

# Human Development Report 2021/22

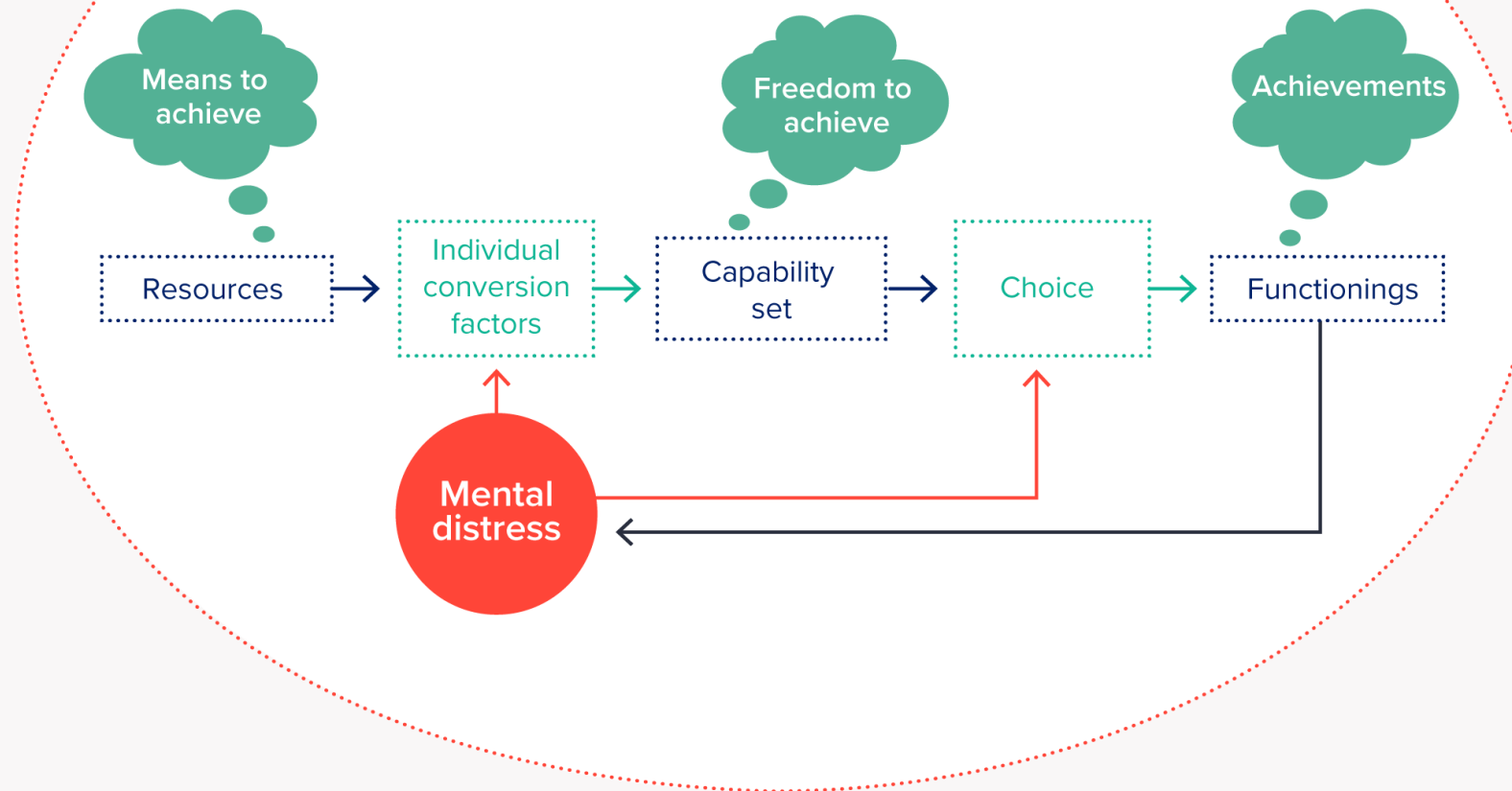
*Uncertain Times, Unsettled Lives*  
*Shaping our Future in a Transforming World*

