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Is Friendship In The Cards? How Adolescent Brains Make Decisions About Friendship Quantity

Background



Social Connectedness Impacts Wellbeing

Lacking social connectedness can lead to loneliness and impact well-being, especially during shifting dynamics in adolescence $^{1-2}$.

Limited Understanding of Quantity in the Brain

Despite knowledge of an approximate number system implicated in processing of quantity³, there is limited research on how the brain considers quantity.

No Clear Model of Social Quantity Decisions

Decisions are often made in social contexts (e.g., time spent with others,



Adolescents had increased variability compared to adults across constraint with FAA when thinking about duration and group size.

number of friends) and may impact feelings social connectedness and well-being.

Objective

This study aimed to explore how decisions made within social contexts vary based upon quantity (i.e., number of friends, duration of social experiences) using frontal alpha asymmetry (FAA) as an electrophysiological correlate.

Method

FortuneTeller Task: Participants (Table 1) were presented with a social activity and a constraint that varied on group size or duration, then asked to choose between a small and large option.

Group Size
 Small: 2, 3, or 4 Friend
 Large: 10, 11, or 12 Friends

Duration Small: 10, 20, or 30 minutes Large: 7, 8, or 9 hours

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Fortunes: After completing 80 decisions in the FortuneTeller task, we calculated the proportion of participant choices that were aligned with the following decision categories:

High Social Preference ("Butterfly")
 Low Social Preference("Sloth")
 Large Group Preference ("Rabbit")
 Long Duration Preference ("Swan")

Demographics	Adolescent (<i>N</i> = 28)	Adult (<i>N</i> = 36)
Age M (SD); Range	14.4 (1.6); 12-17 years	19.9 (1.1); 18 - 22 years
Sex	F: 14, M: 14	F: 32, M: 3, N: 1
Race	White: 82%, Black: 14%, Asian: 0%, Multi-racial: 4%	White: 81%, Black: 6%, Asian: 6%, Multi-racial: 3%
Latine/Hispanic	Yes: 14%, No: 86%	Yes: 17%, No: 83%



Table 1., Demographics per group.



Figure 1., Timeline of the FortuneTeller task. Participants were either shown a duration or group size constraint and made decisions based on the inverse type. Example: with a group size constraint, participants made decisions on duration.

Results

In adolescents, there was a **main effect of low social quantity preference over high group preference**, (Sloth > Rabbit), p = .016, FDR corrected.

In adults, there were **main effects in low social quantity and high duration preference over large group preference and high social quantity**, (Sloth > Rabbit, p = .006 ; Sloth > Butterfly, p = .016 ; Swan > Rabbit, p = .006 ; Swan > Butterfly, p = .016), FDR corrected.

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