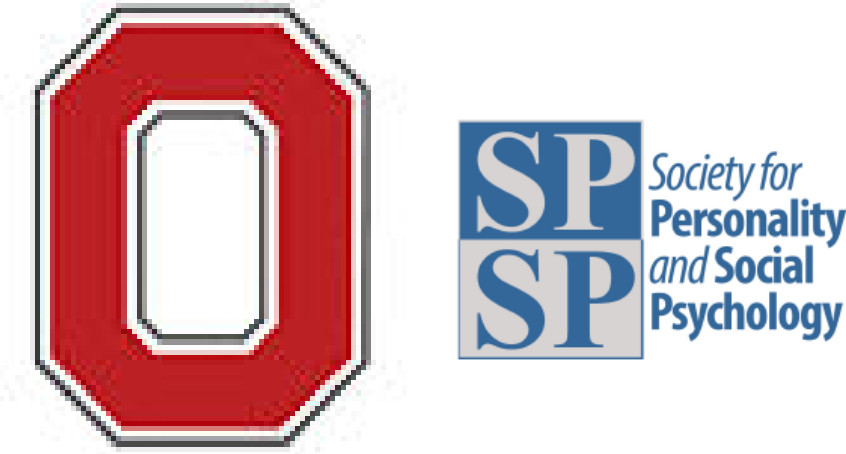


Good Art, Bad Artist: Do Mixed Emotions Influence Thinking Processes?

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When Do We Experience Mixed Emotions?

How would you feel if you found out your favorite art was the product of a morally bad person? Perhaps, your favorite song is Michael Jackson’s *Thriller*, your favorite movie is *Edward Scissorhands* played by Johnny Depp, or your favorite artist is Pablo Picasso. Did you know Picasso was a misogynist, Johnny Depp was accused of domestic violence, and Michael Jackson was accused of child abuse? Do you appreciate their artworks the same as before?

By using Good Art; Bad Artist paradigm, we explored when and why people experience mixed emotions by varying when people learn morally dissonant information about the artist of an aesthetically pleasant painting. We predicted people would experience *more* mixed emotions when they learn morally bad artist information *after* enjoying the art because their experience is not consistent with their expectations (i.e., high dissonance). In contrast, when artist information is revealed first, we expected people would experience *less* mixed emotions because they engage in motivated construal of the art in order to align their experience with their expectation (i.e., low dissonance).

What Happens When We Experience Mixed Emotions : (:

We hypothesized that mixed emotions induced through Good Art; Bad Artist paradigm would act as cues to underlying environmental complexity, leading people to seek out information. Therefore, we expected mixed emotions would influence decision-making by resulting in slower more deliberate cognitive processing, over and above negative affect (e.g., Schwartz & Bless, 1991; Pham, 2007).



Good Art; Bad Artist Paradigm

Please look and reflect on the painting below, and spend the next 30 seconds describing your thoughts.



This work of art was painted by Adolf Hitler (vs Alexander Duncker)

