



WHAT ARE MY FRIENDS REALLY LIKE? MOTIVATED PERCEPTIONS AFTER COMPLETING A VIRTUAL ESCAPE ROOM



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INTRODUCTION

Do our motivations and emotions impact how we form and update beliefs about other people?

One important motivation may be the self-enhancement bias.

QUESTIONS

1. How do liking, familiarity, and similarity motivate beliefs about a friend's competence?

2. Do motivations directly impact perceptions of friends' competence, or do they impact how we appraise their actions?

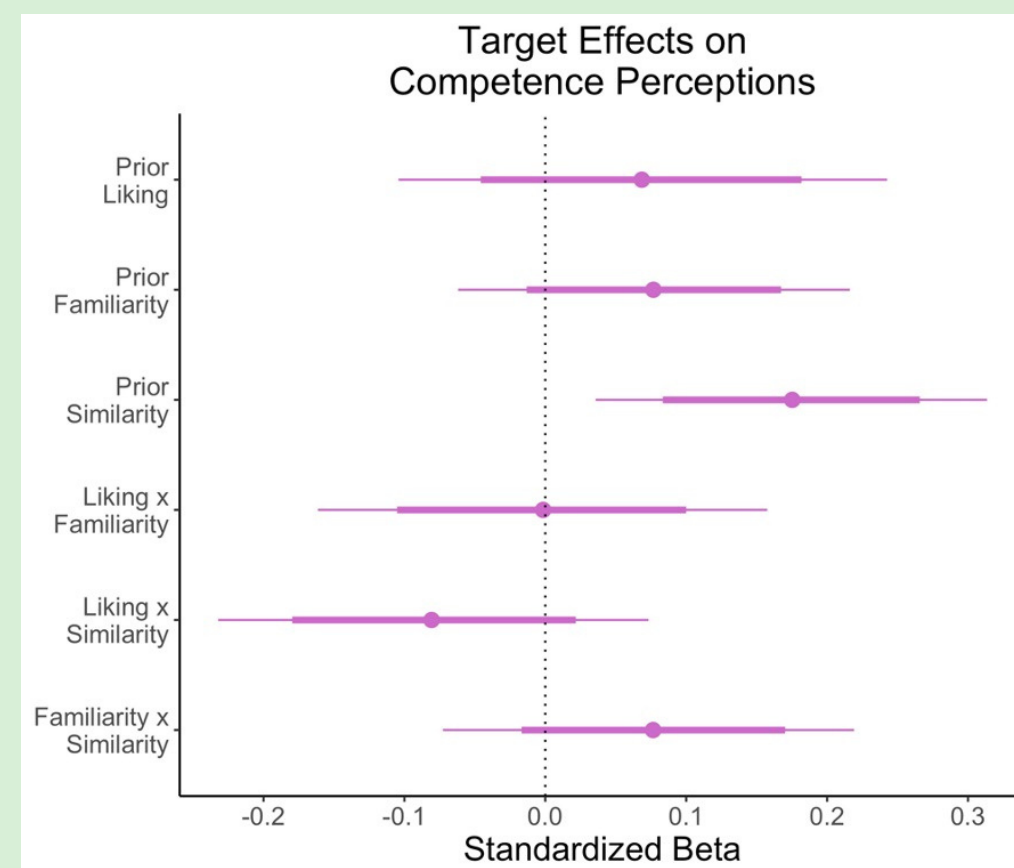
3. Are changes in competence perceptions meaningful and long-lasting?

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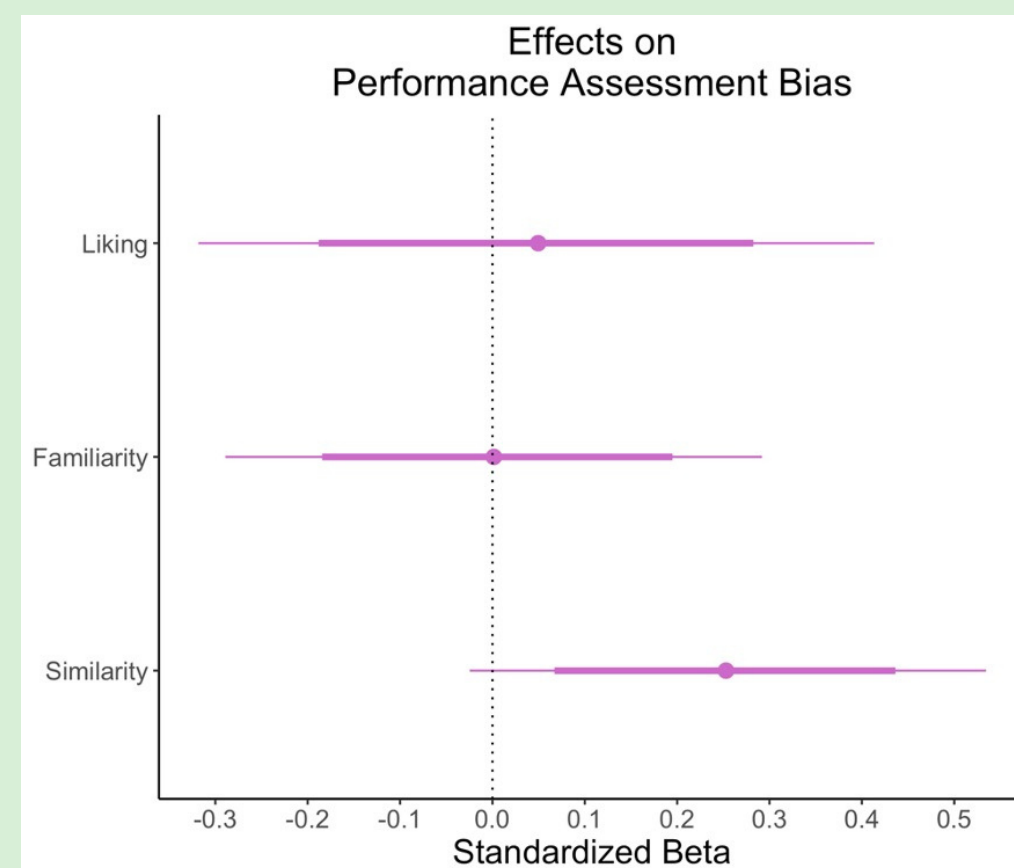


