Lecture 3_ Theories of Persuasion

To understand "Effect Models"

Definition of Persuasion

- "Being persuaded" applied to situations where behavior has been modified by symbolic transactions that could be sometimes indirectly coercive and that appeal to the reason and emotions of the person(s)
- Attitude shaping
- Attitude conversion
- Attitude reinforcement

Related Terms

- Attitudes: A person's general evaluation of an object or one's predispositions toward things
- Beliefs: Statements that people assume to be true
- 3 components of attitudes:
 - Affective: feeling about an object
 - Cognitive: beliefs about an object
 - Behavioral: actions toward the object

Cognitive Consistency Theories

- Basic Assumptions
 - Humans have motivations to keep consistency among different cognitive elements regarding the same object.
 - Individuals make a decision or form an attitude in the direction to maintain or recover psychological consistency
 - Selective exposure, selective perception, selective retention

Heider's Balance Theory

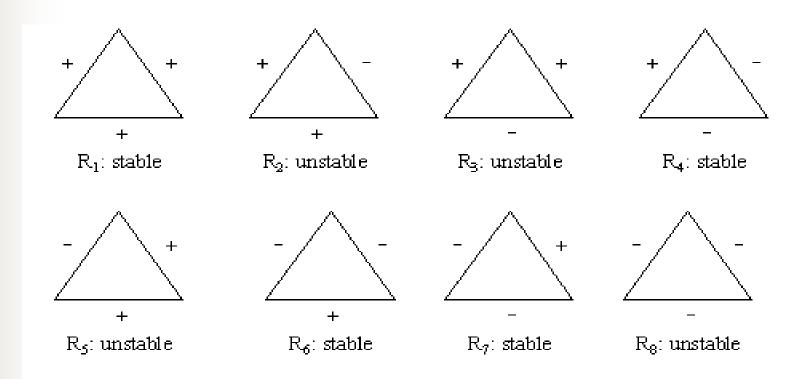
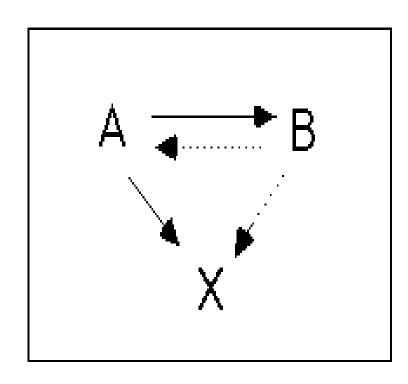


Figure 3: Eight Triangular Relations

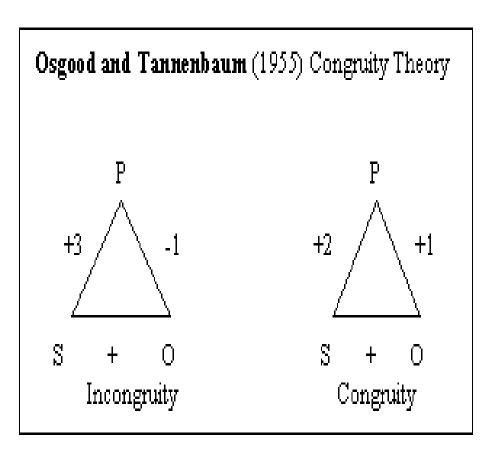
Newcomb's Symmetry Model

- Cognitive-consistency model in interpersonal communication
- Applied to explain interpersonal influence on attitude changes
- Communicative acts occur when inconsistent



Osgood's Congruity Theory

- Applied to mass communication
- Involving the attitudes towards the sources of information and the objects of the information



Cognitive Dissonance Theory

- Developed by Leon Festinger
- <u>Dissonance:</u> the state where two elements of knowledge are in a dissonant relation
- Dissonance provokes a psychologically uncomfortable state and motivates the effort to reduce it and achieve consonance.
 - Free Choice
 - Induced Compliance

Process Models of Persuasion

- Attitude change is mediated by the thoughts that occur in the recipient's mind over time.
- These models focus on how people process persuasive messages, that is, their information processing.
- These models give a more active role to the receiver as an information-processing agent than earlier models.

Basic Assumptions

- People are economy minded, investing cognitive effort in a task only when there are sufficient motivation and cognitive resources.
- People rarely process information in perfect conditions because of both environmental and cognitive constraints
- In many cases, people process a persuasion message superficially, attending only to some peripheral cues.

Heuristic-Systematic Model

- Systematic Information Processing
 - A comprehensive analytic orientation to information processing
 - Evaluation of the validity of the advocated position by scrutinizing the persuasive information and relating it to prior knowledge
- Heuristic Information Processing
 - Focusing on the subset of information and using simple decision rules or heuristics which are stored in memory

Elaboration Likelihood Model

- Persuasion is largely a function of the likelihood that receivers will engage in elaboration of the persuasive message (by Petty & Cacioppo)
- Elaboration: issue-relevant thinking
- Dual routes to attitude change depending on the degree of elaboration
 - Central route
 - Peripheral route

The Dual Routes

- The Central Route: When the receiver actively processes the information while being persuaded by the rationality of the message; elaboration in relative high
- The Peripheral route: When attitude change is guided by some simple cues such as source credibility, the mood of the receiver, styles, etc.
- The Factors Influencing Elaboration
 - Motivation & cognitive ability

Source factors: Credibility

- Receiver based construct
 - Judgments made by a perceiver concerning the believability of a communicator
- Factors influencing credibility judgments
 - Information about the communicator's education, occupation, and experience
 - Fluencies in delivery (oral communication)
 - Citation of evidence sources

Primary Dimensions of Credibility

- Expertise: knowledge about a given subject
 - Experienced/inexperienced
 - Qualified/unqualified
 - Intelligent/unintelligent
 - Competent/incompetent
- Trustworthiness: an impression of honesty and integrity
 - Moral/immoral
 - Ethical/unethical
 - Just/unjust

Credibility and Persuasion Effects

- Credibility as a cue
 - Under conditions of low personal relevance
- The Sleeper Effect
 - The effects of credibility change over time
 - Unlike the traditional view, a delayed impact may be greater than an initial effect.
 - The persuasive effects of a message from a low credibility source may increase over time.
 - Disassociation of a message from its sources in the minds of receivers

Message Factors: Fear Appeals

- Fear: aroused when a situation is perceived to do harm to one's well being
 - Generally effective in attitude & behavior changes.
 - Why? Experiencing fear desire protection; fear also influences information-processing
 - Moderate levels of fear appeals: perceived reality

Message Factors: One or two-sided

- How to structure a message or how to present an argument
- One-sided message: More effective for the people who...
- Two-sided message: More effective for the people who...
- Supportive versus refutational message

Theory of Inoculation

- Sometimes, the persuader's goal may not be to change attitudes but to make attitudes resistant to possible change.
- Major Assumptions
 - Most people have many unchallenged beliefs.
 - Those beliefs can often be easily swayed because people are not used to defending them.
 - A biological analogy: immunization

Inoculation Strategy

- Two major defensive strategies
 - Supportive defense
 - Refutational defense (inoculation)
- Why immunization works?
 - The experience of seeing the first attacks refuted can lower the credibility of the later attacks.
 - Pre-exposure to attacks may make a person more aware that his/her beliefs are vulnerable.
 - Pre-exposure to attacks may motivate the person to develop additional supporting arguments.