Modelling social processes

Taking stock:
Why, What, How

Theory: role of
- status-power game
- culture

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Let's meet in SiLiCo!

SiLiCo centre Wageningen: Complex Adaptive Systems

SiLiCo Centre Wageningen (Simulating Life Science's Complexity) is a virtual centre that acts as a portal to Wageningen University's expertise on modelling complex systems through agent-based simulations.

Contact
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Contact form   + Show more (3)

Staff at SiLiCo

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Assistant Professor
                    + Show more (3)

8th ESSA / SiLiCo Summer School in Social Simulation "Agent-based modelling for resilience"
26-30 June 2017

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2

Why?

Theseus and Procrustes

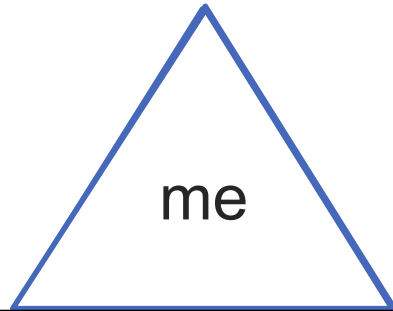# What?

- What is social?
  - Purely social
  - Instrumental (e.g. €, $)
  - Applied (e.g. spatial, legal...)
- How to model depends
  - on your research question
  - on your reference community
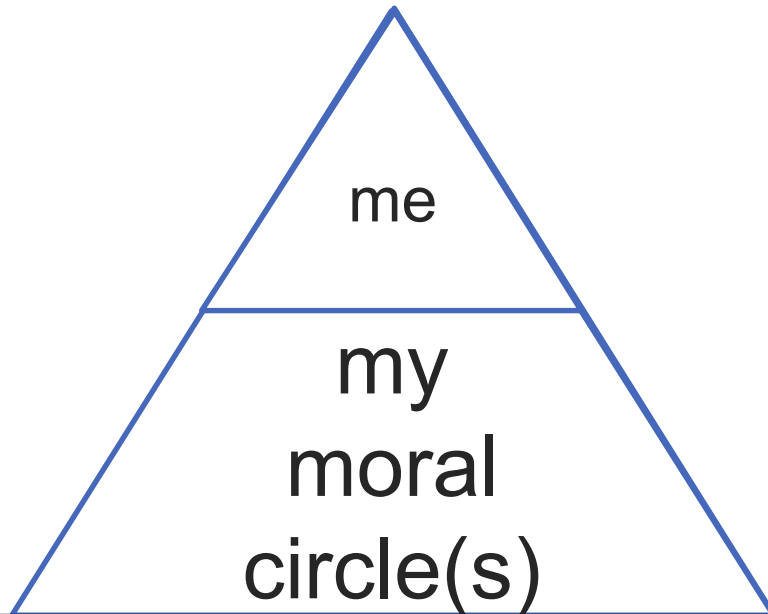 - on your ambition

What? – purely social (1)

We are unique

me

personality: Big Five;
life experience;
plans, goals, aspirations

Purely social (2)