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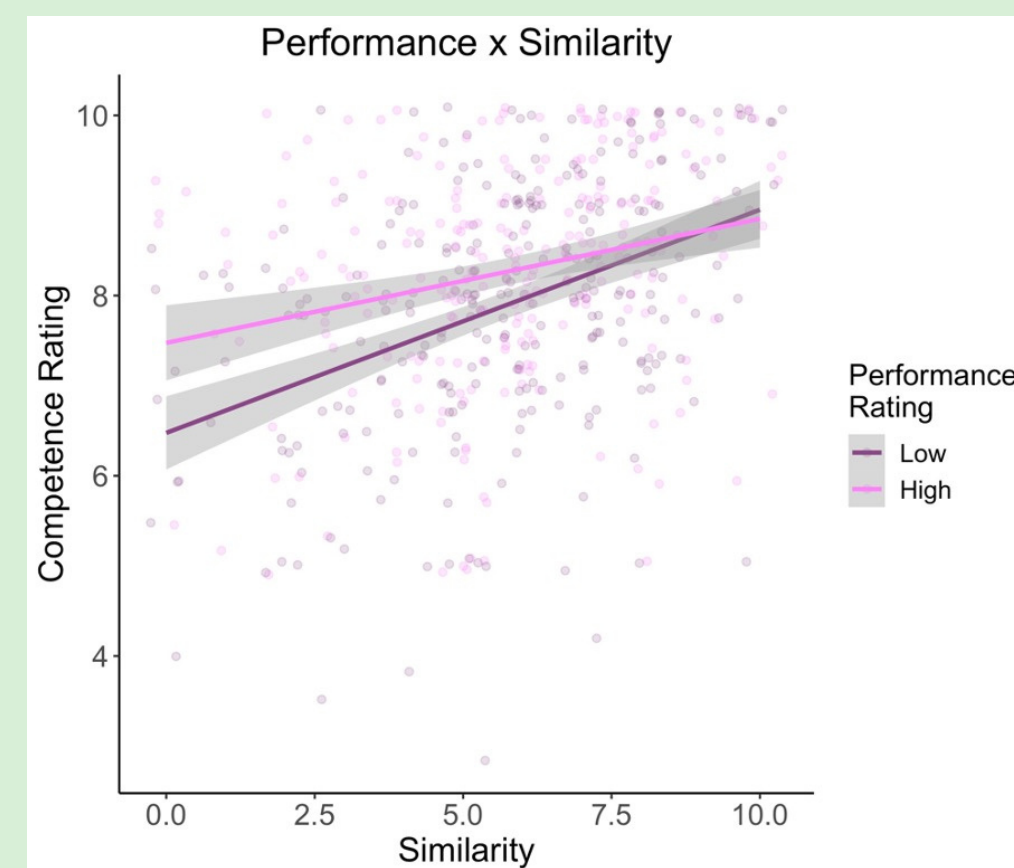
RESULTS