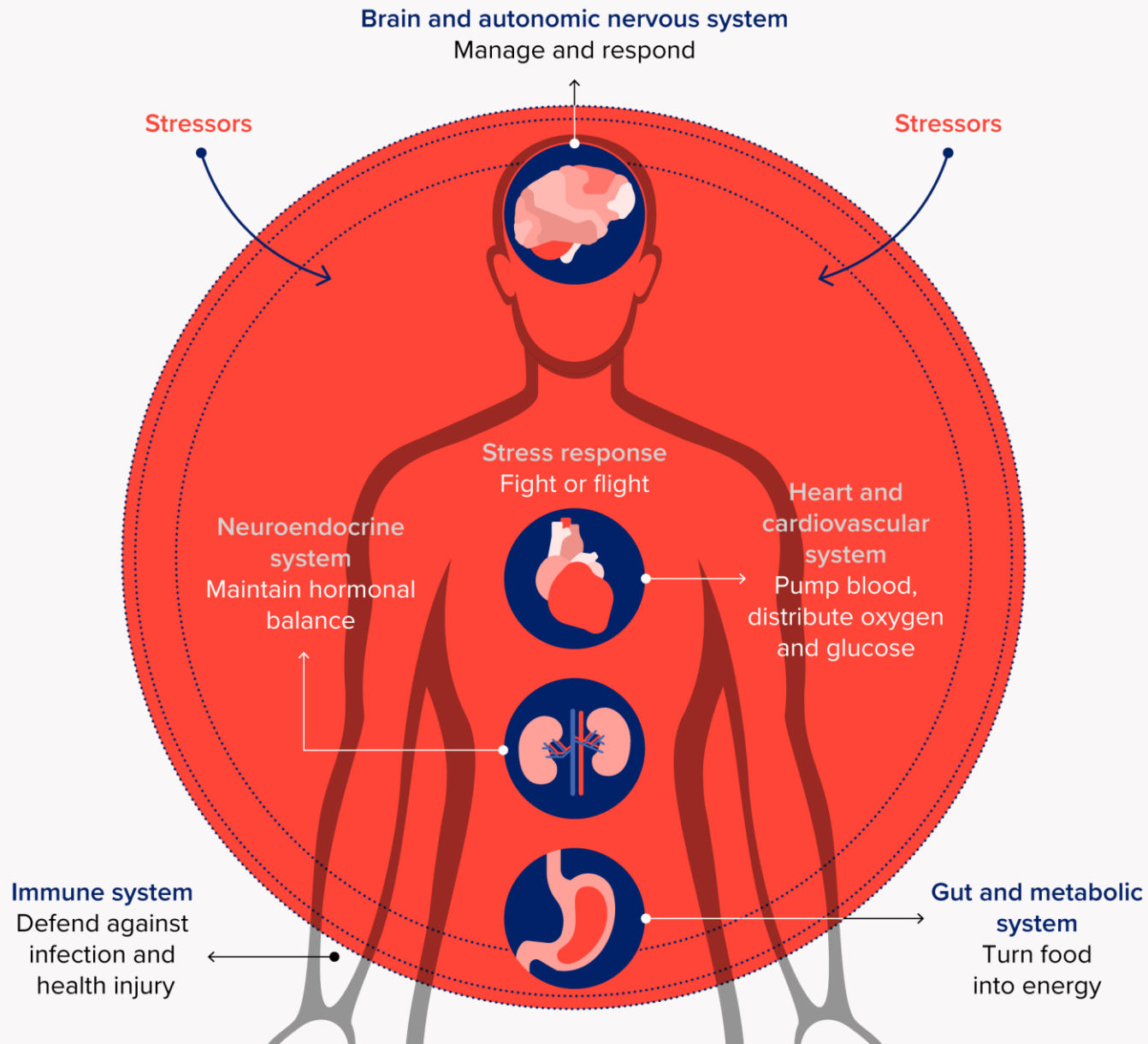


**Unsettled minds in uncertain times**  
**Harnessing agency to foster human development**

# How mental distress affects human development

Social context and influence





# A holistic approach

## Connecting mental and physical health

# Measuring mental wellbeing- an ongoing effort



- 1 out of 8 suffered from a mental health disorder before the Covid-19 pandemic
- Anxiety and depression increased by 25% during the first year of the pandemic
- Mental health problems as single leading cause of disability worldwide
- More than 700,000 suicides per year, second leading cause of death among people 15-29 years old
- Approx. 20% of children suffer from mental disorders
- **Only about 10% of people who need mental health interventions receive it**