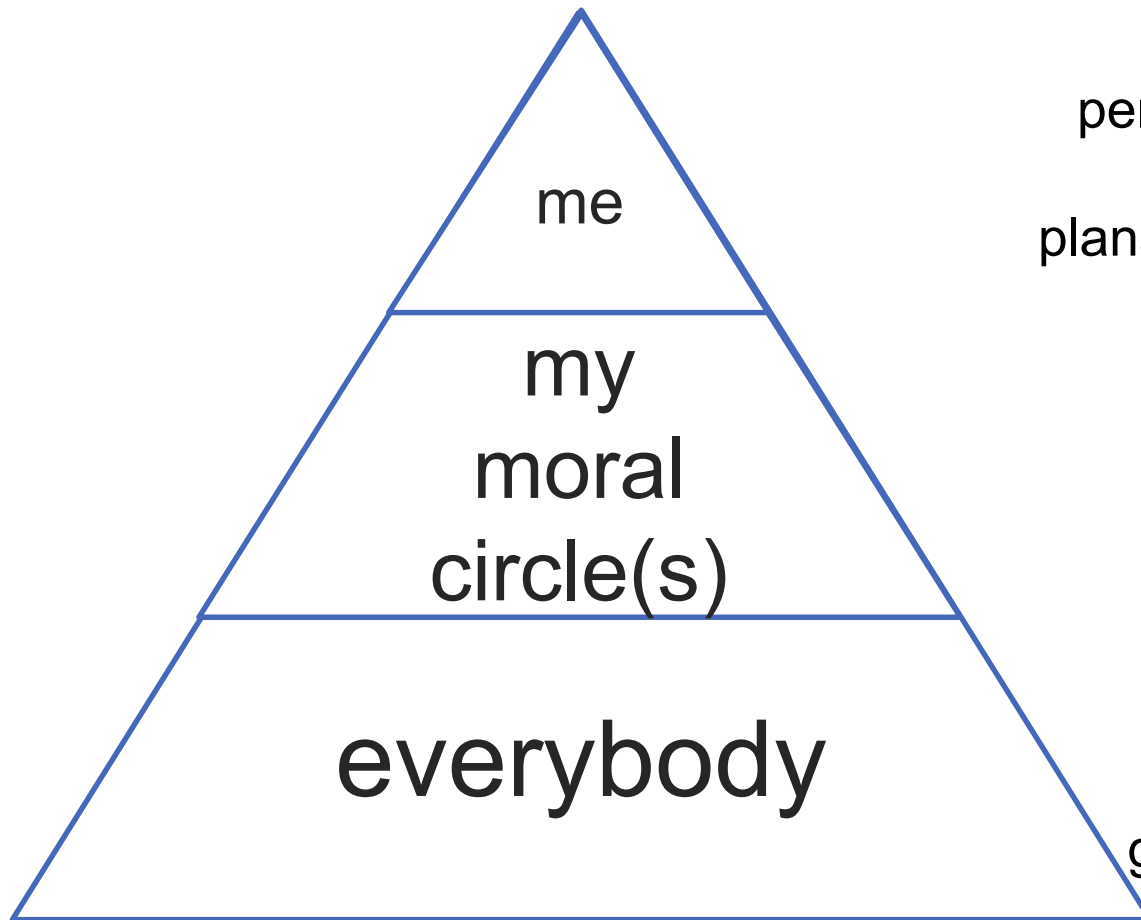## We belong / commit to groups

me

my
moral
circle(s)

personality: Big Five;
life experience;
plans, goals, aspirations

family, tribe, country;
profession;
team, organization:
norms, values

Purely social (3)

We are all the same

me — personality: Big Five;
life experience;
plans, goals, aspirations

my moral circle(s) — family, tribe, country;
profession;
team, organization:
norms, values

everybody — human nature:
status – power drives, emotions;
genes, hormones, brains, cultures

Level of analysis

What do you see?

Level of analysis

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So what is a 'social process' for you?

- Cognitive (mind)
- Affiliative
- Hierarchichal
- Applied
  - Economic
  - Spatial
  - ...
- Emergent (pattern)

Depends on RQ

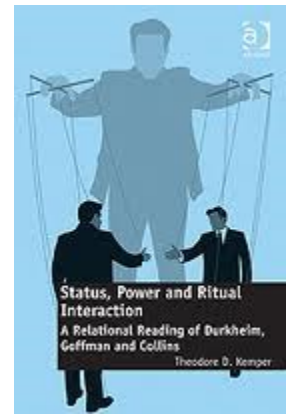# State of the art

- Advances in
  - Norms, punishment, norm emergence
  - Theory of mind
  - Game theory
  - Commons
  - Spatial behaviours
- Little work on
  - Human motives (Sociology, social psychology)
  - Implicit knowledge (e.g. shared values)

My modelling dream: Human nature

According to Theodore D. Kemper

- We are driven to
  - Confer appropriate 'status'
  - Expect (& 'claim') the same
  - When thwarted: use 'power'
- We do this in a reference groups context
  - Strive for equal status across groups
  - Commit to where we get status
- Sociological constructs
  - As basis for ABM

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Status conferrals

Status claims

I.M. Yourman, Ph.D.

Hi. I'm ...
and I want ...

Claiming vs conferring status

a lot

GOOD

BAD

superhero

lover

freedom fighter

champion

saint

baby

girl

media star

donor

man

spoilt child

Deserving conferral

complaining citizen

elderly person

woman

teenager

terrorist

beggar

villain

nothing

Claiming

a lot

15

Power moves

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Status vs power

a lot

LOVE

superhero

king

lover

girl

saint

baby

soldier

scientist

donor

man

citizen

Deserving conferral

woman

elderly person

FEAR

lawyer

spoilt child

terrorist

beggar

villain

nothing

having power

a lot

Social landscape

Is a status-power landscape

...whose defaults vary across cultures

...and according to group-based perspective

...and per person.

Doema

Folketinget

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So: 'Raising' agents using Kemper

- Need to navigate social landscape: GRASP
  - Groups,
  - Rituals,
  - Affiliation /
  - Status: claims, conferrals
  - Power: enforced vs authority

- Everything else can be converted into status
  - using 'counts-as' (Searle)
  - e.g. possessions, beauty, kindness, reproductive fitness, sex, age, money, ...

- Culture is the small print of status-power rules

Life goals of business leaders

Questions to MBA students: "typical successful business leader in your country is driven by..."

Overall ranking	Brazil	China	India	Germany	USA
1. Growth			4		1
2. Continuity	4		1		-
3. Year profits	3			-	4
4. Personal wealth					3
5. Power	2	3	3		5
6. Honour		4			
7. Create sth new				3	
8. 10 yr profits			5	4	
9. Law		-			
10. Responsibility emps	-			2	
11. Ethical norms		1	-	5	2
12. Responsibility soc		5		1	
13. Game spirit	1				
14. Patriotism		2	2		
15. Family interests	5				

Source: Hofstede et al 2010 p 321. n = 1800, 17 countries.

