

# **Relaxation and Memory**

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Section 3, W241

Final Project

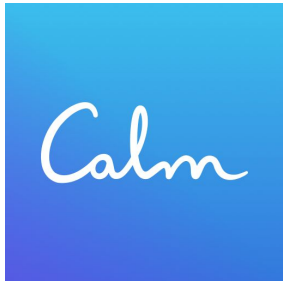
# Background

We are in an information and new media age where our brain is constantly exposed to information from a plethora of sources.

With this barrage of information, how might one cope with keeping track of day to day facts?

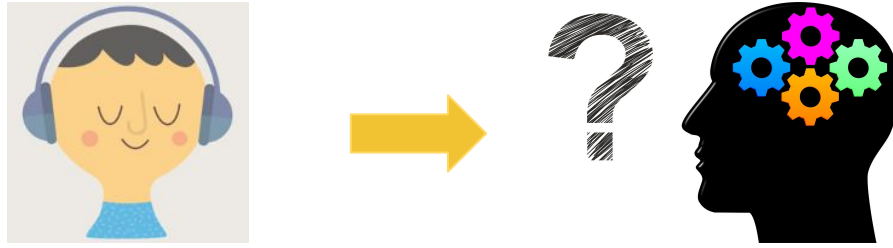
*“Stronger and more lasting memories are likely to be formed when a person is relaxed and the memory-related neurons in the brain fire in sync with certain brain waves, scientists said on Wednesday.”*

~ [Reuters](#)



# Research Question

**Does a relaxed mind improve people's memory?**

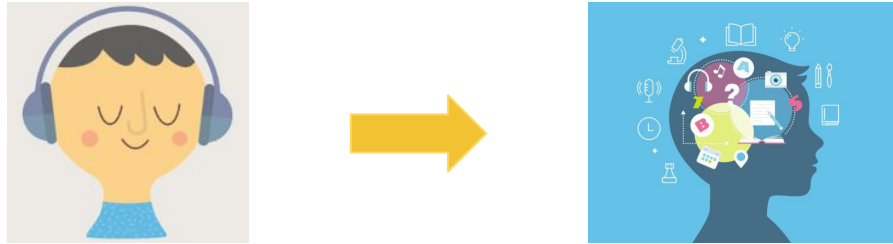


Top of Mind Implications:

- 🎓 How can elementary school teachers rethink their approach in the classroom?
- 📚 How can we create new therapy methods for people with dementia and learning disabilities?
- 💼 How can I remember what my boss told me this morning during my meeting?

# Hypothesis

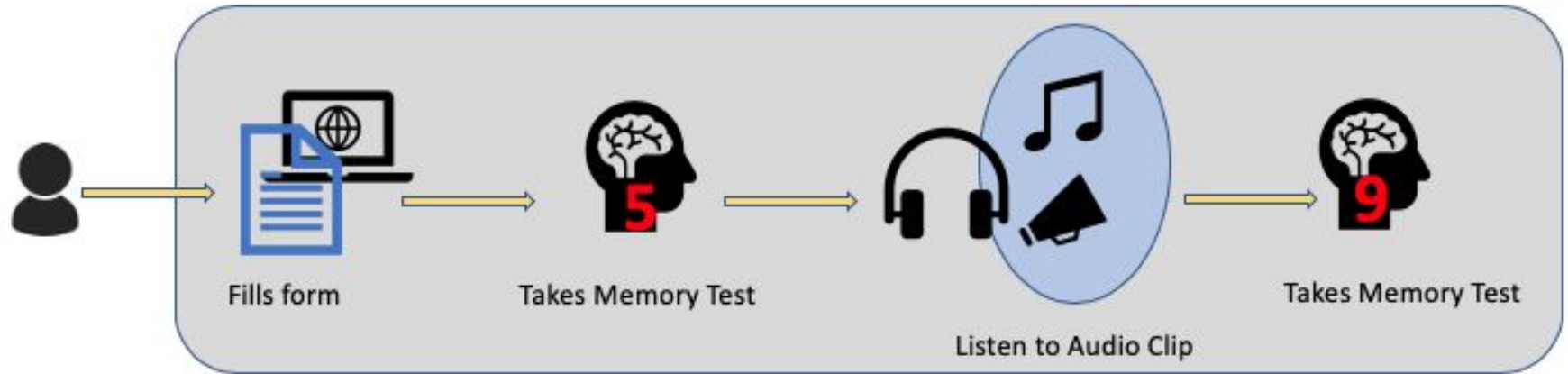
Having a relaxed mind causes us to have better short-term memory