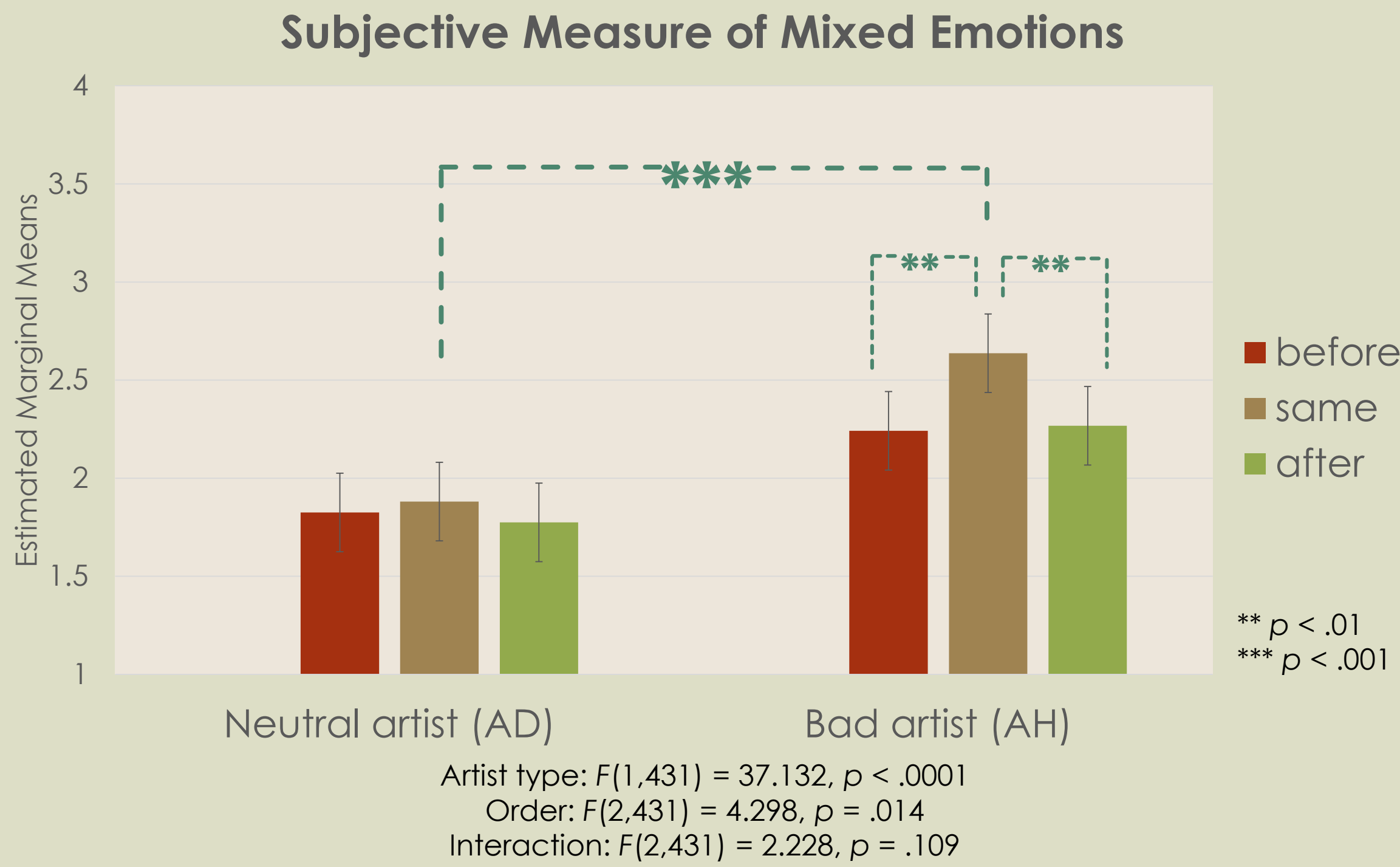
2 (Artist type: Morally bad vs. Morally neutral) X
3 (Order of the artist information: Before, Same, After)
Between-Subjects Design

Participants (N437) received artist information before, while, or after appreciating the artwork. Afterwards, participants self-reported whether and how much they experienced mixed emotions during artwork-viewing period. They also answered several cognitive bias measures, experiential measures, and whether they would like to see more paintings (i.e., measure of information seeking behavior).

Did Bad Artist Induce Mixed Emotions?