# Unsettled minds in the Anthropocene



**Pressures on  
the planet**

**Digitalization**

**Economic  
insecurity**

**Violence**

**Discrimination**

# Unsettling structural changes



Human pressures on the planet compromise mental wellbeing

- Traumatizing events
- Physical illness
- Biodiversity loss
- Food insecurity



Digitalization, a double-edged sword

Benefits for  
mental  
wellbeing

Empowerment  
through access to  
information

Easier access to  
mental health services

More opportunities  
for (virtual)  
social engagement

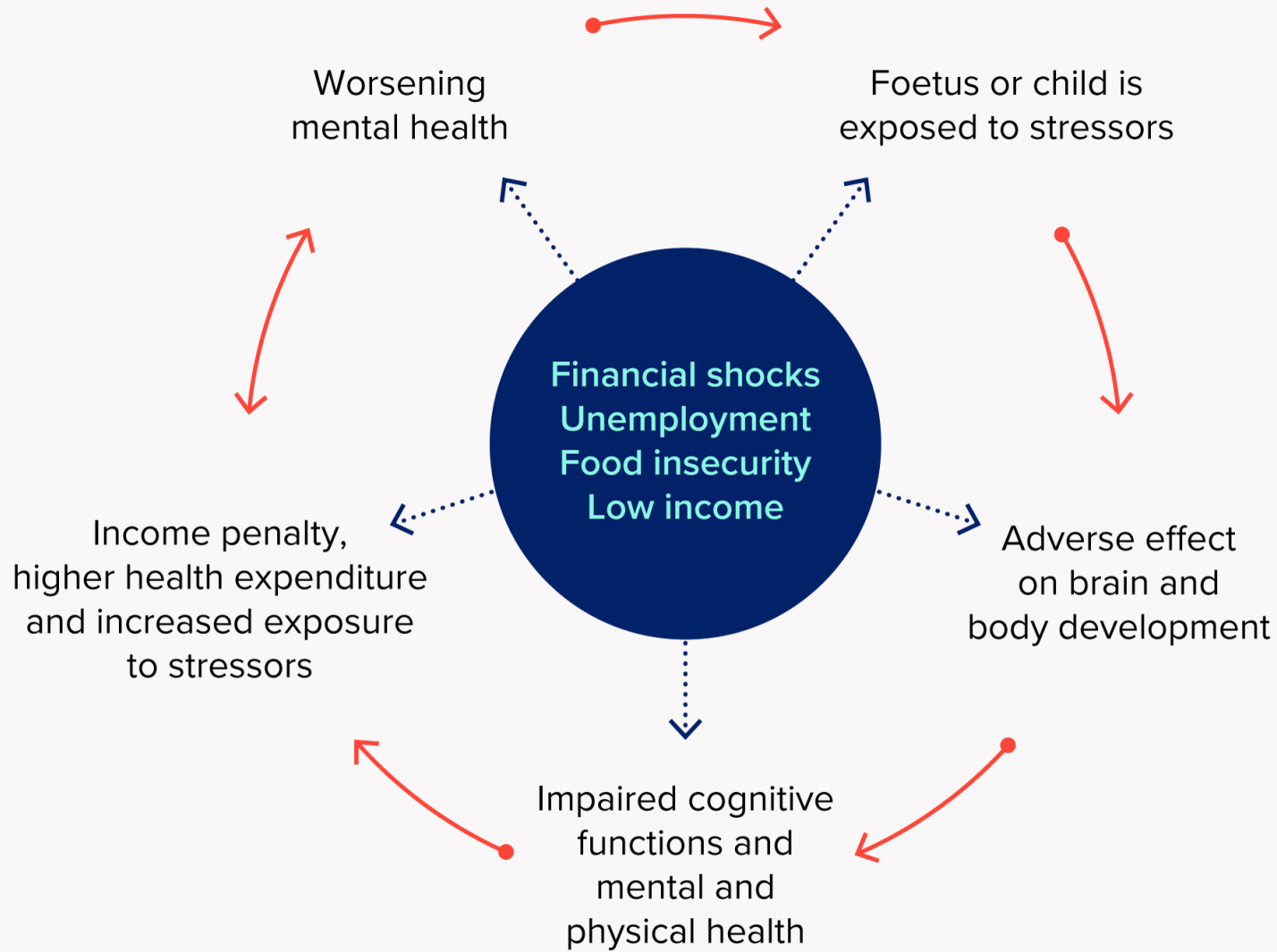
Burden for  
mental  
wellbeing

Information overload  
and false information

Digital addictions