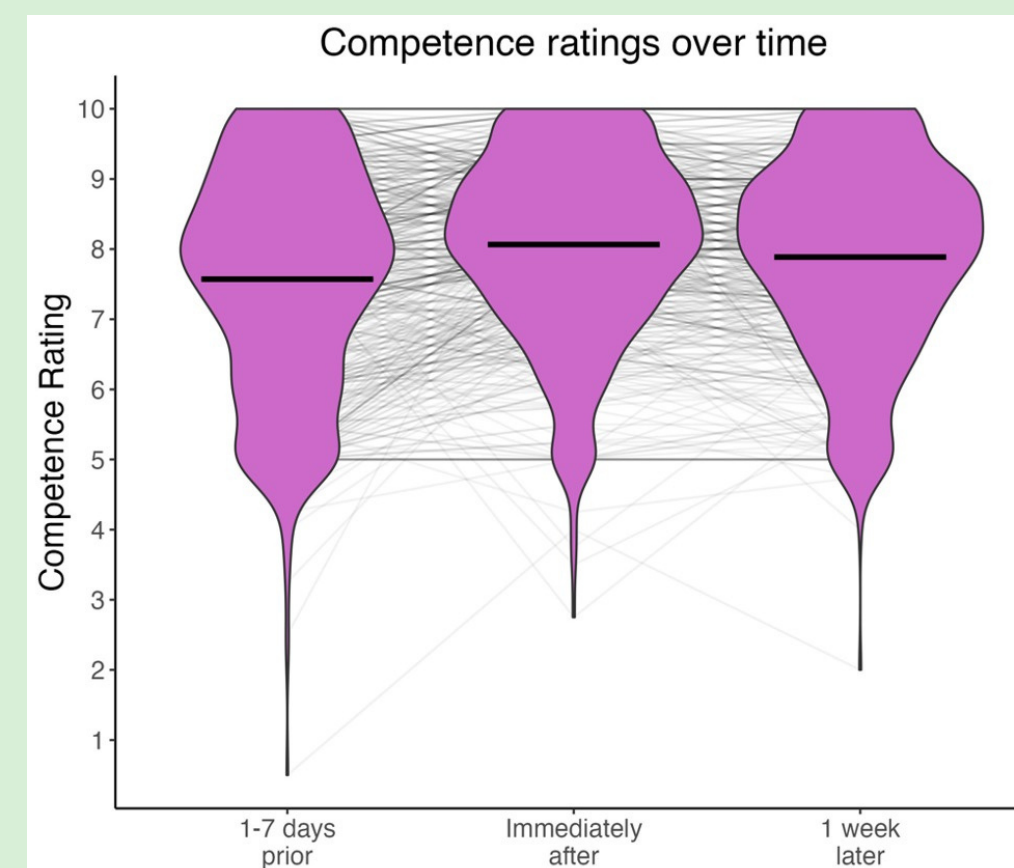
Q1 results: Similarity was more important than liking or familiarity in determining competence ratings.



Q2 results: Similarity positively biased subjective assessments of teammate performance.

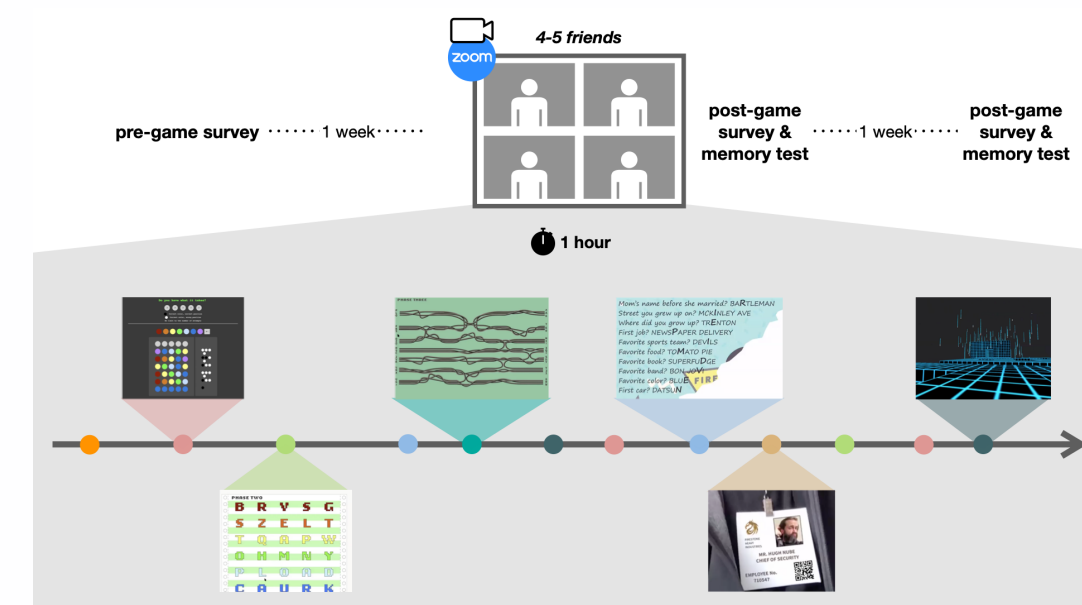


Q1 results: Performance only impacted competence ratings for low-similarity teammates.



Q3 results: Competence ratings overall increased. One week later, they were still higher than baseline.

METHODS



Groups of friends completed a 1-hour virtual escape room. Survey questions included, for each teammate:

- Competence
- Liking, familiarity, similarity
- Game performance assessments

Videos were also coded for performance.

CONCLUSION

Similarity (perhaps via the self-enhancement bias) meaningfully impacts perceptions of friends and their actions in a virtual escape room.