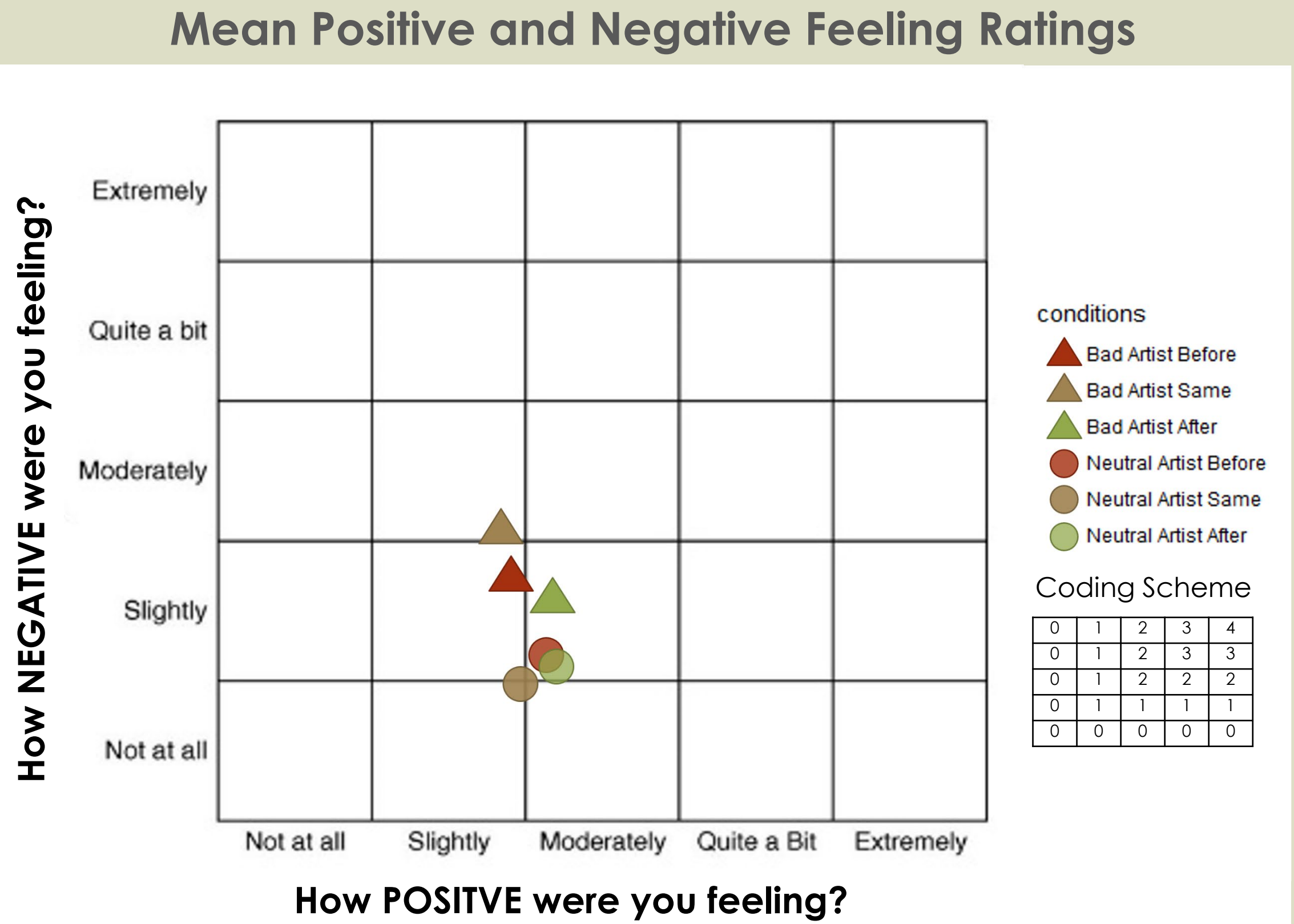
Yes, **Bad Artist** induced mixed emotions. Overall, when bad artist information was presented **while** viewing the painting (vs. before, after), more mixed emotions were induced.

A. Subjective Measure of Mixed Emotions (4-item; Berrios, Totterdell, & Kellett, 2013)
Sample item: I'm feeling different emotions at the same time
(5-point Likert scale: 1 = not at all, 5 = very much)