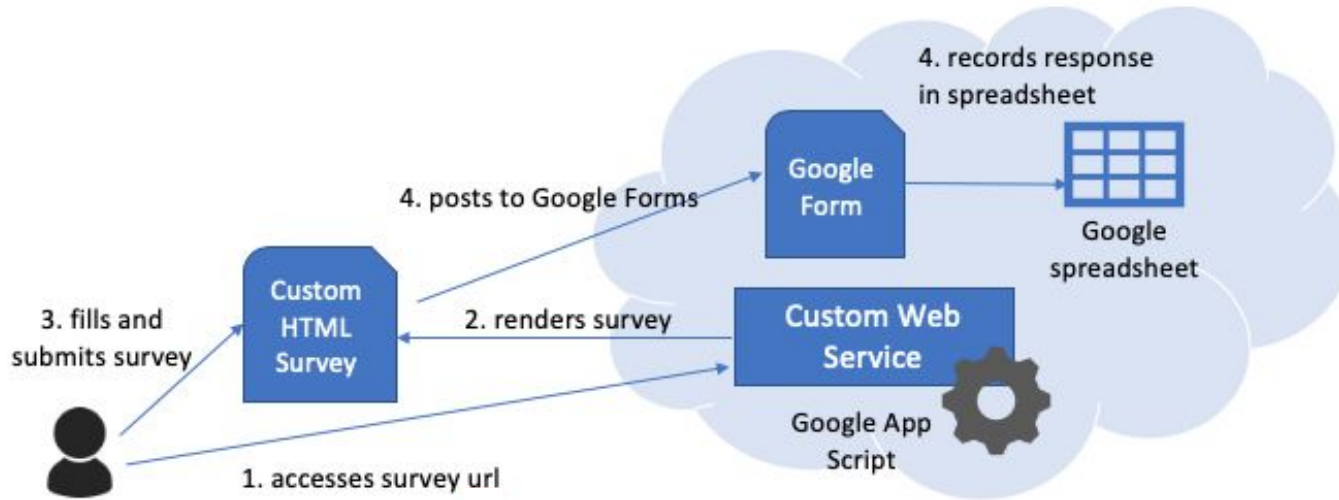
Additional sub-hypotheses:

- 🎵 Having musical training in the past will have a positive effect on memory
- 🕒 The time-of-day (correlated with stress level) possibly impacts memory
- 👤 Gender has no effect on memory

# Experimental Design



# Survey Design



# Survey Design: Blocking

## Relax to Remember!

Compatible only with Chrome/Firefox/Safari/Edge

This is an experiment to see if hearing an audio can have an impact on memory recall. Here are some simple steps you need to do to take part in this experiment:

0. Turn on your audio and set the volume to a level comfortable to your ear. Use a headset or move to a quiet room.
1. Answer a few simple questions.
2. Play a number game to check your digit span score. 🎧
3. Listen to the provided audio clip until it stops playing. **You may hear noisy and/or calming audio.** 🎧
4. Play the number game again! 🎧

🎧 indicates the step requires audio to be on!

## 1. Tell us about yourself

1 of 4

What is your name?

What is your gender?

☐ Male ☐ Female

How old are you?

☐ 5 - 21 years ☐ 22 - 55 years ☐ Older than 55 years

How many years of music training (vocal or instrumental) have you had?

☐ No training ☐ 1-2 years of training ☐ 3- 5 years of training ☐ more than 5 years of training

What time of the day is it now?

☐ 4 AM - 8 AM ☐ 8 AM - Noon ☐ Noon - 4 PM ☐ 4 PM - 8 PM ☐ 8 PM - Midnight ☐ Midnight - 4 AM

*If you would like to get a report on this experimental study, please share your email*

What is your email? (optional)

Next

# Survey Design: **Pre-Treatment Measure**

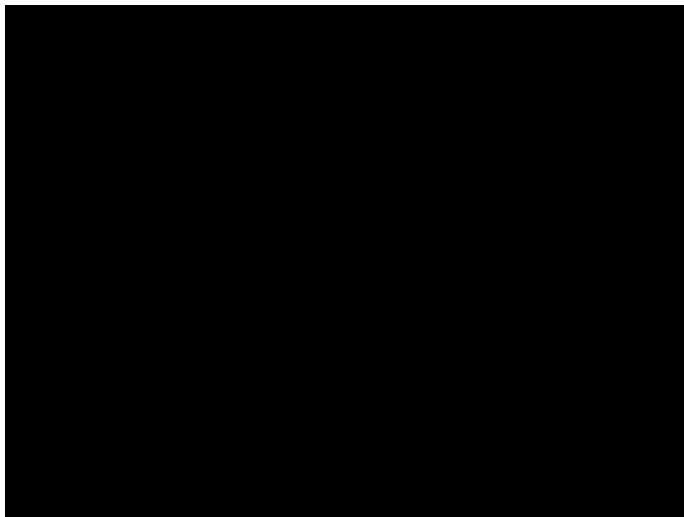
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3. Listen to the provided audio clip until it stops playing. **You may hear noisy and/or calming audio.** 🎧
4. Play the number game again! 🎧

🎧 indicates the step requires audio to be on!