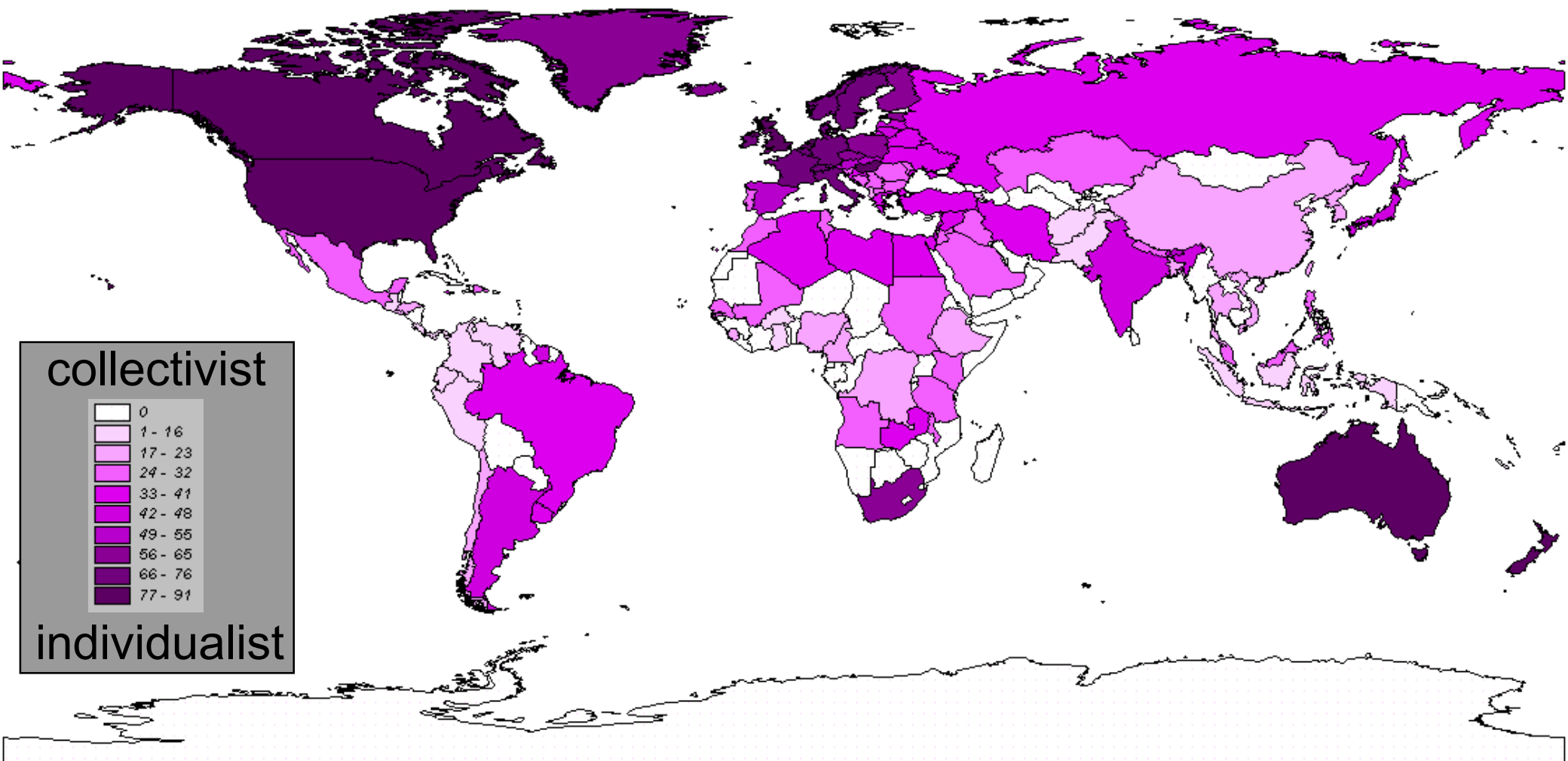# Personality – culture mutual homeostasis system
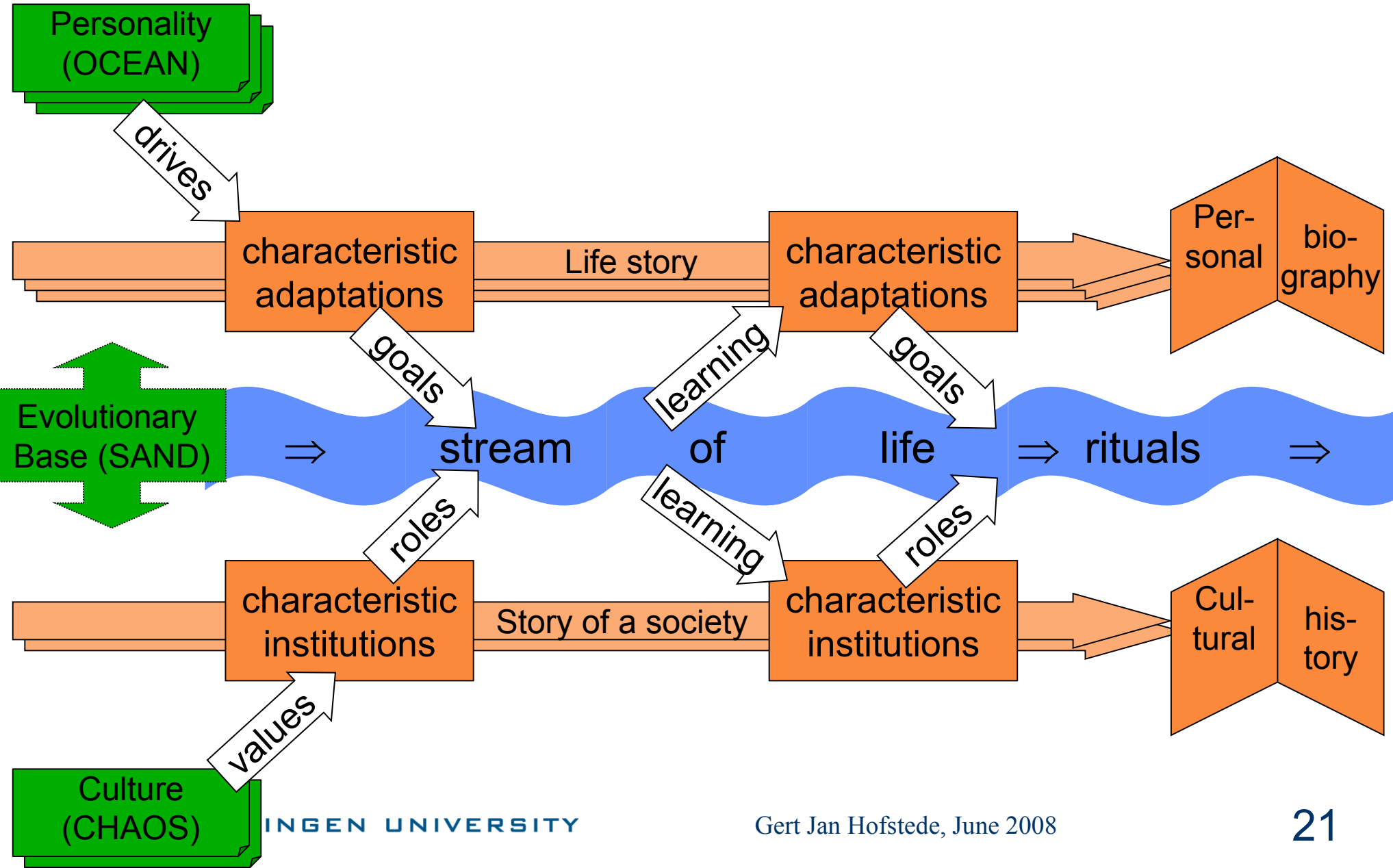
Vote 1

