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Cultural Evolution: Integrating Psychology, Evolution and Culture

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31 **Abstract**

32 Cultural evolution represents a body of theory and findings premised on the notions that
33 (i) human cultural change constitutes a Darwinian evolutionary process that shares key
34 characteristics with (but is not identical in details to) genetic evolution; (ii) this second
35 evolutionary process has been instrumental in our species' dramatic ecological success
36 by allowing the rapid, open-ended generation and accumulation of technology, social
37 institutions, knowledge systems and behavioural practices far beyond the complexity of
38 other species' socially learned behaviour; and (iii) our psychology permits, and has been
39 shaped by, this cultural evolutionary process, e.g. through socio-cognitive mechanisms
40 such as imitation, teaching and intentionality that support high-fidelity social learning, and
41 biases governing from whom and what we learn.

42 **Introduction**

43 In just 60,000 years our species has colonised virtually every terrestrial environment on
44 the planet [1], and transformed the planet so greatly that it is claimed we are now living in
45 the “Anthropocene”, a geological epoch defined by human activity [2]. How has our
46 species been able to so rapidly adapt to and transform such diverse environments?
47 Beyond a few anatomical and physiological traits such as skin colour, human populations
48 are not genetically adapted to different environments, as underlined by our relative
49 genetic homogeneity [1]. Instead, our species’ success lies in our learning and cognition,
50 capacities which allow the rapid acquisition of information stored in brains, rather than
51 genes. Hunter-gatherers, for example, survive in diverse environments, from the Kalahari
52 desert to the Arctic, not primarily due to genetic adaptations to those environments, but
53 due to technology (e.g. bows, harpoons, clothing), knowledge (e.g. of predator behaviour
54 or celestial navigation) and social customs (e.g. food-sharing norms, childrearing
55 practices) that are all learned. Agriculture, city-states, the industrial revolution and other
56 major human-related activities all rely on learned knowledge.

57

58 But what exactly is it about human learning and cognition that underlies this ecological
59 success? Some evolutionary psychologists emphasise aspects of cognition that evolved
60 to solve specific adaptive challenges in our species’ ancestral past (typically the
61 Pleistocene), such as our ability to identify dangerous animals, to identify kin and free-
62 riders, or to use our folk physics to manipulate objects to solve foraging problems ‘on-
63 the-fly’ [3, 4]. According to this approach, humans uniquely occupy a ‘cognitive niche’ [3]
64 in which content-rich, genetically-guided cognitive modules allow us to solve problems
65 primarily via individual learning (Box 1).

66

67 While not denying that the human mind contains domain-specific mechanisms
68 corresponding to certain recurrent ancestral challenges, cultural evolution researchers [5–
69 9] argue that something more is needed to explain the complex technological and social
70 traits that seem to underlie our species’ success, from the bow-and-arrow to the internet,
71 from money and agriculture to laws and democracy. Such traits, it is argued, are primarily
72 acquired from others via *social learning*, often with little understanding of how and why
73 they work. These traits gradually evolve over successive generations not genetically but

74 culturally, as occasional beneficial modifications are selectively preserved and
75 accumulated via non-random social learning biases. A full understanding of the
76 evolutionary basis of human psychology therefore requires an understanding of these
77 mechanisms and pathways of social learning, and how these in turn generate and guide
78 the cumulative cultural evolution of technology, institutions, knowledge and practices.
79 According to this view, humans uniquely inhabit not just a cognitive niche, but also a
80 'cultural niche' [7]. We are not just intelligent, we are 'culturally' intelligent [10]. Here I
81 review recent research that stems from, and supports, these claims.

82

83 **Humans possess uniquely high-fidelity social learning**

84 Within a cultural evolutionary framework, the key biological adaptations that underlie our
85 species' ecological success are the socio-cognitive mechanisms that permit high-fidelity
86 social learning such that traits can be selectively preserved, shared and accumulated
87 without degradation or loss. While many species exhibit some form of social learning,
88 from honeybees' waggle dances to chimpanzees' nut-cracking, only humans seemingly
89 possess social learning of high enough fidelity to support the long-term accumulation of
90 cultural traits over successive generations [11].

91

92 Accordingly, comparative and developmental psychologists have found that while human
93 children and other great apes differ little in their individual cognitive abilities (e.g. their 'folk
94 physics' understanding of physical causality, or spatial cognition), only human children
95 spontaneously and effectively copy others' actions [10, 12]. In a recent study comparing
96 children, chimpanzees and capuchins in a foraging-like task with increasingly difficult
97 solutions [13], children out-performed the other species due to multiple socio-cognitive
98 abilities (imitation, teaching, communication and prosociality) that supported the high-
99 fidelity transmission of successful solutions from child to child.