# Survey Design: **Treatment**

## Relax to Remember!

Compatible only with Chrome/Firefox/Safari/Edge

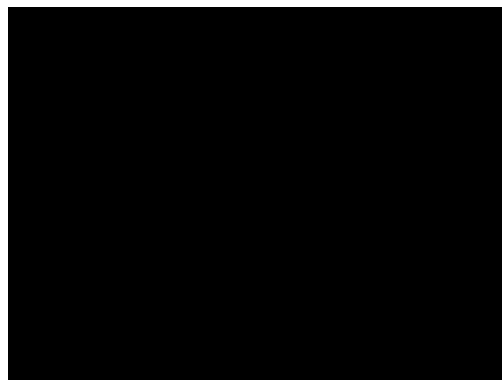
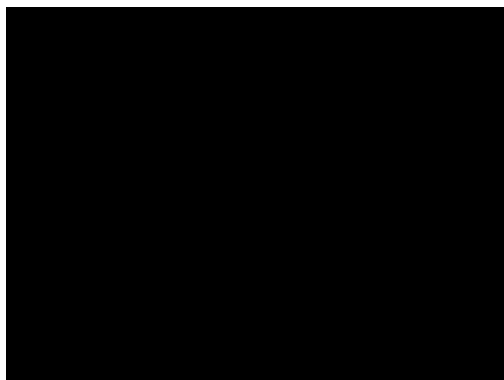
This is an experiment to see if hearing an audio can have an impact on memory recall. Here are some simple steps you need to do to take part in this experiment:

0. Turn on your audio and set the volume to a level comfortable to your ear. Use a headset or move to a quiet room.
1. Answer a few simple questions.
2. Play a number game to check your digit span score. 🎧
3. Listen to the provided audio clip until it stops playing. **You may hear noisy and/or calming audio.** 🎧
4. Play the number game again! 🎧

🎧 indicates the step requires audio to be on!

## 3. Hear the Audio Clip (Keep your audio and headset on)

3 of 4



# Survey Design: **Post-Treatment Measure**

## Relax to Remember!

Compatible only with Chrome/Firefox/Safari/Edge

This is an experiment to see if hearing an audio can have an impact on memory recall. Here are some simple steps you need to do to take part in this experiment:

0. Turn on your audio and set the volume to a level comfortable to your ear. Use a headset or move to a quiet room.
1. Answer a few simple questions.
2. Play a number game to check your digit span score. 🎧
3. Listen to the provided audio clip until it stops playing. **You may hear noisy and/or calming audio.** 🎧
4. Play the number game again! 🎧

🎧 indicates the step requires audio to be on!