- You have a choice of holiday destination. Where do you go?
  - Where it is suitable for someone in my position

  - Where I went last year

  - An unknown adventurous place

Collectivism – Individualism World map

collectivist

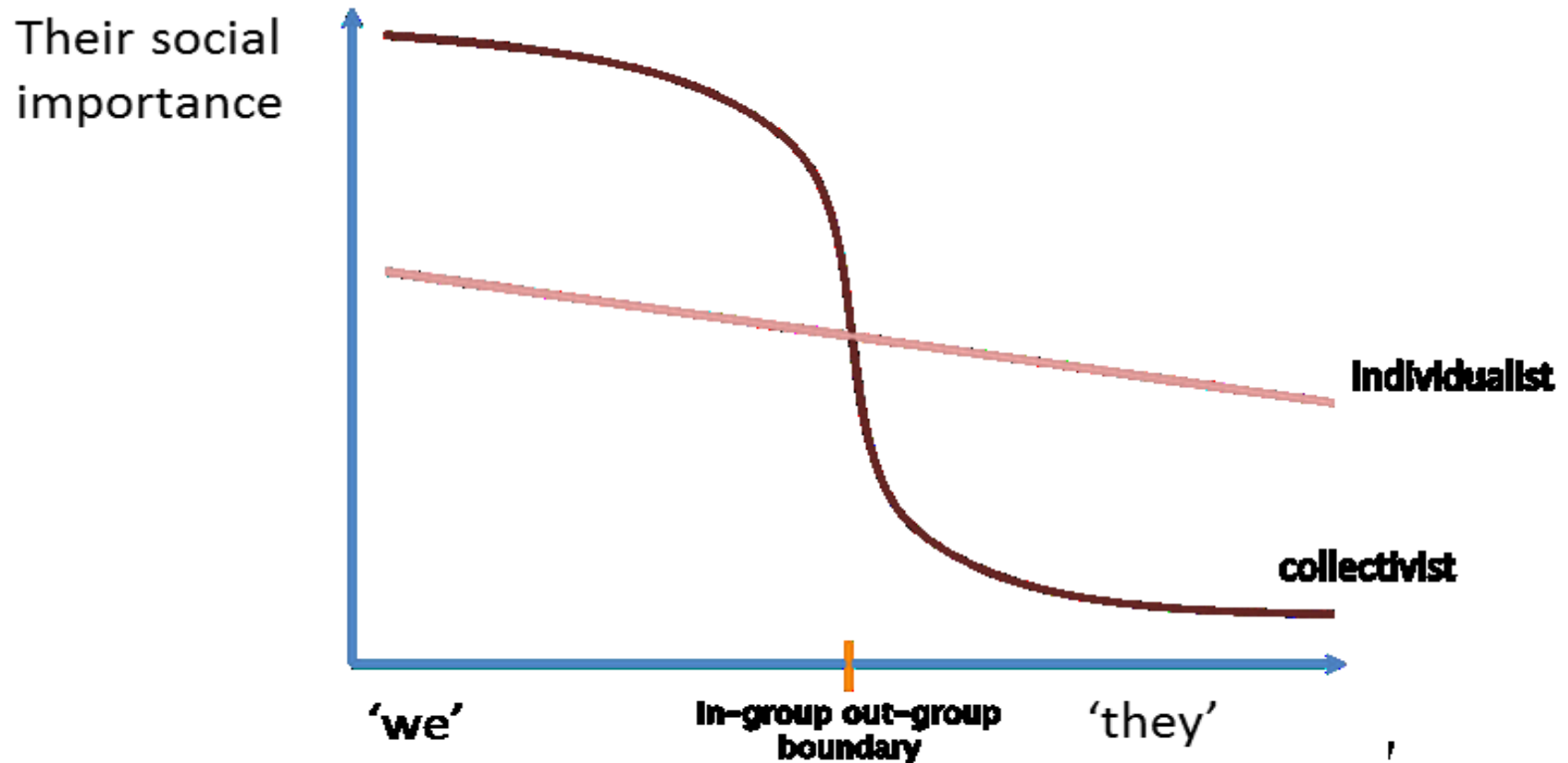|	
	0
	1 - 16
	17 - 23
	24 - 32
	33 - 41
	42 - 48
	49 - 55
	56 - 65
	66 - 76
	77 - 91