100

101 Moreover, both children and adults across diverse societies 'over-imitate', copying
102 actions that are causally irrelevant to obtaining rewards [14–16]. This tendency to copy
103 actions exhibited by others who possess greater expertise or experience, with no
104 understanding of why those actions should be copied, is thought to be a broadly adaptive
105 means of acquiring traits from others that are beyond any single individuals' inventive

106 capacity or understanding - the hallmark of cumulative cultural evolution [11].

107

108 **High-fidelity social learning supports cumulative cultural evolution**

109 If social learning is sufficiently faithful to support the long-term transmission of cultural
110 information, then cultural change becomes an evolutionary process, sharing key
111 characteristics with (but also differing importantly from) genetic evolution [5–9]. In *The*
112 *Origin*, Darwin defined evolution as comprising three basic processes: variation,
113 competition and inheritance. If cultural traits (ideas, beliefs etc.) exhibit variation, if they
114 are subject to some kind of competition (e.g. due to differences in their memorability or
115 effectiveness), and if they are relatively faithfully inherited from person to person (via
116 social learning mechanisms like imitation or language), then we can say that culture
117 evolves [5]. This parallel, non-genetic evolutionary process permits the rapid cultural
118 adaptation to, and creation of, novel environments via the open-ended generation and
119 accumulation of adaptive knowledge, technology and social institutions.

120

121 The task then is to identify the details of this cultural evolutionary system: where cultural
122 variation comes from, why some traits are more likely to be learned or remembered, and
123 how cultural traits are transmitted via social learning. Importantly, these processes need
124 not operate identically to genetic evolution [5]. For example, while genetic mutation is
125 random with respect to fitness, cultural ‘mutation’ may well be non-random and directed.
126 While genetic inheritance is often ‘vertical’ (parent to offspring) and follows specific
127 Mendelian rules, cultural inheritance is frequently ‘horizontal’ (between peers) and non-
128 Mendelian (e.g. weighted towards certain individuals: see below).

129

130 **Cultural micro-evolution: Learning dynamics within populations**

131 Cultural micro-evolution comprises the details of who people learn from, how they learn
132 from others, how they transform traits as they are learned, and other socio-cognitive
133 processes that cause changes in cultural traits within populations over time. Numerous
134 quantitative models, lab experiments and field studies have explored the pathways and
135 processes of cultural microevolution [5, 17]. There is much overlap here with social,
136 developmental and cognitive psychology [18], albeit with added rigour due to the use of
137 formal evolutionary models that explore both the adaptiveness and consequences of

138 learning biases. Key micro-evolutionary processes include (see also Figure 1):

139

- 140 • *Content biases*. Here certain traits are more likely to be acquired than others due to
141 their intrinsic characteristics. This may be because they fit better with genetically-
142 evolved features of cognition, such as content biases to acquire information about
143 animals' dangerousness [19], social interactions [20, 21], or disgusting, potentially
144 disease-carrying stimuli [22]. There is much overlap here with evolutionary
145 psychology [4], and this is a strong point of intersection between the two fields.
146 Other content biases might arise from the effectiveness of a particular trait (e.g. the
147 bow that fires an arrow furthest), as evaluated via more flexible criteria for which
148 there are no domain-specific genetically-evolved biases.
- 149 • *Model-based biases*. Experimental and field evidence demonstrates that people
150 preferentially learn from individuals who possess certain characteristics such as
151 skill or success [23–25], prestige [26–28], age [29] or ethnic markers like dialect
152 [30]. Model-based biases are a useful short-cut to acquiring adaptive behaviour
153 without needing to directly evaluate the behaviour itself, although this may allow
154 the occasional copying of neutral or maladaptive traits [27].
- 155 • *Frequency-dependent biases*. Here people preferentially copy traits based on the
156 trait's frequency in the population. Positive frequency-dependence ('conformity')
157 entails being disproportionately more likely to copy the most common trait [24, 31].
158 Negative frequency-dependence ('anti-conformity') entails disproportionately
159 copying rare traits. Here 'conformity' and 'anti-conformity' are used more precisely
160 than in social psychology, where conformity often cannot be distinguished from
161 random copying [18, 31]. Conformity has received particular attention as a means
162 of generating persistent between-group differences.
- 163 • *Guided variation*. This occurs when individuals transform an acquired trait in a
164 specific, non-random direction, then pass on that modified trait to others [32]. This
165 can generate cross-cultural regularities when biases are common across
166 individuals. For example, colour terminology has been shown experimentally to
167 converge on the same small number of terms due to intrinsic regularities in our
168 perceptual systems [33]. Another experiment showed that repeated transmission of
169 social information spontaneously generated social stereotypes [34]. Individual

170 transformation has sometimes been labelled ‘cultural attraction’ [35] or Bayesian
171 ‘inductive biases’ [36]. Transformation may occur due to similar cognitive
172 processes as those that constitute content biases. However, it is useful to
173 distinguish them because while content biases depend on the extent of cultural
174 variation in the population (much like natural selection depends on the extent of
175 genetic variation) and cannot generate new cultural variation, guided variation does
176 not depend on existing variation and can generate new cultural variation [32].

