Erratum

In the article titled "Emotion Display as a Strategy for Identity Negotiation" by Dawn T. Robinson and Lynn Smith-Lovin, which was published in Volume 23, No. 2, June 1999, Table I was inadvertently left out. The table that should have appeared in that issue is shown below.

Table I. Predicted Actor Identity-Profiles after Emotion Display During Self-Disclosure of Four Behaviors[a]

| | Behaviors | | | | | | | | | | | |
| | Help | | | Teach | | | Lie to | | | Cheat | | |
Emotions	E	P	A	E	P	A	E	P	A	E	P	A
Depressed	−1.4	0.5	−1.3	−0.9	1.3	−1.8	0.4	−1.2	−1.5	−0.2	1.6	−0.8
Sad	−1.2	0.6	1.3	−0.7	1.3	−1.8	0.0	−0.4	−1.4	−0.6	1.4	−0.8
Remorseful	−1.0	0.4	−1.0	−0.5	1.2	−1.5	−0.5	−1.9	−1.1	−1.0	0.9	−0.6
Irate	−1.1	−1.6	0.7	−0.2	−0.5	0.3	0.5	−3.3	−0.3	0.2	−1.0	0.2
Angry	−1.1	−1.4	0.5	−0.6	−0.4	0.1	0.2	−3.3	−0.3	−0.2	−1.0	0.1
Furious	−1.5	−2.6	1.2	−1.1	−1.5	0.9	1.3	−3.8	0.0	1.0	−1.8	0.2
Proud	0.7	−0.5	0.8	1.2	0.5	0.3	−3.1	−4.4	0.3	−3.4	−1.9	0.8
Happy	0.8	−0.2	0.7	1.3	0.9	0.1	−3.3	−4.2	0.2	−3.4	−1.5	0.8
Satisfied	0.3	−0.1	0.2	0.9	0.9	−0.4	−2.7	−3.7	−0.2	−3.1	−1.1	0.3
None	3.8	1.1	0.4	3.8	1.4	−0.6	−1.8	−0.1	0.7	−2.1	0.8	0.8

[a]Simulations assumed the identity of Friend for both actor and object. Simulations also assumed that objects experienced the expected emotions for the situation.