individualist

What builds status? Individualism

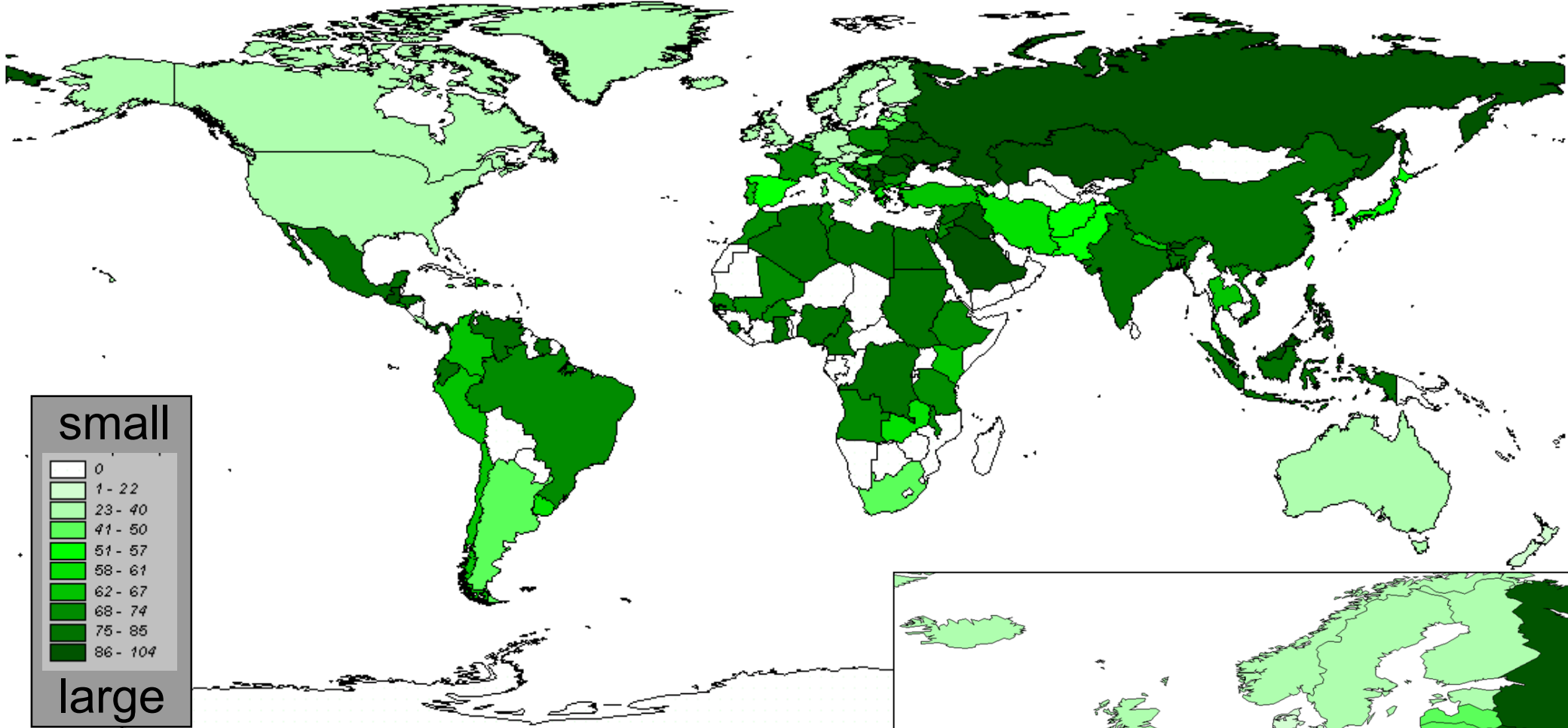Collectivist
- loyalty
- role enactment
- sameness
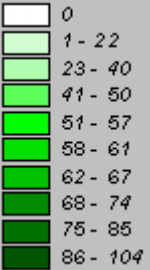
Individualist
- initiative
- originality
- difference