177

178 **Cultural macro-evolution: Linking psychology to culture**

179 Many of the aforementioned learning biases have also been studied within social
180 psychology (e.g. conformity) or evolutionary psychology (e.g. content biases). A benefit of
181 placing them within a cultural evolutionary framework, however, is that we can formally
182 explore – using modelling techniques borrowed from biology – the large-scale,
183 population-level (or ‘macro-evolutionary’) consequences of these learning biases.

184 Examples include:

185

186 • *Cumulative cultural evolution.* Recent work has focused on explaining the
187 cumulative dynamics of human culture, in particular for domains such as science
188 and technology where there is clear accumulation of knowledge over successive
189 generations. Models suggest that cumulative culture requires high-fidelity social
190 learning [37], model-based or content biases that selectively preserve and
191 accumulate beneficial traits [38], and large enough populations such that beneficial
192 traits are not accidentally lost [37, 39]. These predictions have been tested using
193 real-life datasets [40] and experiments [41–43].

194 • *Cultural phylogenies.* One of Darwin’s key insights was that descent plus
195 modification can generate tree-like ancestries, now called ‘phylogenies’. Biologists
196 have since developed sophisticated methods for reconstructing genetic
197 phylogenies from extant species diversity. Cultural traits may exhibit similar tree-
198 like structure due to the same process of descent with modification, and cultural
199 evolution researchers have used phylogenetic methods to reconstruct the past
200 cultural evolution of languages [44, 45], tools [46, 47], and folk tales [48].

201 Phylogenetic patterns are increasingly linked to specific micro-evolutionary

202 learning dynamics, such as conformity (frequently used words undergo less
203 change [49]), and content biases (easily learned words undergo less change [50]).
204 • *Cross-cultural regularities.* As noted, where individuals all share similar cognitive
205 features, and consequently all transform representations in a similar direction, then
206 guided variation and/or content biases can result in cross-cultural regularities [51].
207 Examples include colour terminology [33] or portrait eye-gaze orientation [52].
208 • *Large-scale cooperation.* Humans cooperate in large groups of non-kin, often in
209 one-shot interactions with no possibility of reciprocity. Some argue that this large-
210 scale cooperation arose via cultural group selection [32, 53], wherein more
211 internally-cooperative societies historically out-competed less internally-
212 cooperative societies. Various micro-evolutionary biases have been proposed as
213 mechanisms for this, such as conformity maintaining between-group variation, or
214 payoff-biased social learning driving inter-group competition [32, 53].
215

216 **Conclusions**

217 The field of cultural evolution provides an integrated set of findings, methods and
218 concepts for understanding the links between psychology, evolution and culture. While
219 major questions remain concerning the causes and consequences of cultural evolution
220 (Box 2), recent research is already shedding light on the psychological mechanisms that
221 permit the generation and accumulation of socially-learned knowledge, and the long-term
222 dynamics of cumulative cultural evolution.
223

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226 useful comments on a previous version of the manuscript.

227 **Box 1: Glossary of key terms**

- 228 • *Cultural evolution*: the idea that Darwin's theory of evolution – comprising variation,
229 competition and inheritance – applies to cultural change, where inheritance derives
230 from social learning rather than genetic transmission.
- 231 • *Cumulative cultural evolution*: the preservation of cultural traits over successive
232 generations such that individuals acquire knowledge that exceeds what any single
233 individual could invent alone.
- 234 • *Individual (or asocial) learning*: acquisition of information with no direct social input,
235 e.g. through associative learning (classical or operant conditioning) or the
236 manipulation of mental models to solve problems 'on-the-fly'.
- 237 • *Social learning*: acquisition of learned information from another individual non-
238 genetically, e.g. through imitation, teaching or spoken/written language.
- 239 • *Social learning biases*: non-random rules governing from whom people learn, what
240 they learn, and how they transform what they learn during the process of learning.

241 **Box 2: Current research questions**

- 242 • To what extent is cultural change driven by selection-like processes (e.g. content or
243 model-based biases) versus transformative processes (e.g. guided variation or
244 cultural attraction) [54]?
- 245 • What socio-cognitive capacities (e.g. imitation, pro-sociality, language) and/or
246 demographic factors are present in humans but absent in other species such that
247 only humans possess cumulative cultural evolution [11, 37]?
- 248 • Is large-scale human cooperation a product of cultural group selection [53], or
249 scaled-up versions of standard evolutionary processes like reciprocity [55]?
- 250 • To what extent is there cross-cultural variation in the dynamics of social learning
251 [56], and what generates and maintains this cross-cultural variation?
- 252 • How is socially-learned information stored and represented in brains at a neural
253 level?