Cybercrime

Cyberharassment,  
cyberstalking,  
cyberbullying and  
social isolation



## Intergenerational cycles of economic insecurity and mental distress

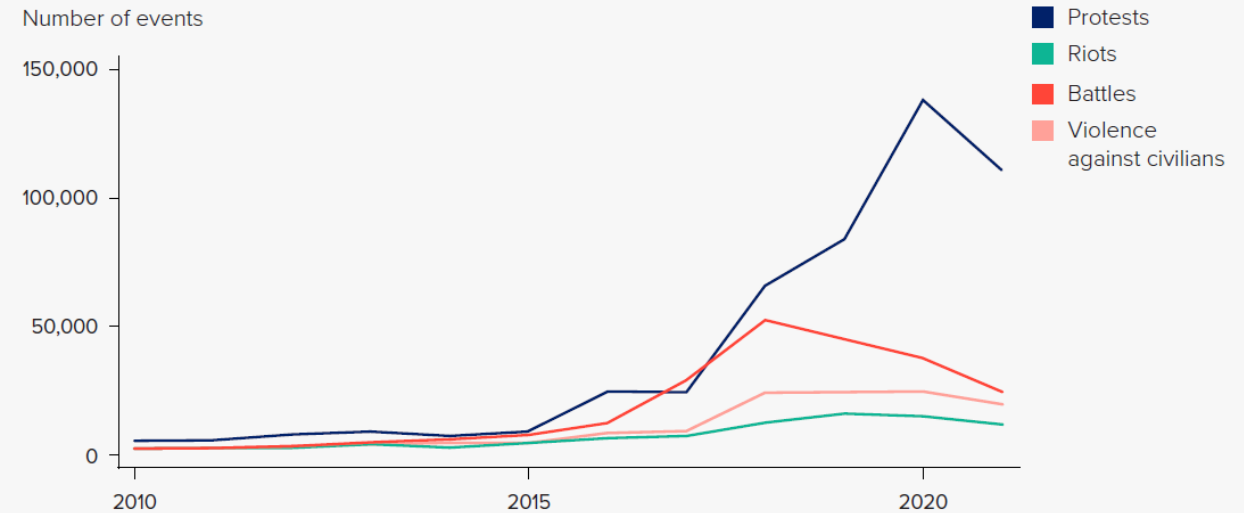
# Collective violence leaves scars and scarred minds



## Armed conflict

- More than half the world's children—around a billion—have experienced emotional, physical or sexual violence
- PTSD among children
  - 44% in Rwandan (post-genocide)
  - 87% in Gaza (exposed to bombings)
  - 24.7% among Iraq's youth
- About 354 million adult war survivors with PTSD
- Two-thirds of adult Iraqi men suffer from anxiety and emotional instability
- Special challenges for forcibly displaced people