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Who gets status? Individualism

Power Distance World map

small

	0
	1 - 22
	23 - 40
	41 - 50
	51 - 57
	58 - 61
	62 - 67
	68 - 74
	75 - 85
	86 - 104

large

Symmetry vs asymmetry:

- Allocate status equally or upward

- Citizen vs s

vieux
con!

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What builds status? Power distance

Small power distance

- responsibility

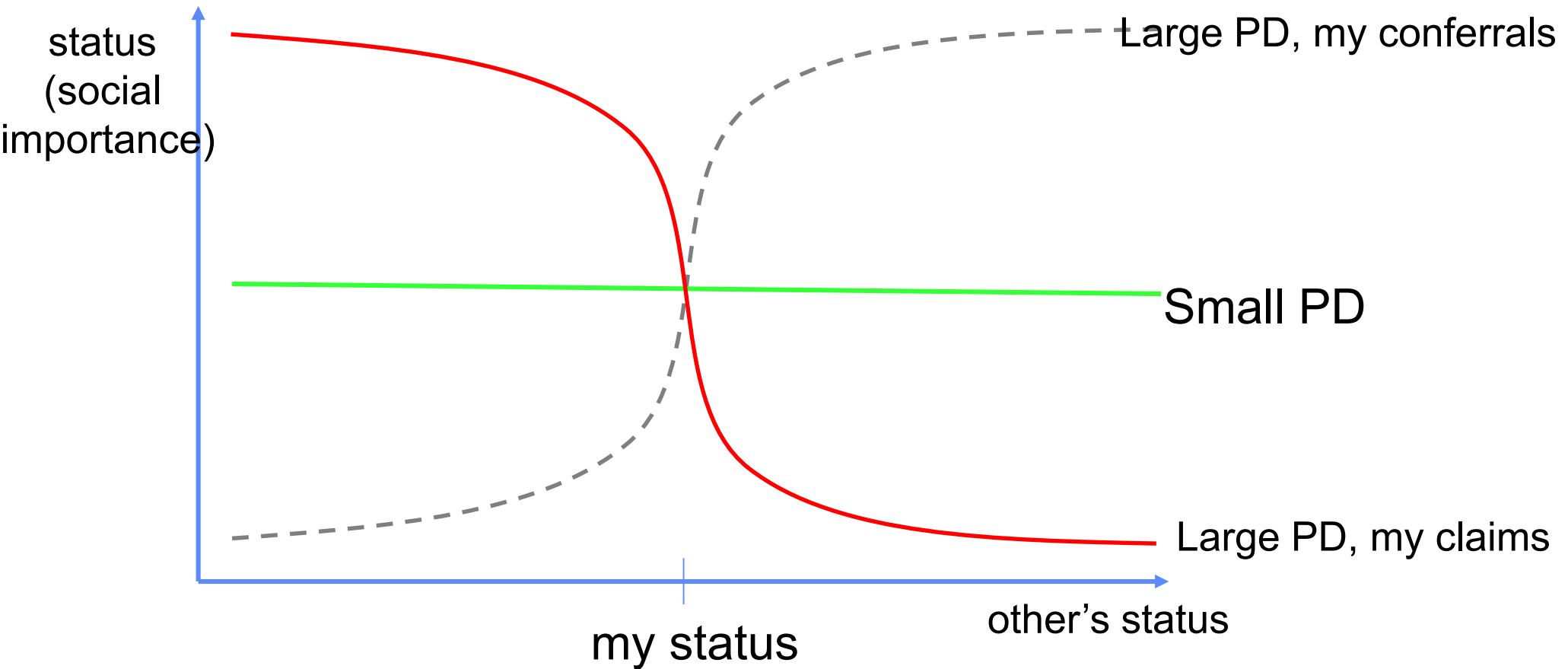- equitability

- democratic leadership

Large power distance

- obedience

- pleasing