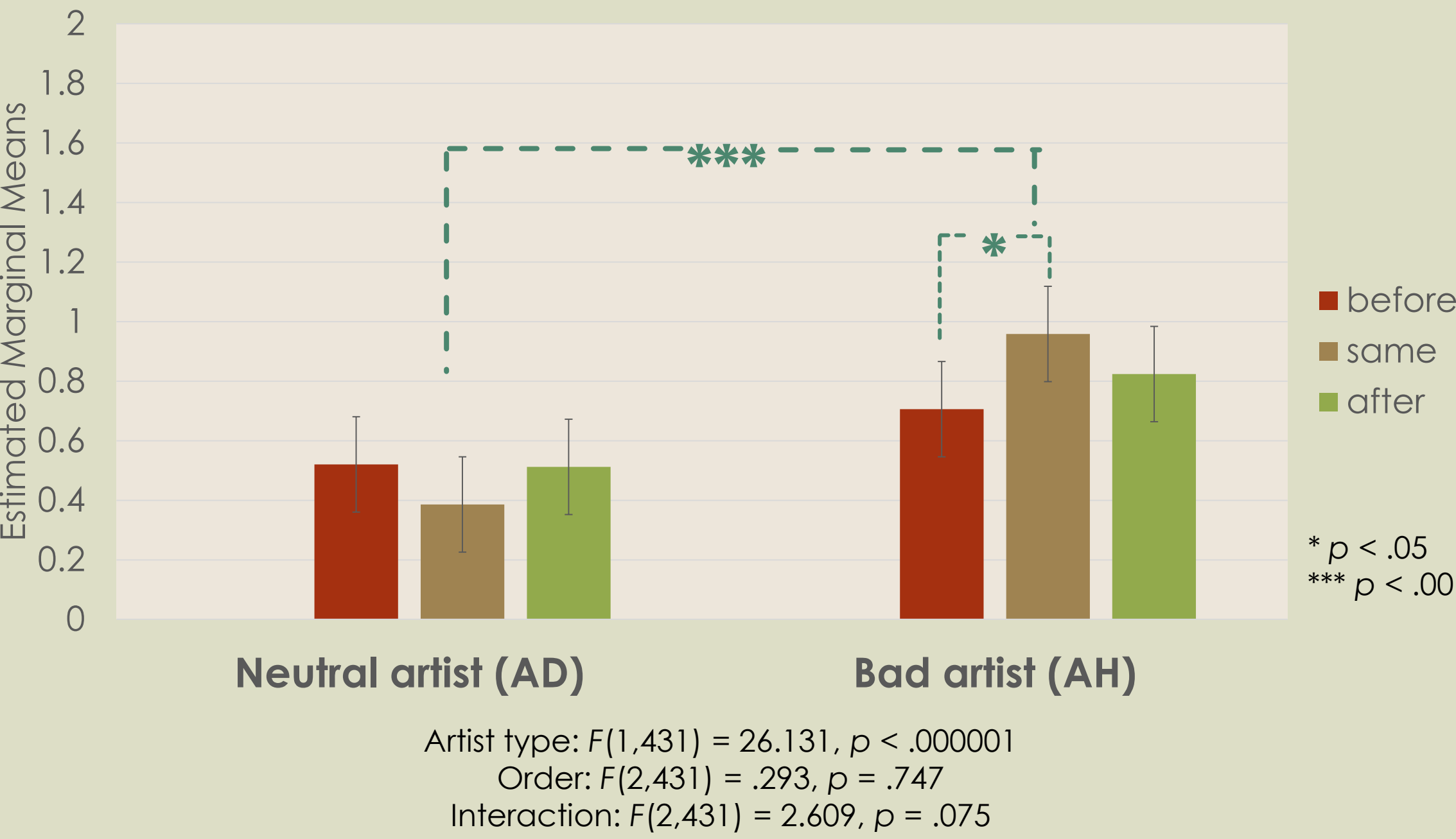


B. Evaluative Space Grid (ESG; Larsen, Norris, McGrow, Hawkey, & Cacioppo, 2009)

A two-dimensional grid that provides a single-item measure of positivity and negativity (5-point scale: 0 = not at all, 4 = Extremely)
※ We scored the index of ambivalent feelings according to the coding scheme (Larsen et al., 2009) indicated in the figure below that captures not only whether people feeling both positive and negative feelings but how much they experienced both.



