

CHAPTER 7 SUMMARY

Defining Aggression & Violence

- Human **Aggression** is defined as any behaviour directed towards another individual that is carried out with the proximate (immediate) intent to cause harm.
- the perpetrator of the aggressive act must also believe that the behaviour will harm the target and that the targeted is motivated to avoid the behaviour (ex. Getting punched - the perpetrator intends and believes they will cause harm to the target, and the target is motivated to avoid being struck to avoid physical harm)
- **Violence** - aggression that has extreme harm as its goal (eg. Death)
- Robbery is often considered a violent offence because it implies the threat of violence

Victim Characteristics

- Men are more likely to experience non-sexual violence
- Women are more than twice as likely to experience sexual violence
- **Risk Factors:** Being younger (15-24), being single, going out at night, living in cities.
- Reason for age being a risk factor is because people aged 15-24 frequently engage in riskier behaviour such as "a night out on the town".

Types of Violence

- **Hostile Aggression:** An impulsive reaction to some real or perceived provocation or threat.
 - - Also referred to as affective, impulsive, reactive, emotional or expressive aggression.
 - - Ex: Crimes of Passion
- **Instrumental Aggression:** Premeditated and aimed at achieving a secondary goal.
 - - Also known as predatory, premeditated, or pro-active aggression,
 - - Ex: Armed Robbery, Murder for insurance money (black widows)
- Both types of aggression are characterized by the intention to harm at the proximate (immediate) level, but differ in their goals on the ultimate level; that is the reasoning behind the aggression differs. (i.e loss of self control due to finding

your spouse in bed with another vs premeditated aggression for material gain
(robbery)

Instrumental Aggression Rating Measure (IRAM)

- A tool used to help differentiate between the types of violence considering 5 key areas
 - Higher ratings on these items are associated with instrumental violence/aggression
1. Planning or preparation before the aggression
 2. Goal Directed? - Did the act help obtain a specific and identifiable goal?
 3. Was the Aggressive behaviour provoked by the victim?
 4. Lack of anger during the aggression? - Was the perpetrator emotionally compromised?
 5. The victim of the aggression was a stranger?
- Both types of aggression are better viewed and compared along a spectrum opposed to strict categories

THEORIES

Social Learning Theory

- Posits that aggression is a learned behaviour
- operates on the premises of operant conditioning; aggression is more likely to occur when it is expected to be more rewarding than non-aggressive alternatives
- expected outcomes influence the likelihood and extent of aggressive behaviour
- argues that aggression is not only learned through direct experience but also through observation ; such that observing others receiving rewards for their aggression increases the likelihood that the individual would engage in similar behaviour
- **Self Reinforcement**; is the influence of self administered rewards or punishments. These expectation/predictions influence the likelihood of aggression

General Aggression Model (GAM)

- an integration of more specific theories that attempts to explain the processes involved in any one episode among an ongoing series of episodes in social interaction
- main components of this theory are the inputs, routes and outcome

- The inputs are the individual's perceptions and cognitions as well as environmental inputs from the situation.
- The routes are cognitive, affective, and arousal states. These mediate the influence that the inputs have on the outcome
- the outcome is the reaction or result of the interaction of inputs and routes. IT serves as an input for later social encounters of the same episode; such that if the outcome yielded the desired results it will be considered and used in future episodes
- on the individual input level, traits, gender, beliefs, attitudes, values, long term goals, and behavioural scripts can predispose an individual to aggression
- cognitive states include hostile thoughts and behavioural scripts
- affective states include mood, emotion, and expressive motor responses
- In this theory all three routes interact with each other to determine the response set. Such that cognitions can an individual to feel specific emotions towards the situation, just as emotions can influence an individual's cognitions and appraisal of the situation. In turn both cognitions and affective state can influence the overall arousal state of the individual which also plays a role in the individuals cognitive appraisal of the situation.