## Increase in political violence throughout the past decade

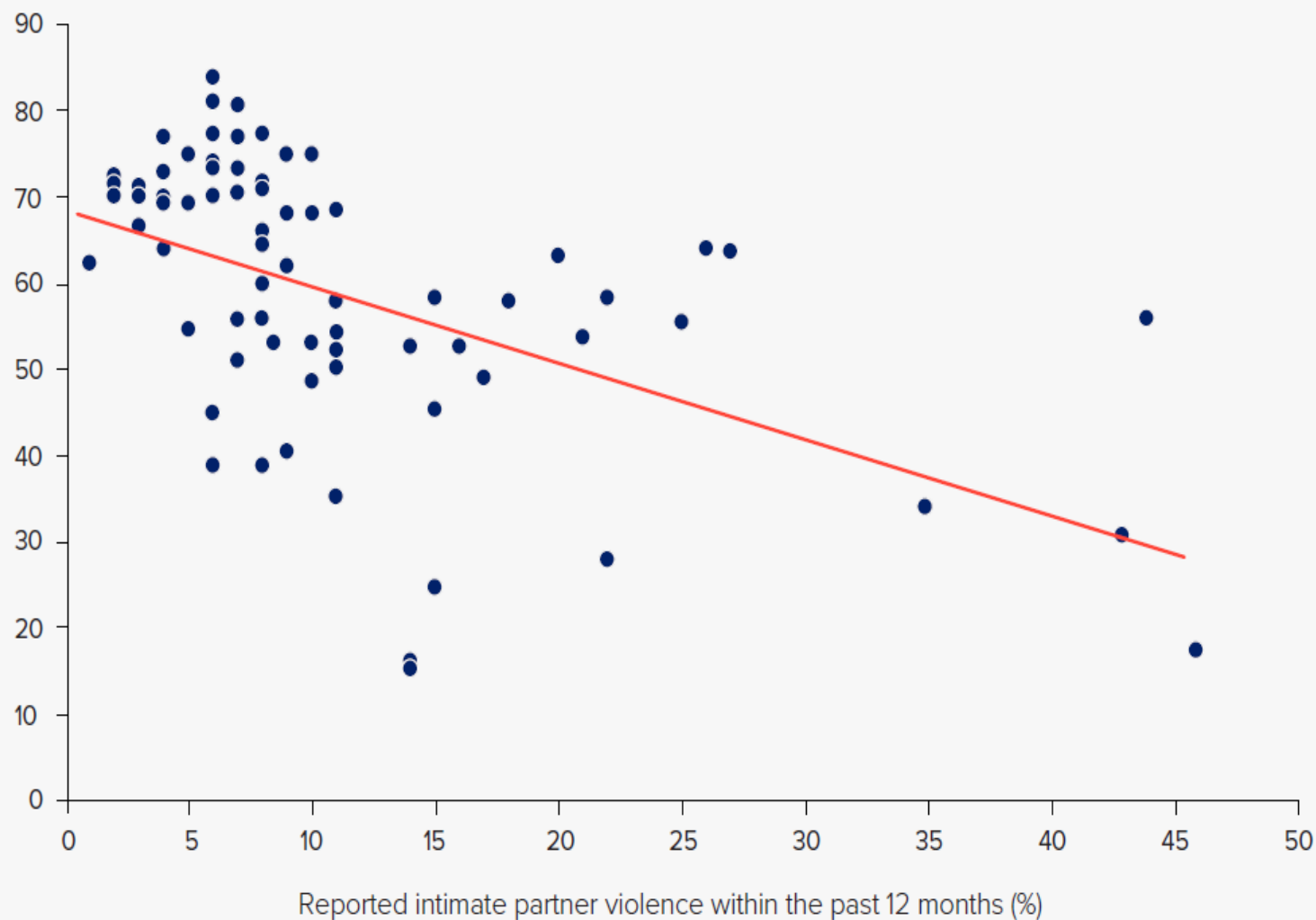


**Note:** *Protest* is defined as a public demonstration in which the participants do not engage in violence, though violence may be used against them. *Battle* is defined as a violent interaction between two politically organized armed groups at a particular time and location. Battles can occur between armed and organized state, nonstate and external groups and in any combination therein. *Riot* is defined as a violent event where demonstrators or mobs engage in disruptive acts, including but not limited to rock throwing, property destruction and the like. *Violence against civilians* is defined as violent events where an organized armed group deliberately inflicts violence upon unarmed noncombatants. The perpetrators of such acts include state forces and their affiliates, rebels, militias, and external or other forces (ACLED 2019).