Computed Index of Ambivalent Feelings (Mean MIN Scores of ESG Ratings)

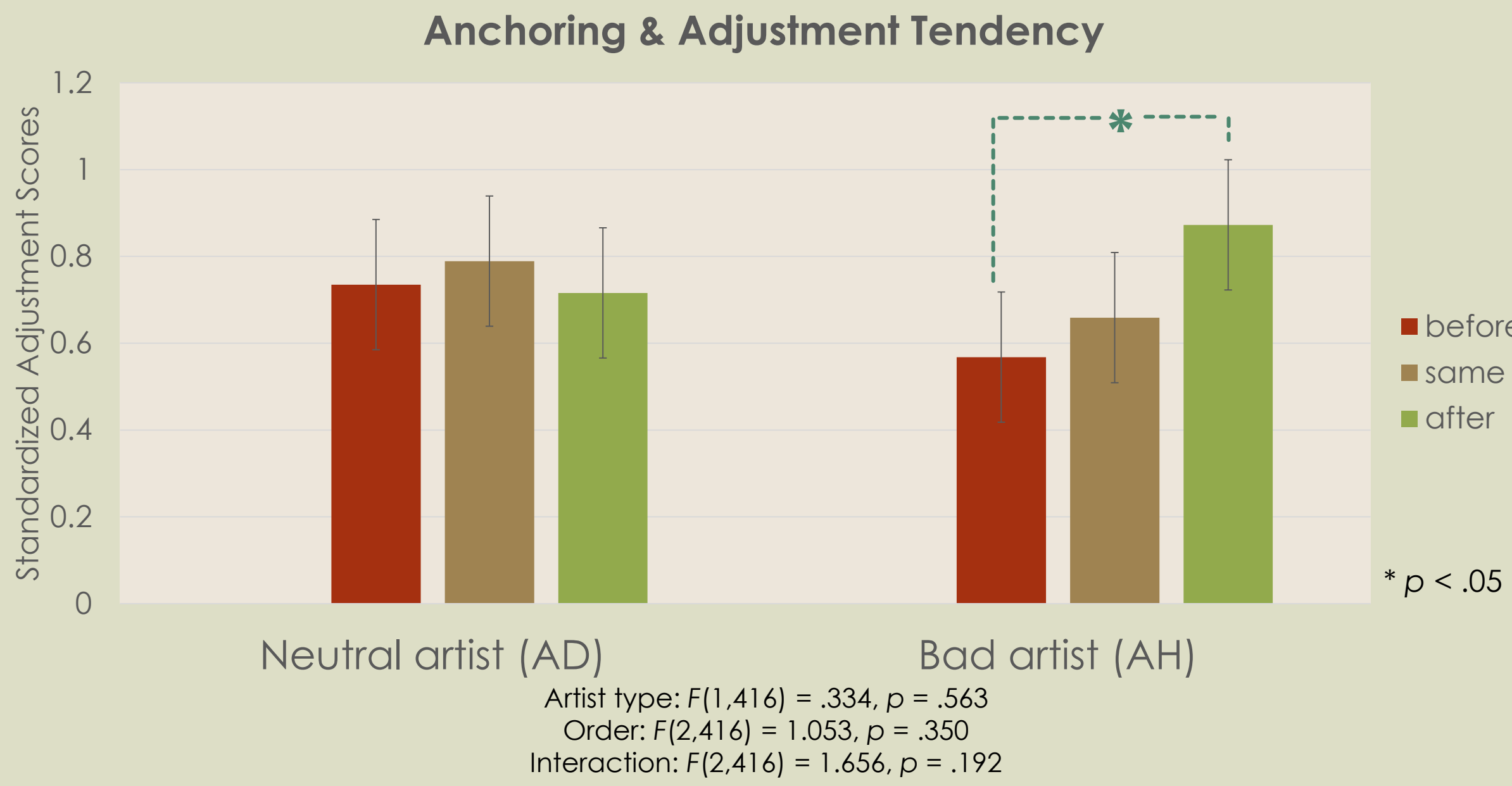


Did Bad Artist Influence Thinking Processes?

Although there were no main effects or interaction, it seems participants engaged in different thinking processes depending on **when** bad artist information was revealed.

