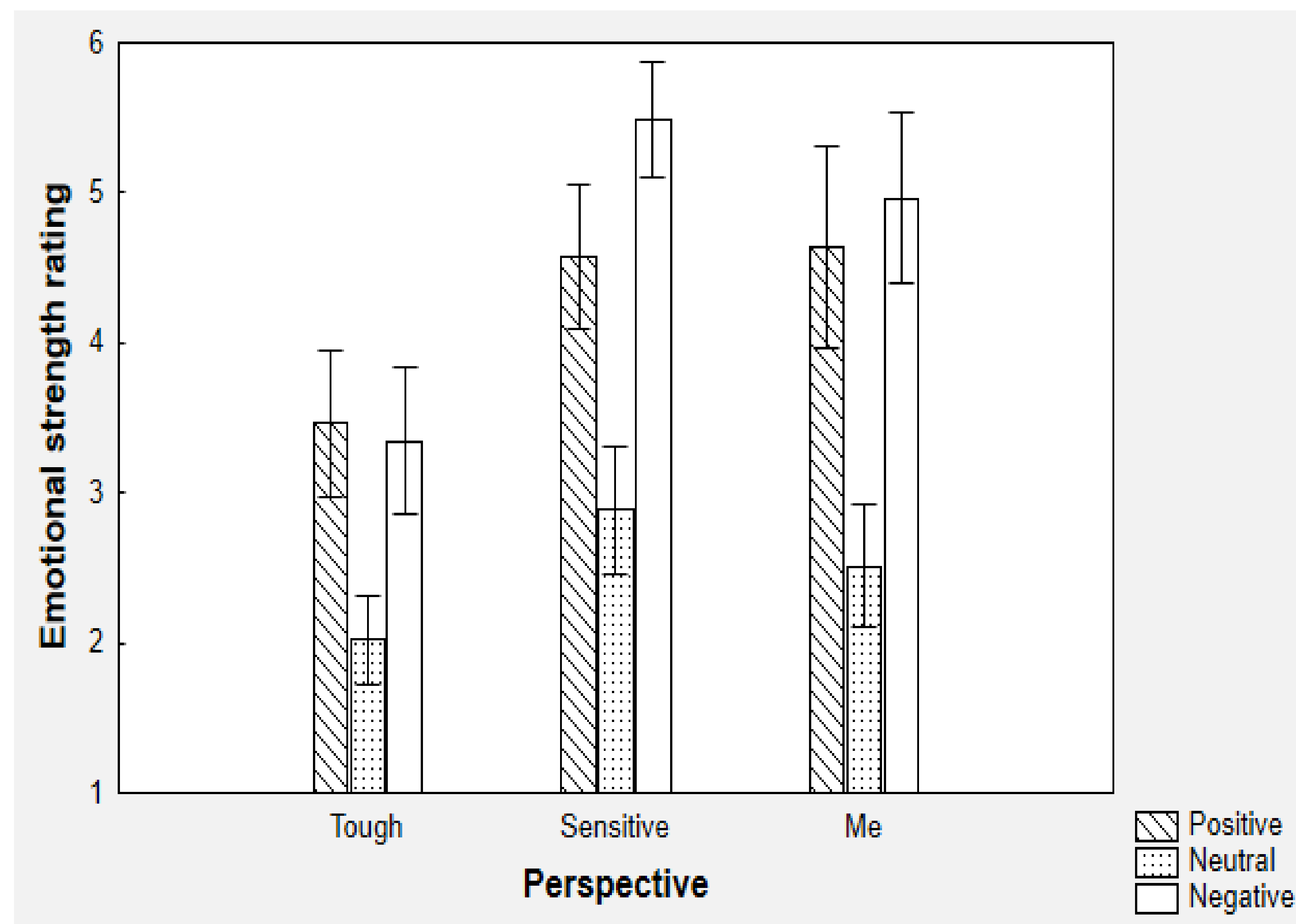
RESULTS

1. There was a significant interaction between valence and perspective, $F(4, 68) = 15.13, p < .001, \eta_p^2 = .47$, and two main effects, $F(2, 34) = 136.00, p < .001, \eta_p^2 = .88$ and $F(2, 34) = 49.34, p < .001, \eta_p^2 = .74$, for valence and perspective, respectively (Fig. 2).
2. Sources of the interaction:
 - The difference between adopting tough and sensitive perspectives toward sadness was larger than toward a neutral picture, $F(1, 17) = 31.42, p < .001, \eta_p^2 = .64$, replicating our results from the previous study.
 - The same was true for the difference between adopting tough and ‘me’ perspectives, $F(1, 17) = 15.81, p < .001, \eta_p^2 = .48$.

RESULTS CONTINUED

- Comparison of PT toward happy and neutral pictures revealed a significant difference only when comparing tough and ‘me’ perspectives, $F(1, 17) = 10.28, p < .001, \eta_p^2 = .45$.
- All three differences between the perspectives (i.e., the differences tough-‘sensitive’, tough-‘me’, and sensitive-‘me’) were larger in the negative condition compared to the positive one, $F(1, 17) = 27.75, p < .001, \eta_p^2 = .62$; $F(1, 17) = 6.14, p = .03, \eta_p^2 = .26$; and $F(1, 17) = 23.31, p < .001, \eta_p^2 = .60$, respectively.

Figure 2 - RESULTS



GENERAL DISCUSSION

- ❖ The results suggest that positive and negative valence influence PT in different ways and that overall, negative valence has a larger influence.
- ❖ These findings are in line with the notion of “negativity bias”, (i.e., negatively valenced stimuli have greater impact than positively valenced ones on a variety of cognitive processes).

REFERENCES

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