- autocratic leadership

Moving with culture

- fairness

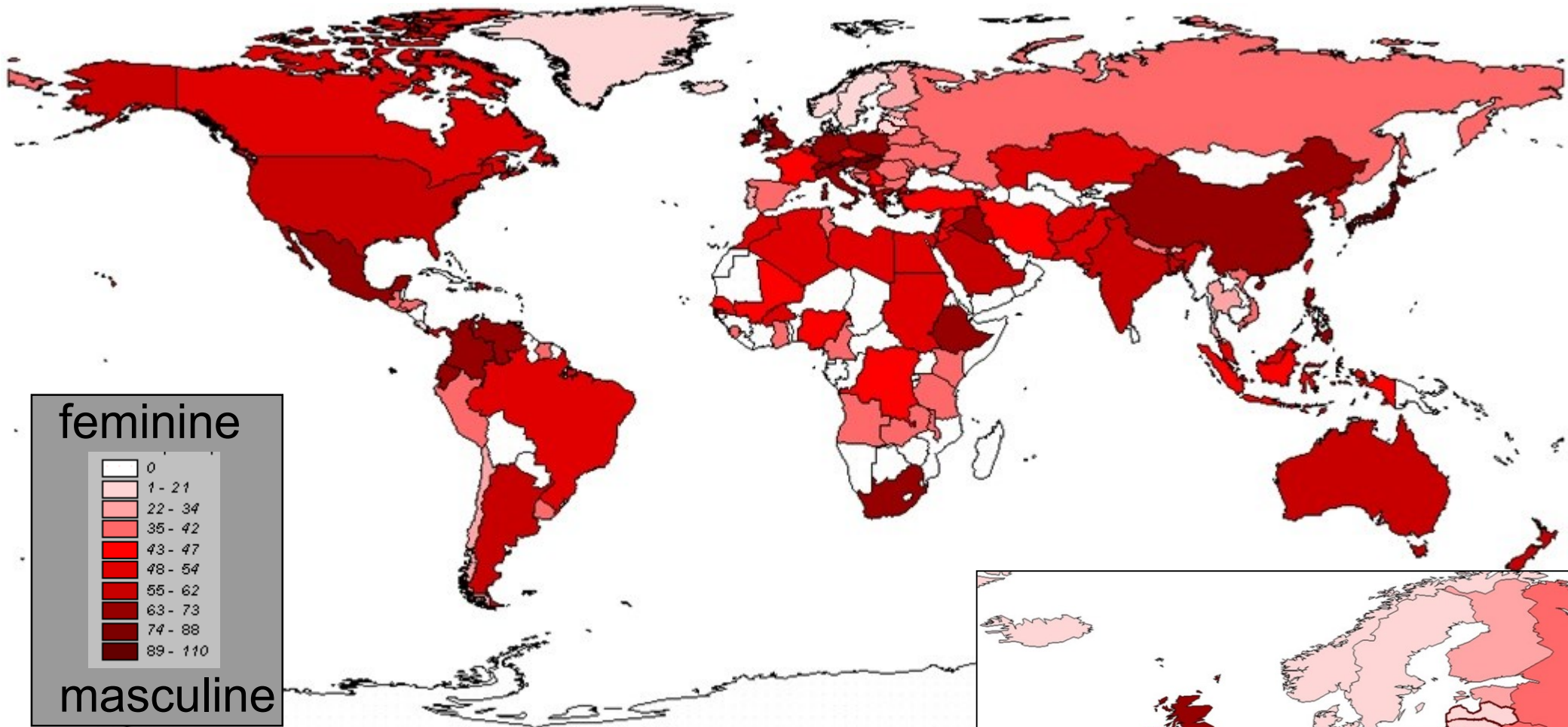- efficiency

Who gets status? Power distance

status (social importance)

Large PD, my conferrals

Small PD

Large PD, my claims

my status

other's status

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Vote 2

- Your subordinate, a clerk at your hotel, has been found dead drunk in a guest room. What do you do?

  – You fire him

  – You warn him

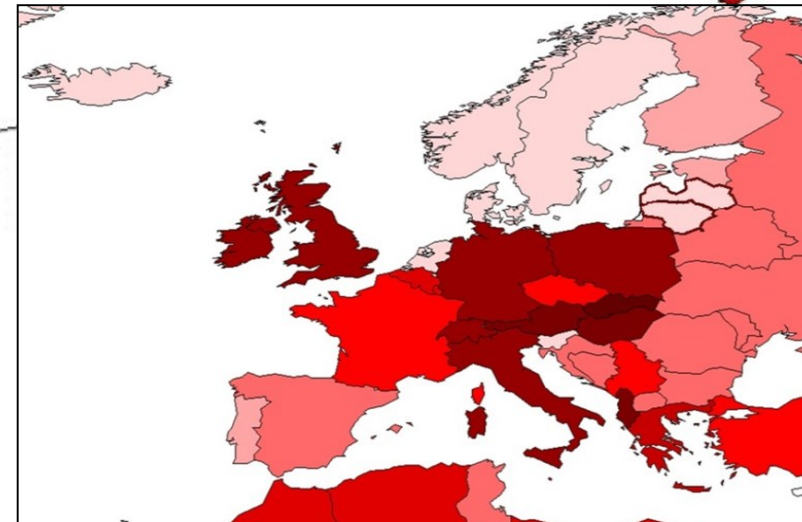 – You talk to him to find out what's the matter.