## 4. Play the Memory Game Again! (Keep your audio and headset on)

4 of 4

Start Game

Check and Move to Next Level

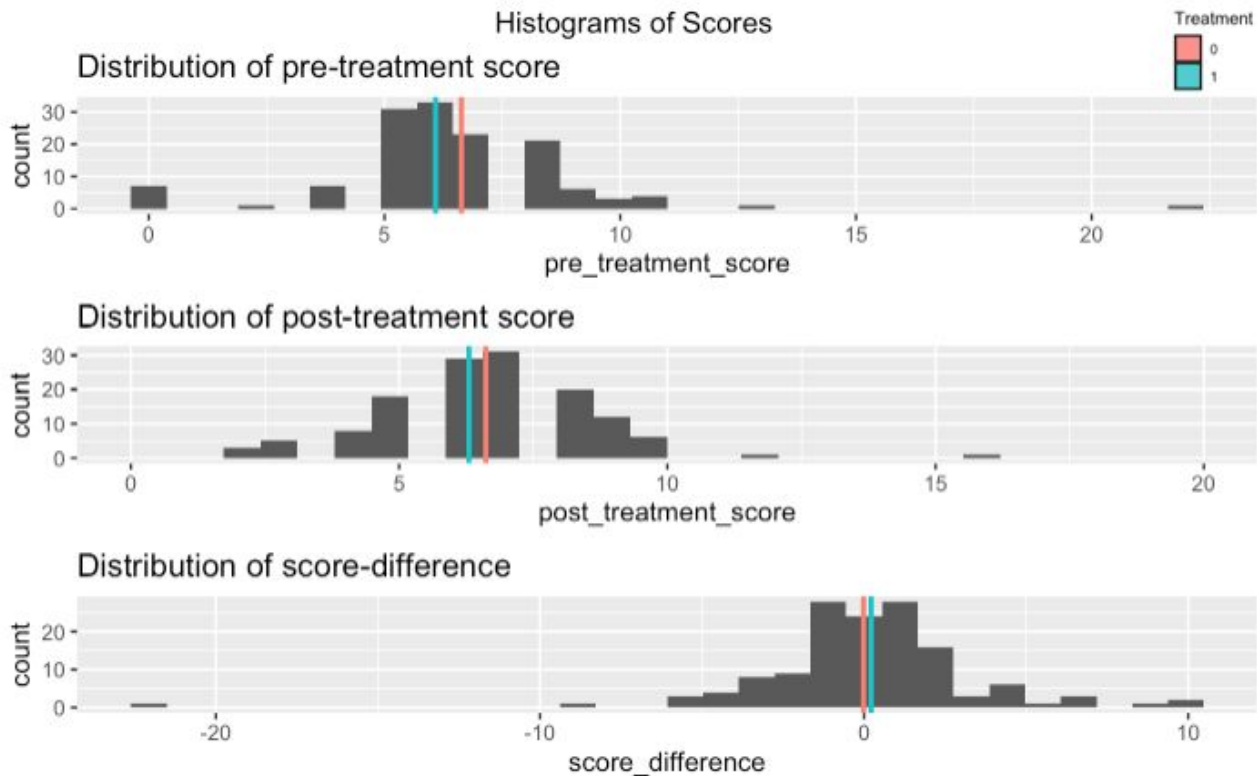
Your Score: 0

# Data

Participant Characteristic	Treatment	Control
Total count	73	65
Age (5 - 21 years)	15	15
Age(22 - 55 years)	43	40*
Age(> 55 years)	15	10*
Male	32	24
Female	33	49
Music training	19	20
No music training	27	25
		* <i>attrition observed</i>

Table 1: Participant numbers by Treatment

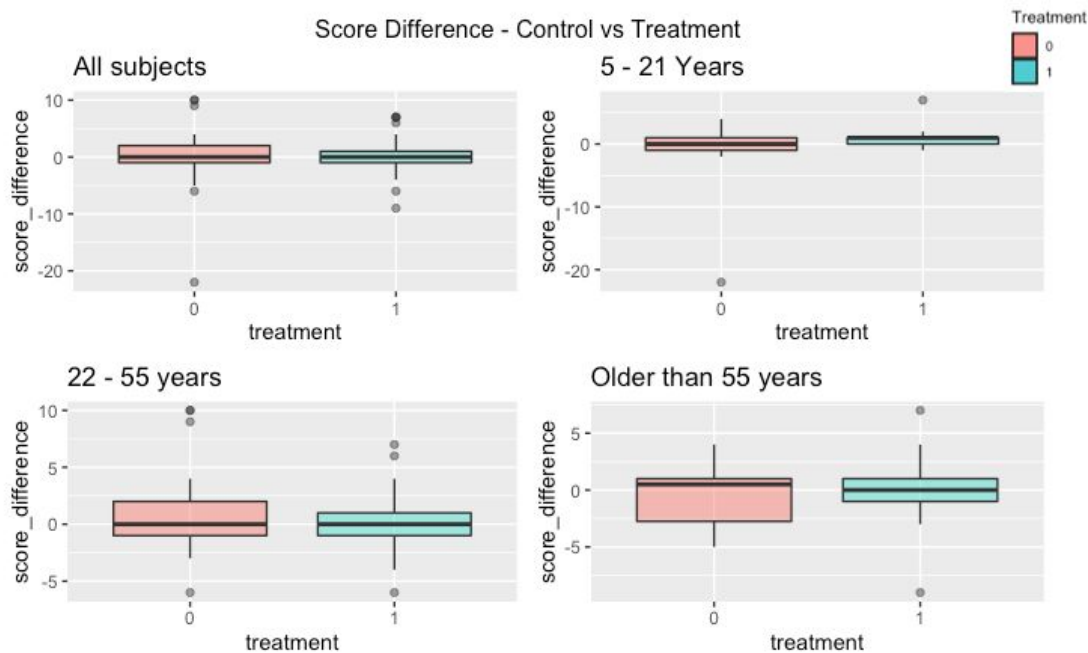
# Data



# Data

Treatment	pre-treatment-score	post-treatment-score	score-difference
0	6.631	6.615	-0.015
1	6.082	6.301	0.219

Table 2: Average Scores by Treatment



# Results

Effect	Treatment	Control
Participants for whom score improved	48	25
Participants for whom score deteriorated	36	29
Mean Outcome	0.658	0.554

Table 6: Tally - Score Improvement

## Short Model - Score Improvement

	Outcome Variable: score-improved			
	All ages (1)	5 - 21 years (2)	22 - 55 years (3)	Older than 55 years (4)
treatment1	0.104 (0.084)	0.267 (0.177)	0.055 (0.111)	0.067 (0.216)
Constant	0.554*** (0.063)	0.533*** (0.138)	0.550*** (0.081)	0.600*** (0.172)
Age Group:	All	5 - 21 years	22 - 55 years	Older than 55 years
Observations	138	30	83	25
R <sup>2</sup>	0.011	0.080	0.003	0.005
Adjusted R <sup>2</sup>	0.004	0.047	-0.009	-0.039
Residual Std. Error	0.489 (df = 136)	0.468 (df = 28)	0.499 (df = 81)	0.499 (df = 23)
F Statistic	1.547 (df = 1; 136)	2.435 (df = 1; 28)	0.248 (df = 1; 81)	0.107 (df = 1; 23)

Note:

\*p<0.1; \*\* p<0.05; \*\*\* p<0.01

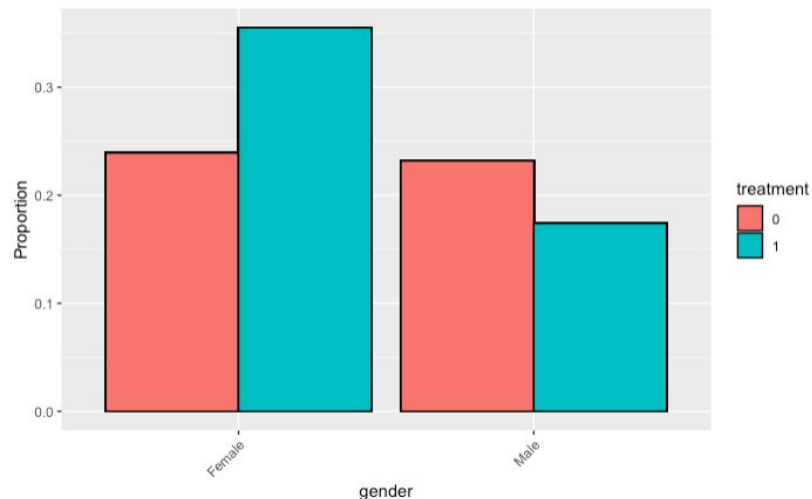
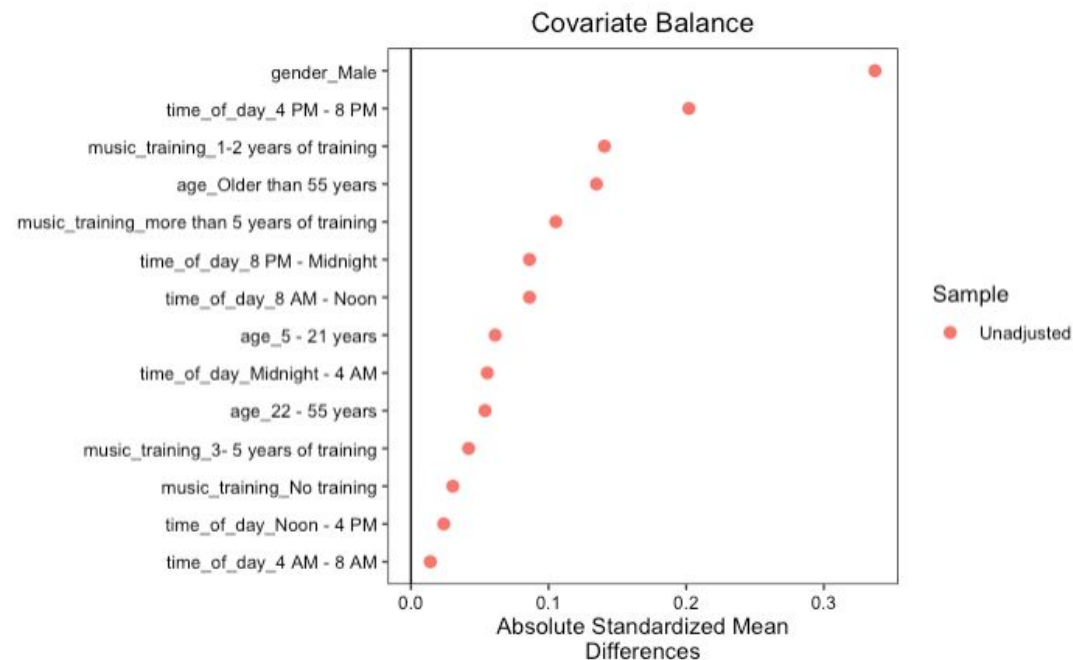
# Covariate Balance Check

Covariate Balance Check				
	Estimate	Std. Error	t value	Pr(>  t  )
(Intercept)	1.673	0.360	4.653	0.00001***
age5 - 21 years	0.019	0.112	0.169	0.866
ageOlder than 55 years	0.123	0.120	1.021	0.309
music_training3- 5 years of training	-0.138	0.170	-0.809	0.420
music_trainingmore than 5 years of training	-0.189	0.160	-1.187	0.238
music_trainingNo training	-0.112	0.155	-0.720	0.473
genderMale	-0.209	0.093	-2.253	0.026*
time_of_day4 PM - 8 PM	-0.039	0.364	-0.107	0.915
time_of_day8 AM - Noon	0.101	0.370	0.274	0.785
time_of_day8 PM - Midnight	0.075	0.364	0.207	0.836
time_of_dayMidnight - 4 AM	0.111	0.385	0.289	0.773
time_of_dayNoon - 4 PM	0.039	0.362	0.108	0.914

Distribution	Treatment	Control
Women in Age (22 - 55 years)	32	21
Women in Age (22 - 55 years) with 1-2 years of music training	4	4
Men in Age (22 - 55 years)	9	11