**Source:** Human Development Report Office calculations using data from ACLED (2021).



Female labour force participation (%)



**Note:** Reported intimate partner violence within the past 12 months includes women and girls over age 15 who have experienced physical and/or sexual partner violence. Female labour force participation refers to the percentage of women ages 15–64 participating in the labour force for the most recent data year available. Only countries with data on female labour force participation for 2019 or later are included to allow for direct comparisons with the most recent United Nations Population Fund dataset on intimate partner violence. Similarly, only countries with data on female labour force participation for women ages 15–64 are included to control for potential effects of age. The statistically significant correlation coefficient is  $-0.53019$ .

**Source:** Human Development Report Office calculations using data from ILO (2021a) and UNFPA (2021).



**Intimate partner  
violence increases  
with economic  
dependence**

# Human dignity under assault

## Structural and interpersonal discrimination

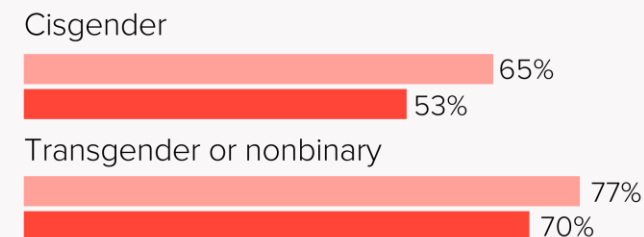


- Minority groups: e.g. women, ethnic groups, people of color, LGBTQI+ people, and people with disabilities
  - More than 75% LGBTQ+ youth have experienced discrimination
  - More than half transgender and non-binary youth consider suicide, 71% experience symptoms of anxiety disorder, 62% major depressive disorder
  - Almost all survey participants (95%) reported difficulty sleeping, 70% feel worthless or hopeless
  - Only 26% of participants feel safe at school
- Structural/ systemic discrimination(e.g., Rohingya, Yazidi), causing collective trauma

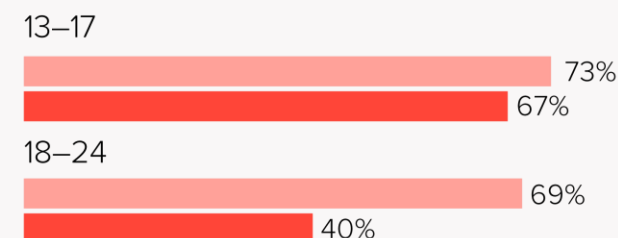
LGBTQI+ youth who experience symptoms of:

- Generalized anxiety disorder
- Major depressive disorder

By gender identity

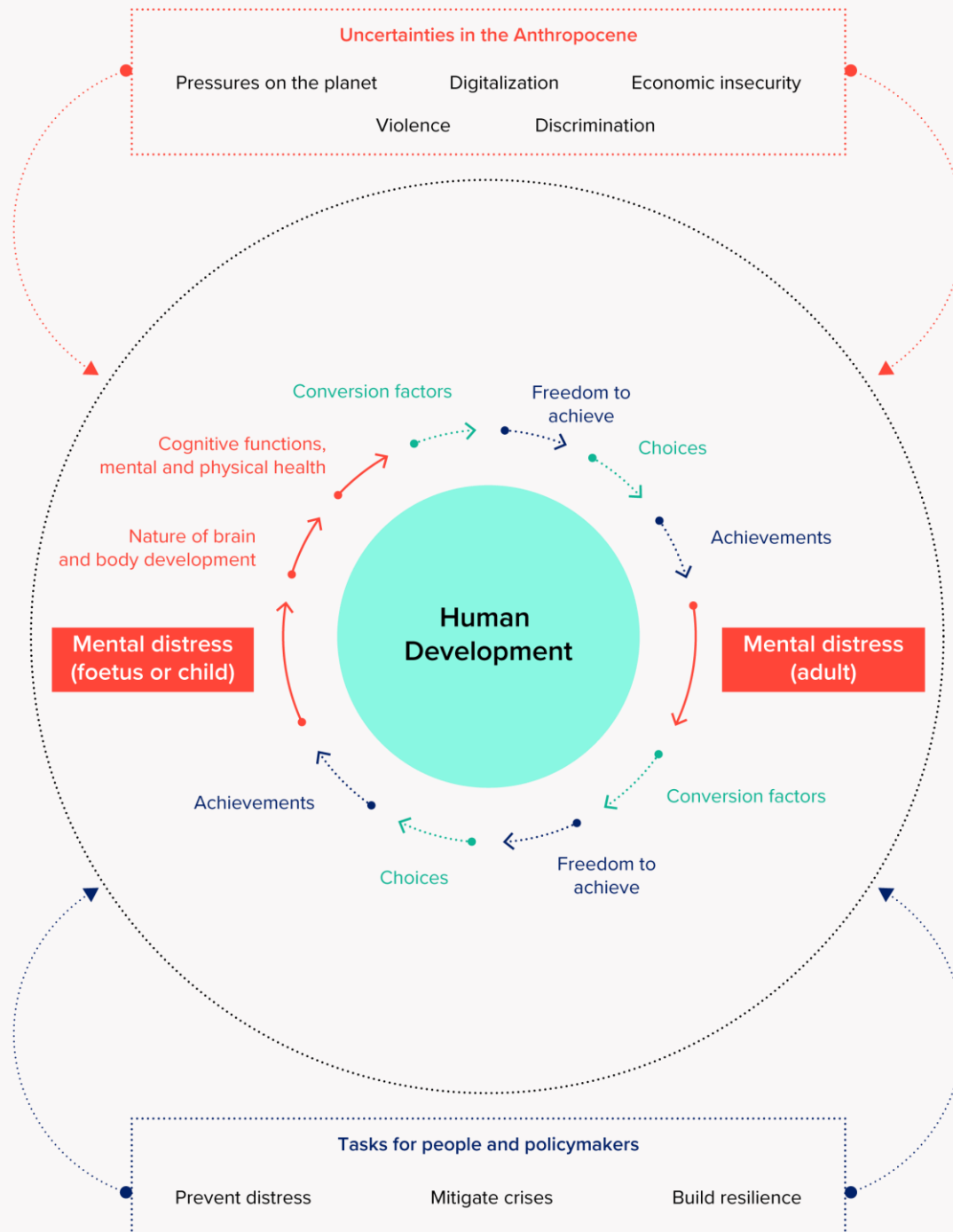


By age



Source: The Trevor Project 2021.