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30
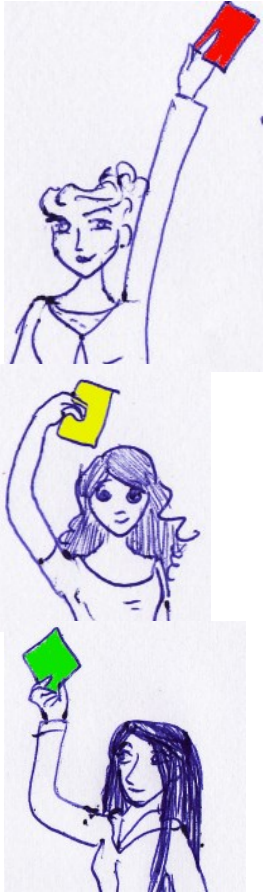
Femininity - Masculinity World map

feminine

☐	0
	1 - 21
	22 - 34
	35 - 42
	43 - 47
	48 - 54
	55 - 62
	63 - 73
	74 - 88
	89 - 110

masculine

Status vs power game:

- Sit down and talk vs stand up and fight
- Confer status upon weak vs strong

What builds status? Masculinity

Feminine

- care
- forgivingness
- empathy
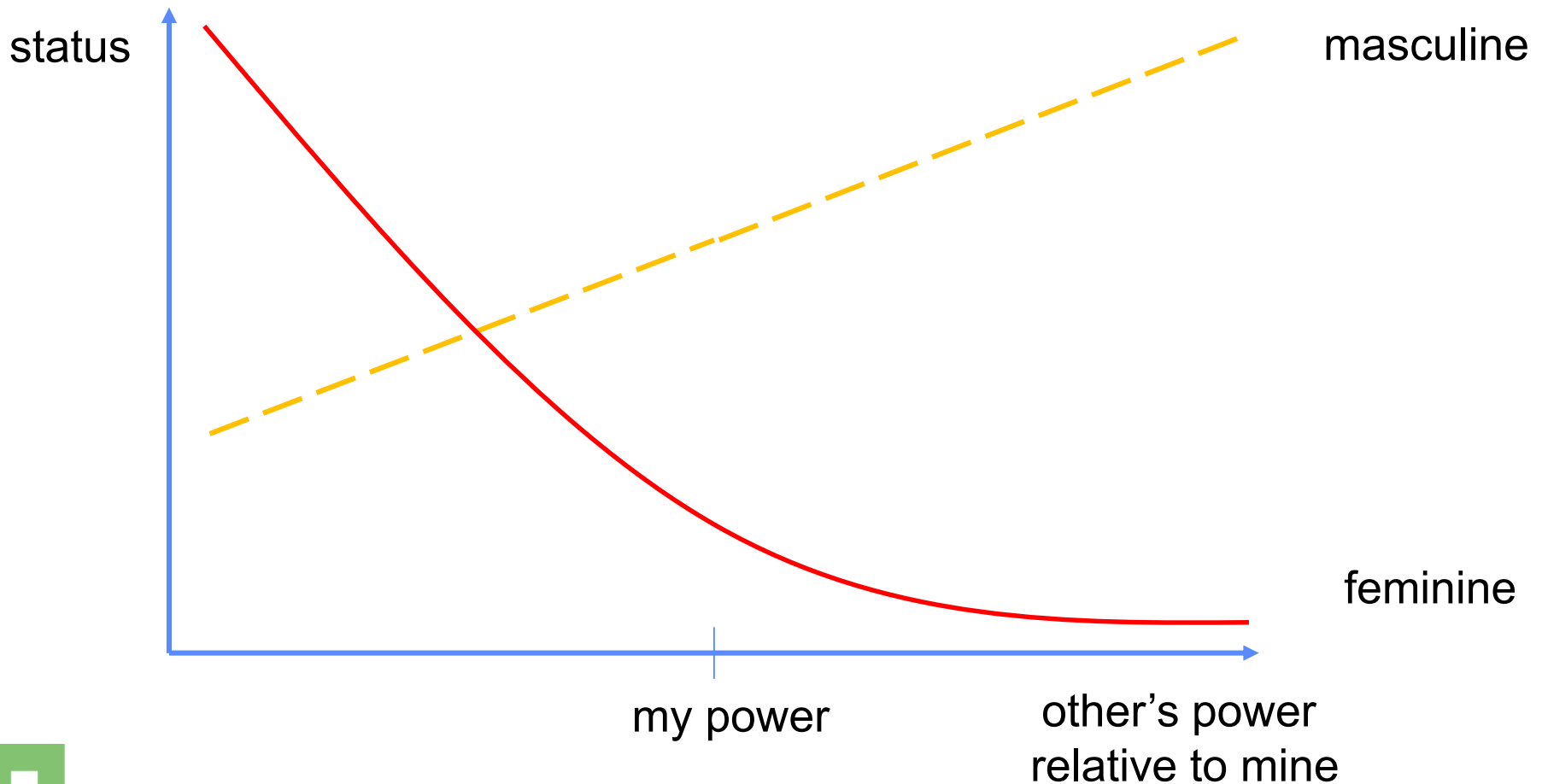- non-gendered identity
- small gestures

Masculine

- achievement, winning
- toughness
- power
- gendered identity
- male dominance over women

Who gets status? Masculinity
graph shows status conferred upon others depending on relative power

To conclude...

World Map Champlain 1612-1632

34