Table 5: Distribution of Intercept

# Covariate Balance Check





# Results - Score Improvement

	Long Model - Score Improved			
	Outcome Variable: score-improved			
	All ages (1)	5 - 21 years (2)	22 - 55 years (3)	Older than 55 years (4)
treatment1	0.773*** (0.214)	0.148 (0.232)	0.836*** (0.275)	0.589 (0.509)
music_training3- 5 years of training	0.230 (0.175)	-0.512 (0.382)	0.215 (0.219)	0.761 (0.591)
music_trainingmore than 5 years of training	0.257 (0.161)	-0.247 (0.358)	0.333* (0.185)	1.159** (0.507)
music_trainingNo training	0.249 (0.155)	-0.621** (0.313)	0.336* (0.182)	0.534 (0.386)
time_of_day4 PM - 8 PM	0.518*** (0.190)		0.483** (0.233)	
time_of_day8 AM - Noon	0.354* (0.205)	-0.565 (0.387)	0.152 (0.267)	0.284 (0.578)
time_of_day8 PM - Midnight	0.114 (0.234)	-0.508 (0.375)	0.144 (0.308)	-0.572 (0.543)
time_of_dayMidnight - 4 AM	0.256 (0.418)		0.226 (0.480)	-1.501*** (0.370)
time_of_dayNoon - 4 PM	0.280 (0.188)	-0.749** (0.335)	0.382* (0.221)	-0.912*** (0.247)
genderMale	0.003 (0.129)	-0.249 (0.267)	0.051 (0.171)	0.284 (0.578)

# Results - Score Improvement

Long Model - Score Improved				
	Outcome Variable: score-improved			
	All ages (1)	5 - 21 years (2)	22 - 55 years (3)	Older than 55 years (4)
treatment1:time_of_day4 PM - 8 PM	-0.575*** (0.201)		-0.686** (0.276)	
treatment1:time_of_day8 AM - Noon	-0.729*** (0.259)	0.315 (0.437)	-0.738** (0.354)	-0.732 (0.790)
treatment1:time_of_day8 PM - Midnight	-0.404 (0.293)	0.250 (0.433)	-0.585 (0.398)	0.660 (0.539)
treatment1:time_of_dayMidnight - 4 AM	-0.861 (0.563)		-0.679 (0.768)	
treatment1:time_of_dayNoon - 4 PM	-0.801*** (0.241)	0.366 (0.531)	-1.116*** (0.305)	0.499 (0.370)
treatment1:genderMale	0.022 (0.173)	-0.085 (0.407)	0.168 (0.228)	-0.213 (0.641)
Constant	-0.003 (0.129)	1.436*** (0.387)	-0.051 (0.171)	-0.246 (0.622)
Model:	All ages	5 - 21 years	22 - 55 years	Older than 55 years
Observations	138	30	83	25
R <sup>2</sup>	0.161	0.434	0.198	0.502
Adjusted R <sup>2</sup>	0.050	0.035	0.004	-0.087
Residual Std. Error	0.477 (df = 121)	0.471 (df = 17)	0.496 (df = 66)	0.511 (df = 11)
F Statistic	1.450 (df = 16; 121)	1.087 (df = 12; 17)	1.021 (df = 16; 66)	0.852 (df = 13; 11)
Note: * p<0.1; ** p<0.05; *** p<0.01				

# Results - Score Difference

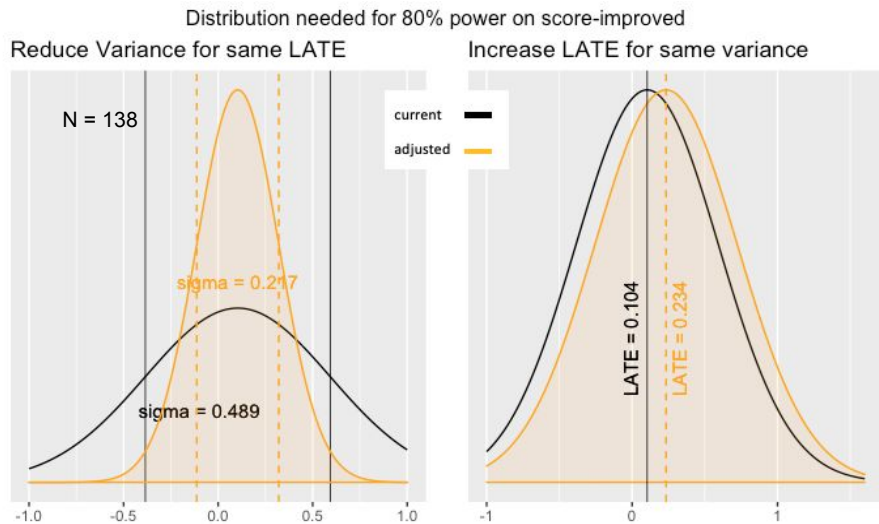
	Long Model - Score Difference			
	Outcome Variable: score-difference			
	All ages (1)	5 - 21 years (2)	22 - 55 years (3)	Older than 55 years (4)
treatment1	7.721*** (1.488)	-2.399 (1.845)	8.734*** (1.665)	3.647 (2.516)
music_training3- 5 years of training	0.145 (1.357)	-9.079*** (2.184)	0.438 (1.502)	8.557*** (2.326)
music_trainingmore than 5 years of training	-0.077 (1.410)	-7.268*** (1.436)	0.569 (1.360)	12.219*** (2.276)
music_trainingNo training	1.091 (1.259)	-7.116*** (1.042)	0.978 (1.249)	10.113*** (1.698)
time_of_day4 PM - 8 PM	0.968 (1.277)		1.335 (1.309)	
time_of_day8 AM - Noon	-0.253 (2.670)	-10.059 (10.080)	2.768 (2.415)	-1.330 (2.287)
time_of_day8 PM - Midnight	0.177 (1.964)	-0.698 (1.758)	1.364 (2.496)	-6.264*** (2.188)
time_of_dayMidnight - 4 AM	1.466 (1.692)		0.997 (1.827)	-8.346*** (2.567)
time_of_dayNoon - 4 PM	0.579 (1.338)	-1.356 (1.873)	1.595 (1.529)	-6.699*** (1.039)
genderMale	-0.134 (1.018)	-4.696 (3.264)	1.171 (1.141)	2.670 (2.287)

