IS ANNOYANCE RELATED TO JEALOUSY EVOKED USING AN ALLOCATION GAME?

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ABSTRACT

Jealousy is a recurrent topic in interpersonal relationships research and has a clear adaptive function of protecting valued bonds. In this work we identify and evoke the mechanisms that drive the elicitation of jealousy, following the predictions of an evolutionary perspective regarding the role of jealousy for protecting a valued relationship from potential rivals, through economic games, where partners play an allocator in two conditions: they can either invest in their respective partners or a rival or receive amounts from the third party and these outcomes are exaggerated. Preliminary results from this study (n=40) indicate that although participants report feeling annoyed when their partners invest resources in other people, not all identify this or report these feelings as jealousy at the time they participate in the games. This phenomenon raises significant discussion about the very definition of jealousy, as well as the social and moral complexity involved in reporting such feelings in spontaneous or unforced contexts. Given this finding, we analyzed the relationship between jealousy reported by game participants and the game condition that most upset them in order to deepen our understanding of participants emotional responses. This approach aims to contribute to the broader discussion of human emotions and their expression in complex social contexts.