

Being phubbed decreases interpersonal willingness: Mediating roles of impression formation and self-disclosure

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THEORETICAL SUPPORTS

- The temporal need-threat model (Williams, 2009)
- The reciprocity theory of self-disclosure (Jourard & Richman, 1963)

HYPOTHESES

H1: Being phubbed will predict less interpersonal willingness with phubbers.

H2: Impression formation and phubbees' self-disclosure will play chain mediating roles in the relationship between being phubbed and phubbees' interpersonal willingness with phubbers.

H3: There will be a causal relationship between being phubbed and phubbees' interpersonal willingness with phubbers.



IMPLICATIONS

- Providing causal evidence to support the relationship between being phubbed and interpersonal willingness.
- Emphasizing the need to reduce phubbing in the process of building interpersonal relationships.
- Providing new ideas for intervention programs developed for individuals who have difficulties in building interpersonal relationships.

STUDY 1

Research design: Correlation Research.

Expected participants: 270 adults.

Measures: The Generic Scale of Being Phubbed (GSBP; Chotpitayasunondh & Douglas, 2018); The Stereotype Content Model (SCM; Cuddy, Fiske, & Glick, 2008); The Self-Disclosure Index (SDI; Miller, Berg, & Archer, 1983); Five modified items used by Park and Maner (2009) to test participants' desire to affiliate with the phubbers.

Analysis: PROCESS Model 6 (Hayes, 2013).

Expected results: H1 and H2 will be confirmed.

STUDY 2

Research design: A one-factor between-subjects experimental design.

Expected participants: 172 adults.

Procedure: In the being phubbed condition, participants will complete an autobiographical reliving paradigm about describing a time where they were having a conversation with a stranger but during the conversation, while they were talking, the listener began to check the smart-phone. While in the full attention condition, the describing contents will be a time where they were having a conversation with a stranger and during the conversation, while they were talking, the listener gave them full attention. All variables will be measured in the same way as in Study 1.

Analysis: Independent samples t-test; PROCESS Model 6 (Hayes, 2013).

Expected results: H1, H2 and H3 will be confirmed.

STUDY 3

Research design: A one-factor between-subjects experimental design.

Expected participants: 172 adults.

Procedure: Two one-minute silent animations depicting two people talking face to face will be used for the being phubbed condition and the full attention condition respectively. The video will be based on phubbee's view and is able to see the front of the upper body of the person he is talking to on the opposite side. In the being phubbed condition, the conversation partner looks down at the phone during the whole conversation and reacts to the content in the phone. In the full attention condition, the conversation partners look at each other during the whole conversation and react to the content in the conversation. Participants will be required to imagine themselves as the phubbee. Same measurements as Study 1.

Analysis: Independent samples t-test; PROCESS Model 6 (Hayes, 2013).

Expected results: H1, H2 and H3 will be confirmed.