

Contents

List of Figures and Tables — XIII

List of Acronyms — XV

Introduction — 1

- 1 The Paradox of False Belief Understanding — 3
- 2 The Role of Cognitive and Situational Factors — 4
- 3 Outline — 6

1 The Significance of the False Belief Task — 8

- 1.1 Social Cognition, Mindreading and the False Belief Task — 8
- 1.2 Criticisms of the False Belief Task — 13
 - 1.2.1 The False Belief Task as a Test of Mindreading — 15
 - 1.2.2 The Unimportance of Mindreading? — 18
 - The Interactionist Criticism of Mindreading — 18
 - The Pluralist Critique of Mindreading — 23
- 1.3 Conclusion — 30

2 The False Belief Task – A Developmental Sketch of the Paradox of False Belief Understanding — 31

- 2.1 The Explicit False Belief Task — 31
- 2.2 The Implicit False Belief Task — 33
 - 2.2.1 Looking Behaviour Based Implicit False Belief Task — 33
 - 2.2.2 Active Behaviour Paradigms — 35
- 2.3 Three Stages in the Development of Belief Understanding — 37
 - 2.3.1 General Objections — 41
 - 2.3.2 Teleology – An Alternative Interpretation of the Active Helping Behaviour Study? — 43
 - 2.3.3 Replication Worries — 47
- 2.4 Conclusion — 49

3 Theories of Mindreading – The Role of Cognitive and Situational Factors in Belief Understanding — 50

- 3.1 Cognitive Factor — 51
- 3.2 Situational Factor — 54
- 3.3 Early Competence Accounts — 56
 - 3.3.1 Helming et al.'s Pragmatic Account — 59
 - 3.3.2 Westra's Pragmatic Development Account — 61

3.4	Late Competence Accounts —	63
3.5	A Problem for the Two-Systems Account? —	66
3.6	Conclusion —	68
4	Situational Mental File Account —	69
4.1	Mental Files —	69
4.2	Mental Files and the False Belief Task —	73
4.3	The Situational Mental File Account —	78
4.3.1	Situational Factors Principle —	79
4.3.2	Cognitive Factors Principle —	82
4.3.3	Interaction between Situational and Cognitive Factors —	83
4.3.4	Three Stages of Development —	86
	Stage 1 —	86
	Stage 2 —	87
	Stage 3 —	89
4.3.5	Belief Understanding —	91
4.4	Conclusion —	93
5	Finding a Point of View: Vicarious Mental Files and Perspective Taking —	96
5.1	When Do We Create Vicarious Mental Files? —	96
5.2	How Are Vicarious Mental Files Created? —	99
5.3	Perspective Taking and Perspective Contrasting —	104
5.4	Conclusion —	110
6	Pretend Play and Its Importance for Mindreading —	111
6.1	The Core Features of Pretence —	112
6.1.1	Dual Representation Criterion —	114
6.1.2	Intentionality Criterion —	115
6.1.3	Epistemic Criterion —	116
6.2	Mindreading and Pretence —	117
6.3	Extending the Mental Files Account —	121
6.4	The Implicit and Explicit Distinction and the Role of Situational Factors —	127
6.5	Conclusion —	129
	Conclusions and Outlook —	131
	Bibliography —	135

Subject Index — 149

Author Index — 151