Evolutionary Psychological Perspective

- propose that there are three groups of violent offenders based on the premises of Evolutionary Theory; "survival of the fittest"/increases access to mates and chances of reproduction
1. **Young Men:** typically this group have fewer resources and low status because of their young age, and are thus at an evolutionary disadvantage with other males whom they compete for resources and mates with. Thus through violence and general risk taking this group is able to elevate their status, increase access to mates and resources. However as they move into adulthood and begin to acquire resources through more legitimate means, a desistance in aggressive behaviour and risk taking is seen. Thus this group is only observed in adolescence and young adult hood. They are the most common as well.
 2. **Competitively Disadvantaged Men:** individuals in this group are at an evolutionary disadvantage because their ability to compete for resources & mates in a pro-social way is impaired by early neurodevelopment insults such as low IQ. Because they lack the social skills and abilities to survive in legitimate means, they are not seen to desist. They are a life course persistent offender.

3. **Psychopaths:** they are also life course persistent offenders of aggressive behaviour no because they are any particular evolutionary disadvantage, but merely because they choose to engage in this type of behaviour.

Correction Services Canada Violence Prevention Program (VPP)

- it is an intensive 4 month cognitive behaviour reintegration program for incarcerated federal offenders.
- It consists of 120 two-hour group sessions, and at least 3 individual sessions. Each group is a maximum of 12
- it is based on 10 principle models:
 1. **Making Change:** Orientation and the process of change
 2. **Violence Awareness:** Examining the personal origins of the patient's aggression/violence
 3. **Anger Control:** basic anger and stress management skills
 4. **Solving Problems:** work on problem solving and information processing in pro-social ways
 5. **Social Attitudes:** Cognitive restructuring of pro-violent beliefs to more pro-social and anti-violent beliefs
 6. **Positive Relationships:** Reduce victimization and intimate violence
 7. **Resolving Conflicts:** Work on communication and negotiation skills
 8. **Positive Lifestyles:** Change the client's lifestyle to reduce triggers, and manage them
 9. **Self Control:** Develop short and long term direction
 10. **Violence Prevention:** Develop a comprehensive VPP

TYPES OF HOMICIDE

- according to the Canadian Criminal Code there are **Four** types of homicide:
 1. **First Degree Murder:**
 - planned and deliberate murder
 - If the victim is a peace officer, prison employee

- if the Victim's death was caused in the commission of an attempted hijacking, sexual assault, kidnapping, hostage situation, terrorist activity or organized crime related.

2) **Second Degree Murder:**

- Any murder that is not classified as first degree murder

3) **Infanticide:**

- defined by the Criminal Code, Section 233 as "a Female person who by the willful act or omission she causes the death of her newly born child"

4) **Manslaughter:**

- murder committed during the heat of passion or caused by sudden provocation that would otherwise overwhelm one's self control

- or if the death is the result of criminal negligence

MULTIPLE MURDERS:

- Multiple murder is defined by 3+ victims. There are three different types of multiple murder
- 1. **Mass Murder:** Occurs in a **Single** location and has **NO** cooling off period
- 2. **Spree Murder:** Occurs at **Multiple** locations and has **NO** cooling off period. Typically occurs in the context of another crime (ex. Robbery)
- 3. **Serial Murder:** Can occur in **one or more** locations **WITH** a cooling off period

- a *cooling off period* refers to a patternized set of time between kills. Can be seen to reduce in length of time during the unsub's degradation/devolution
- statistically most serial killers are Caucasian males who act alone with their victims being young female strangers
- serial killers typically operate in their own culture, race or ethnicity

TYPOLIGIES OF SERIAL MURDERERS

- There are 4 major types of serial Killers:

1. **The Visionary**

- the perpetrator **IS** truly suffering from psychosis and a severe break from reality.

- They believe an inner voice, an apparition, God, or a Demon are commanding the killings

2. The Mission-Orientated

- The perp. is **NOT** psychotic and takes it upon themselves to rid the world of undesirables.

- undesirables can be members of any group

- there are two subtypes: 1) God Mandated and 2) Demon Mandated

3. The Hedonistic Serialist

- there are four subtypes to this umbrella group

i) The Lust Hedonist

- there exists an integral connection between personal violence and sexual gratification.

- acts of necrophilia may accompany the process kill

ii) Thrill Kill Hedonist

- there exists an integral connection between personal violence and sexual gratification.

- The victim **must** be alive so that the perpetrator can feed off of the victim's terror.

iii) The Comfort Type

- commits the murders because of an anticipated gain; either immaterial (love, luck respect, etc.) or material (money)

iv) The Power/Control Killer:

- the perpetrator desires and is pleased by the total capture and control they have over their victims

- the idea of holding their victim's fate in their own hands gets them off