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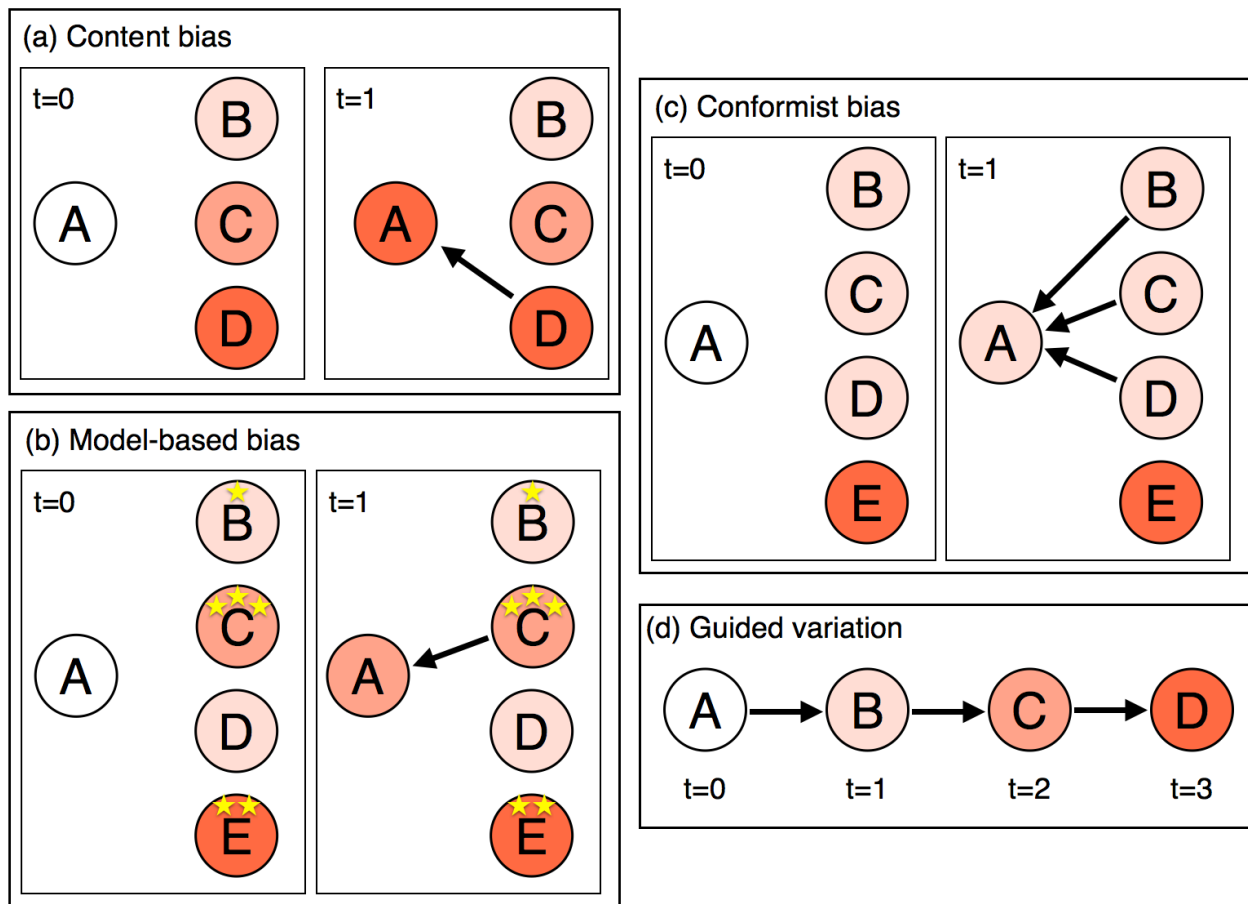
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408 higher levels of social learning in mainland China than in the UK and Hong Kong,
409 suggesting that rates of social learning vary cross-culturally.

410



411 **Figure 1 – Cultural micro-evolutionary learning dynamics.** Schematic diagrams
 412 illustrating four commonly studied biases that generate cultural change. Circles with
 413 letters represent different individuals. Different shadings indicate different cultural traits.
 414 (a) Individual A exhibits a content bias favouring dark-shaded traits, so preferentially
 415 adopts the darkest-shaded trait from individual D. (b) Individual A exhibits a model-based
 416 bias to preferentially learn from the most prestigious individual, as indicated by number of
 417 stars, in this case individual C. (c) Individual A exhibits conformist bias so preferentially
 418 adopts the most common trait in the population, which here is the lighter-shaded trait. (d)
 419 Successive individuals gradually transform a trait via guided variation, each one making
 420 the trait darker.