# Results - Score Difference

Long Model - Score Difference				
	Outcome Variable: score-differenece			
	All ages	5 - 21 years	22 - 55 years	Older than 55 years
treatment1:time_of_day4 PM - 8 PM	-6.928*** (1.633)		-7.297*** (1.942)	
treatment1:time_of_day8 AM - Noon	-6.646** (2.874)	10.309 (10.126)	-10.363*** (2.826)	-2.828 (4.127)
treatment1:time_of_day8 PM - Midnight	-6.911*** (2.343)	1.688 (2.049)	-7.990*** (3.031)	3.565 (3.257)
treatment1:time_of_dayMidnight - 4 AM	-9.992*** (2.421)		-8.548*** (3.071)	
treatment1:time_of_dayNoon - 4 PM	-8.352*** (1.495)	2.731 (2.114)	-9.859*** (1.890)	4.654* (2.567)
treatment1:genderMale	-0.390 (1.057)	3.170 (2.874)	-1.487 (1.362)	-2.753 (2.606)
Constant	-0.866 (1.018)	10.675*** (2.529)	-2.171* (1.141)	-10.520*** (2.411)
Model:	All ages	5 - 21 years	22 - 55 years	Older than 55 years
Observations	138	30	83	25
R <sup>2</sup>	0.084	0.502	0.176	0.740
Adjusted R <sup>2</sup>	-0.037	0.151	-0.024	0.434
Residual Std. Error	3.414 (df = 121)	4.150 (df = 17)	2.933 (df = 66)	2.455 (df = 11)
F Statistic	0.693 (df = 16; 121)	1.430 (df = 12; 17)	0.882 (df = 16; 66)	2.414* (df = 13; 11)
Note:				
* p<0.1; ** p<0.05; *** p<0.01				

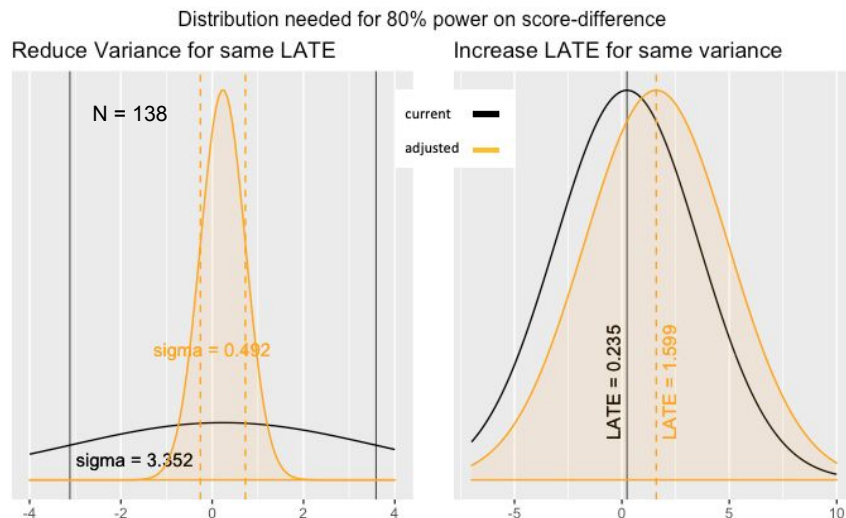
# Power

Current Power = 23.7%



Score-Improvement

Current Power = 6.01%



Score-Difference

Outcome Variable	LATE	Sigma	Sample Size
score-improved	0.104	0.489	175
score-difference	0.235	3.352	1603

Table 11: Sample Size Required for 80% Power

# Conclusion

**While we observed an overall positive average treatment effect and a statistically significant effect on adults in age 22-55, we lacked the Power to detect a statistically significant result on other groups.**

\*Additional findings suggested:

- Having more than 5 years of musical training has a positive effect on memory among seniors (ages > 55 years) while no music training has negative effect among youngsters (ages 5-21)
- Time of the day has confounding effects on memory recall.

\*For the sake of avoiding p-hacking, we must take these additional statistically significant effects cautiously.  
Conduct a new experiment testing these hypotheses before drawing conclusions.

