



Roots of Human Behavior



Viktor Reinhardt Animal Welfare Institute



# Roots of Human Behavior



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# Chapter 1

## NON-SOCIAL EXPRESSIONS OF EMOTIONS

*Contentment ...5*

*Uneasiness ...10*

*Fear ...14*

*Distress ...18*



# Uneasiness

*Uneasiness is an emotional state in response to conflicting motivations (e.g., attacking and fleeing).*

Uncertain of how to respond to a specific situation (e.g., confrontation by a stranger), the subject often shows substitute activities (displacement behaviors), such as yawning and self-scratching, which have no explicit meaning.

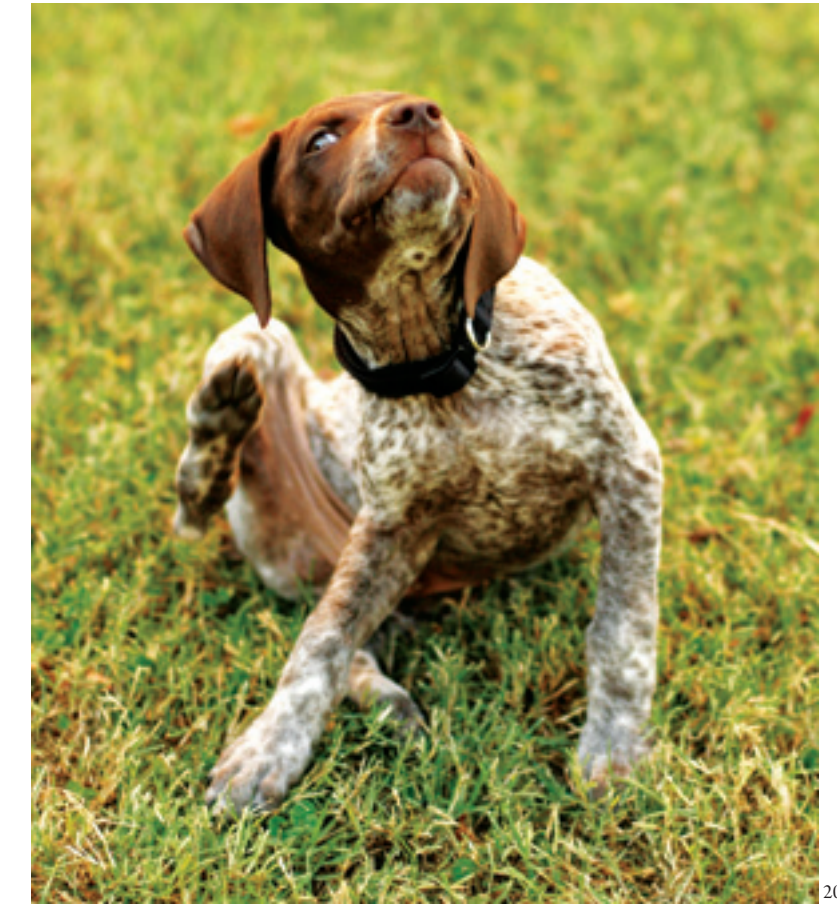


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*Displacement-scratching* of the head or other parts of the body is shown not only by people, but also by dogs, monkeys and apes when they are in conflict over how to react in a given situation.<sup>1-7</sup>



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*For example*, the dog in photo 20 wants to chase after a rabbit who has just passed by, but he remains stationary because the person accompanying him strictly says, "No!" Rather than doing nothing at all, the dog scratches his body and, by doing so, gets some relief from his frustration.

# Socially Positive Behaviors

*Socially Positive Behaviors are activities and gestures that bring individuals together and allow them to stay in close proximity.*





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*Touching* a social partner is the basic physical contact behavior that human primates share with nonhuman primates.



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*Kissing* not only has a bonding effect, but it also fosters social harmony.

It has been shown in chimpanzees that group members kiss each other particularly often in situations of potential conflict in order to mitigate social tension and forestall aggression.<sup>22</sup>



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~  
*In monkeys, apes and humans, mouth-to-mouth greeting has developed into kissing.*



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# Aggression

*Aggression is a physical attack that aims to reaffirm dominance or gain dominance over an opponent. Unlike intimidation, aggression always bears a risk of injury resulting from the victim's self-defense. Therefore, individuals usually resort to aggression only after intimidation attempts have failed to avoid an overt conflict.*



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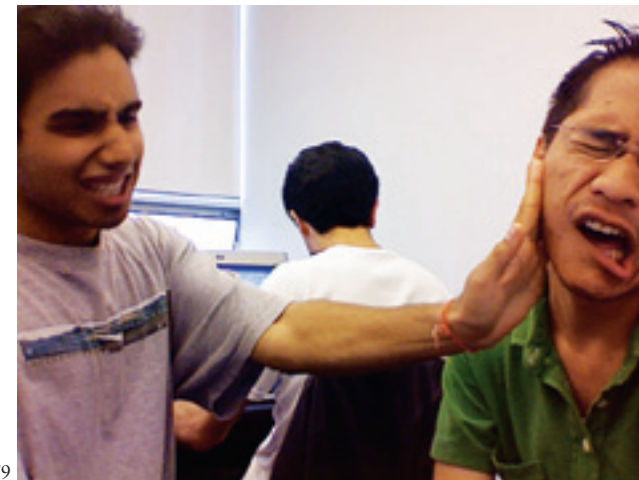


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*Humans are a particularly aggressive species that has turned play-fighting into overt antagonism. Individuals are protected with specific garments in order to not injure one another, but the interaction is “deadly” serious: The typical play face (laughing) is now replaced by a tense, distorted combat face that signals “I want to hit you!” rather than “I want to play with you!”*



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