# Human development amid multidimensional uncertainties

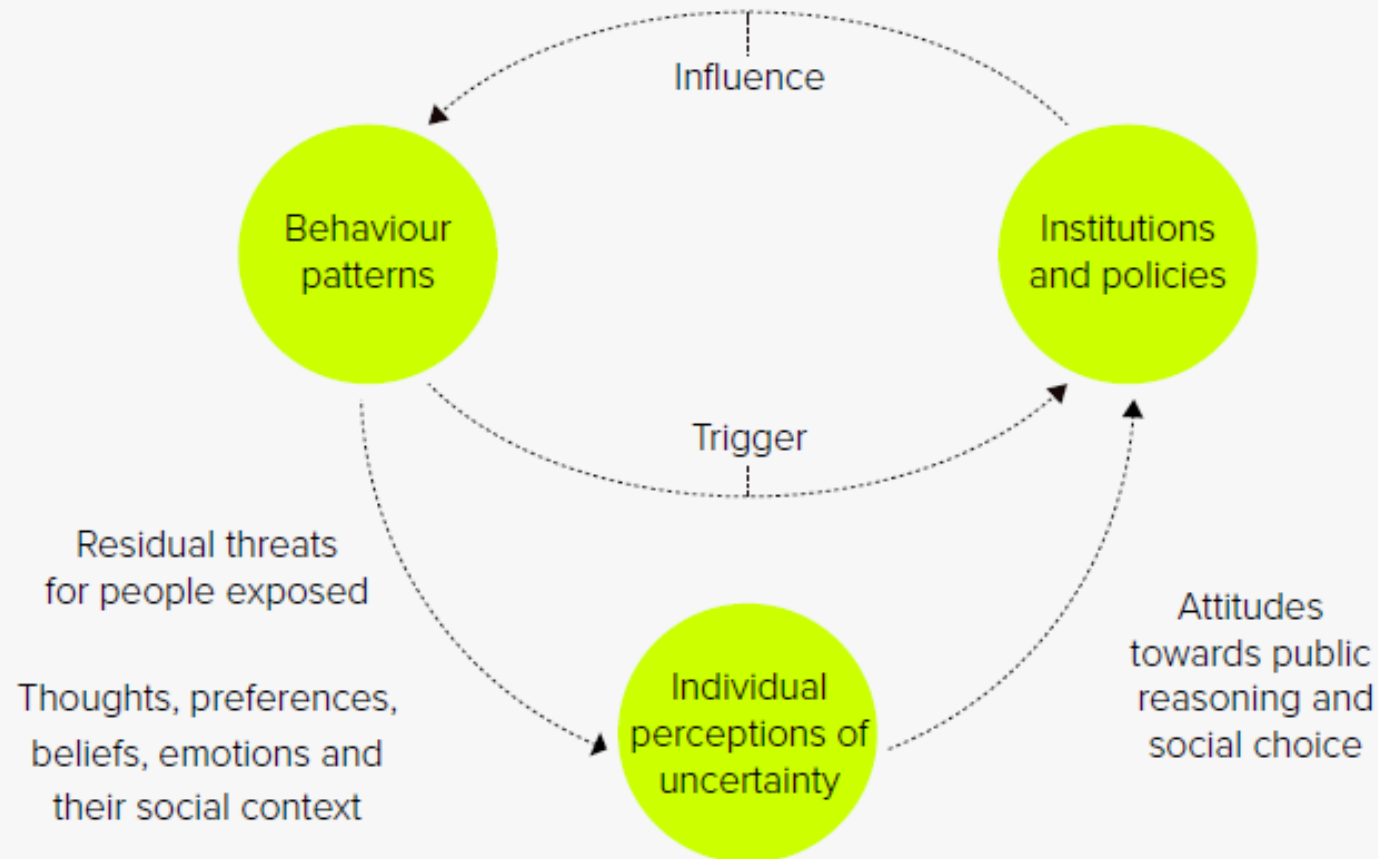


# But behavioral science can only take us so far: recognizing the role of culture



	“Rational” agent	Behavioural agent	Encultured agent
<b>Individual determinants of choice</b>	Preferences (stable, autonomous); beliefs (isolated from preferences, based on collecting and processing information)	Preferences (can be fickle), beliefs (can be motivated), plus emotions (can change preferences and beliefs)	Preferences, beliefs, emotions shaped by social constructs (cultural mental models)
<b>Cognition</b>	Maximizes utility and assumes everyone else is doing the same	Cognitive limitations and biases (endowment effect) universal and hardwired, social context (norms, social preferences)	Culture shapes psychological traits; culture contingent on context and evolving over time
<b>Social determinants of choice</b>	Prices, rules of the game (emerge from a unique equilibrium)	Prices, rules of the game, plus social context (norms, framing of choices)	Experience and exposure to culture, which creates mental models (categories)
<b>Scope of actions to shape choices</b>	Incentives to correct market failures (externalities), governance (improve the rules of the game)	Incentives, governance, plus choice architecture (nudge, prime), social norms	Incentives, governance, social context, plus social identities, worldviews, narratives (which prime certain behaviours)

# Both behavior and institutions can change and evolve: based on procedures of public reasoning and social choice





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