

NormCon - IP4

Rule-understanding and subjective perspectives

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Projects

- Intentional action as rule following
 - competitive goals, false belief, and counterfactual reasoning
- social display rules
- autism
 - competitive goals
 - display rules

Project 1

Intentional Action & Perspective

Intentional action as rule following

- acting for reasons
 - teleology:
 - achieve goal (the good, the desirable, the needed)
 - with appropriate instrumental action
- violation: irrational
- preservation of rationality by resorting to subjective views:
 - acting for reasons provided by subjective view (perspective)
 - acting for non-worthy goals: subjectively worthy
 - counterfactual reasoning to determine instrumental actions.

Acting for reasons

- **good reason** (and cause)
 - I run for the bus **because** I am late
 - being late **counts in favour** of running (to catch the bus)
- **cause** only:
 - I ran for the bus **because** I mistakenly thought I was late.
 - counterfactual support:
 - if I hadn't thought I was late, I wouldn't have run.
 - no good reason:
 - I run for the bus because I mistakenly think I am late.
 - what motivates me (first person perspective) to run is being late, not mistakenly thinking being late
 - (perhaps: motivation theorist's perspective).
 - mistakenly thinking that one is late does not count in favour of running (to catch the bus)

Preserving rationality

- running for the bus when one isn't late is not rational.
- rationality and good reasons for doing so can be preserved by
 - considering his deviant perspective:
 - he thinks he is late for the bus
 - counterfactual reasoning:
 - if he were being late for the bus (which he isn't) then he would have good reasons to run for it.

Developmental questions

- Common Development of understanding actions relative to a perspective:
 - goals and beliefs
 - actions in pursuit of incompatible goals
 - mistaken actions due to false beliefs
 - Beate Priewasser's competitive game
 - take beads from free supply or from competitor.
- Counterfactual reasoning as prerequisite for belief based action
 - if he were late for the bus he would run/walk?
 - if he thinks he is late for the bus he will run/walk?

Project 2

Social Display Rules

Social display rules

- e.g.:
 - Display happiness when being given a disappointing B-day present.
- Development in relation to
 - theory of mind development
 - executive control
- Cross cultural variation
 - in collaboration with Martin Doherty (Stirling) and his Japanese collaborators.

Project 3

Autism

Autism

- understanding competition and false belief
 - Beate Priewasser's competitive game
 - direct measures of actions motivated by incompatible goals, e.g., sabotage.
- understanding social display rules