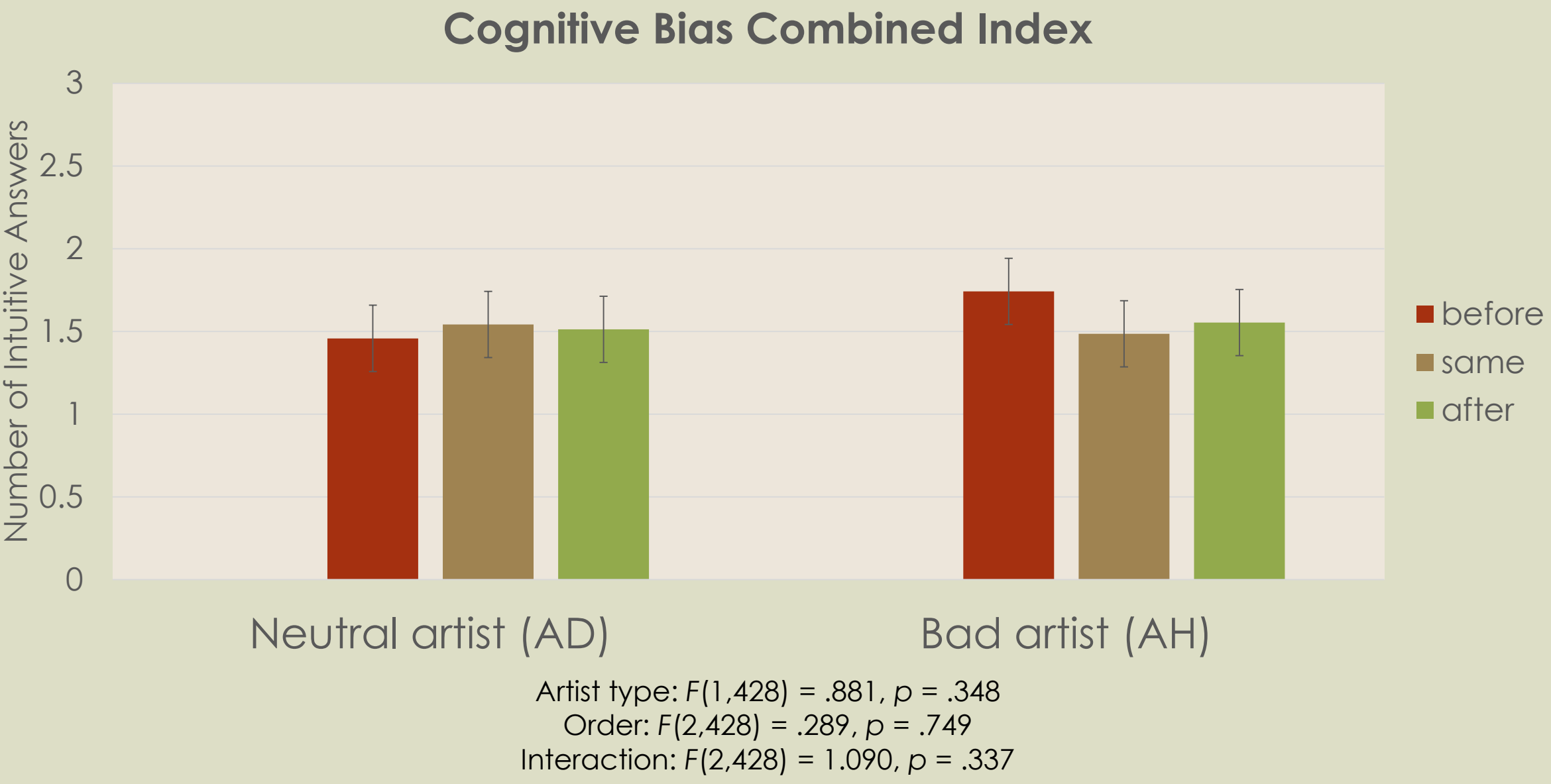
A. Anchoring & Adjustment (Self-Generated Anchor 7 items; Epley & Gilovich, 2001)

Sample item: What is the boiling point of water on Mt. Everest (Anchor: 212 in °F, 100 in °C)
※ Higher adjustment scores indicate greater adjustment from the anchor, implying more effortful thinking