# Future Considerations

- Gain more Power for a more fruitful experiment - increase sample size, re-visit treatment method to increase potential treatment effect
- Further investigate the effect of the time of day on memory as suggested by our analysis
- Received qualitative feedback that the treatment seemingly increased memory due to the fact that subjects felt like they were “woken up” by the noisiness - conduct new experiment testing this hypothesis

**Thank You!**



# Backup

Long Model - Score Improved

	Outcome Variable: score-improved			
	All ages (1)	5 - 21 years (2)	22 - 55 years (3)	Older than 55 years (4)
treatment1	0.137 (0.110)	0.342* (0.202)	0.031 (0.147)	0.677* (0.407)
music_training3- 5 years of training	0.236 (0.155)	-0.515 (0.381)	0.217 (0.187)	0.410 (0.576)
music_trainingmore than 5 years of training	0.288* (0.147)	-0.294 (0.335)	0.368** (0.167)	0.693 (0.535)
music_trainingNo training	0.259* (0.143)	-0.632** (0.277)	0.329** (0.163)	0.399 (0.340)
time_of_day4 PM - 8 PM	0.217 (0.259)		0.116 (0.326)	
time_of_day8 AM - Noon	-0.030 (0.266)	-0.399* (0.206)	-0.234 (0.335)	-0.034 (0.374)
time_of_day8 PM - Midnight	-0.081 (0.265)	-0.417* (0.236)	-0.155 (0.333)	-0.268 (0.382)
time_of_dayMidnight - 4 AM	-0.209 (0.369)		-0.120 (0.451)	-1.457*** (0.379)
time_of_dayNoon - 4 PM	-0.139 (0.259)	-0.590** (0.266)	-0.182 (0.325)	-0.509* (0.281)
genderMale	0.007 (0.128)	-0.238 (0.253)	0.015 (0.169)	0.248 (0.540)
treatment1:genderMale	0.024 (0.169)	-0.079 (0.382)	0.228 (0.221)	-0.503 (0.528)
Constant	0.310 (0.268)	1.373*** (0.360)	0.368 (0.337)	0.087 (0.602)
Model:	All ages	5 - 21 years	22 - 55 years	Older than 55 years
Observations	138	30	83	25
R2	0.131	0.411	0.141	0.330
Adjusted R2	0.056	0.145	0.007	-0.149
Residual Std. Error	0.476 (df = 126)	0.443 (df = 20)	0.495 (df = 71)	0.525 (df = 14)
F Statistic	1.732* (df = 11; 126)	1.548 (df = 9; 20)	1.055 (df = 11; 71)	0.689 (df = 10; 14)
Note:				
*p<0.1; **p<0.05; ***p<0.01				

# Backup

Long Model - Score Difference

	Outcome Variable: score-differnece			
	All ages (1)	5 - 21 years (2)	22 - 55 years (3)	Older than 55 years (4)
treatment1	0.351 (0.596)	0.315 (1.528)	0.064 (0.857)	4.876** (1.954)
music_training3- 5 years of training	0.567 (1.173)	-11.470** (4.579)	0.715 (1.254)	6.639*** (2.414)
music_trainingmore than 5 years of training	0.354 (1.266)	-10.774** (4.533)	0.763 (1.134)	9.430*** (2.713)
music_trainingNo training	1.292 (1.171)	-9.002*** (2.684)	1.135 (1.048)	9.243*** (1.636)
time_of_day4 PM - 8 PM	-2.659 (2.626)		-2.466 (3.251)	
time_of_day8 AM - Noon	-3.650 (2.841)	-3.582 (3.677)	-2.733 (3.335)	-2.615 (2.066)
time_of_day8 PM - Midnight	-3.380 (2.669)	-0.270 (1.328)	-2.662 (3.293)	-4.757** (2.307)
time_of_dayMidnight - 4 AM	-3.886 (2.773)		-3.296 (3.301)	-8.289*** (2.365)
time_of_dayNoon - 4 PM	-3.794 (2.652)	0.305 (1.625)	-3.378 (3.242)	-3.057* (1.834)
genderMale	-0.211 (1.060)	-4.688 (3.330)	0.970 (1.129)	2.644 (2.324)
treatment1:genderMale	-0.110 (1.135)	2.865 (2.763)	-1.286 (1.289)	-4.445* (2.300)
Constant	2.647 (2.737)	12.090*** (4.306)	2.125 (3.349)	-9.018*** (2.542)
Model:	All ages	5 - 21 years	22 - 55 years	Older than 55 years
Observations	138	30	83	25
R2	0.052	0.356	0.081	0.631
Adjusted R2	-0.030	0.066	-0.061	0.367
Residual Std. Error	3.402 (df = 126)	4.352 (df = 20)	2.987 (df = 71)	2.595 (df = 14)
F Statistic	0.635 (df = 11; 126)	1.228 (df = 9; 20)	0.568 (df = 11; 71)	2.391* (df = 10; 14)
Note:				
*p<0.1; **p<0.05; ***p<0.01				