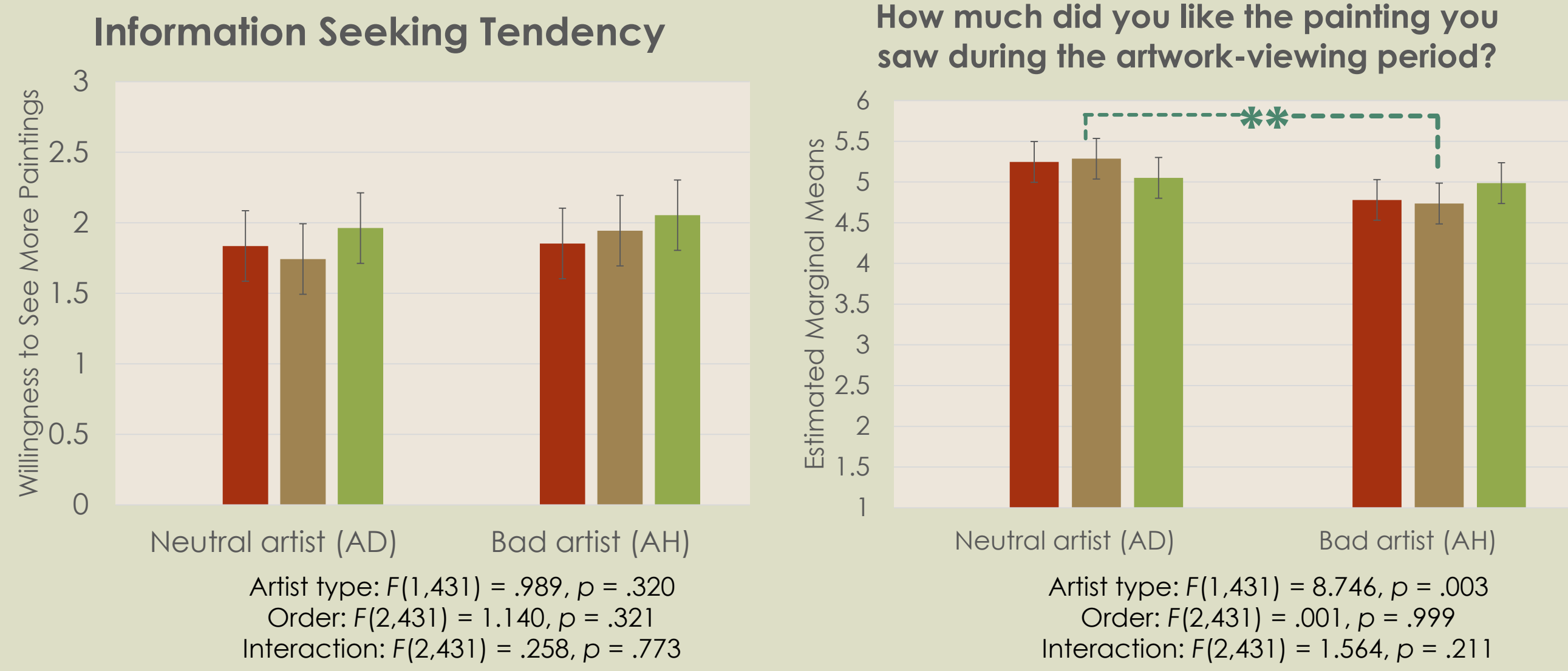


B. Cognitive Reflection Test (CRT 4 items; Toplak, West, & Stanovich, 2014)

Sample item: If John can drink one barrel of water in 6 days, and Mary can drink one barrel of water in 12 days, how long would it take them to drink one barrel of water together? ____ days [correct answer = 4 days; intuitive answer = 9]
※ Higher numbers indicate generating more intuitive answers, implying less systematic thinking



Exploratory Variables



Participants in bad artist condition **less** liked the painting compared to neutral artist condition, suggesting they might have engaged in motivated reconstrual/construal of the painting in order to reduce dissonance. Unlike our expectation, however, participants' willingness to see more paintings did differ by artist type.