

Effects of Age on Detection of Emotional Information

Establishing a title, 2.01; Preparing the manuscript for submission, 8.03

Formatting the author name (byline) and institutional affiliation, 2.02, Table 2.1

Elements of an author note, 2.03

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EFFECTS OF AGE ON DETECTION OF EMOTION

2

Abstract

Writing the abstract, 2.04

Age differences were examined in affective processing, in the context of a visual search task.

Young and older adults were faster to detect high arousal images compared with low arousal and neutral items. Younger adults were faster to detect positive high arousal targets compared with other categories. In contrast, older adults exhibited an overall detection advantage for emotional images compared with neutral images. Together, these findings suggest that older adults do not display valence-based effects on affective processing at relatively automatic stages.

Keywords: aging, attention, information processing, emotion, visual search

Double-spaced manuscript,
Times Roman typeface,
1-inch margins, 8.03

Figure 2.1. Sample One-Experiment Paper (continued)

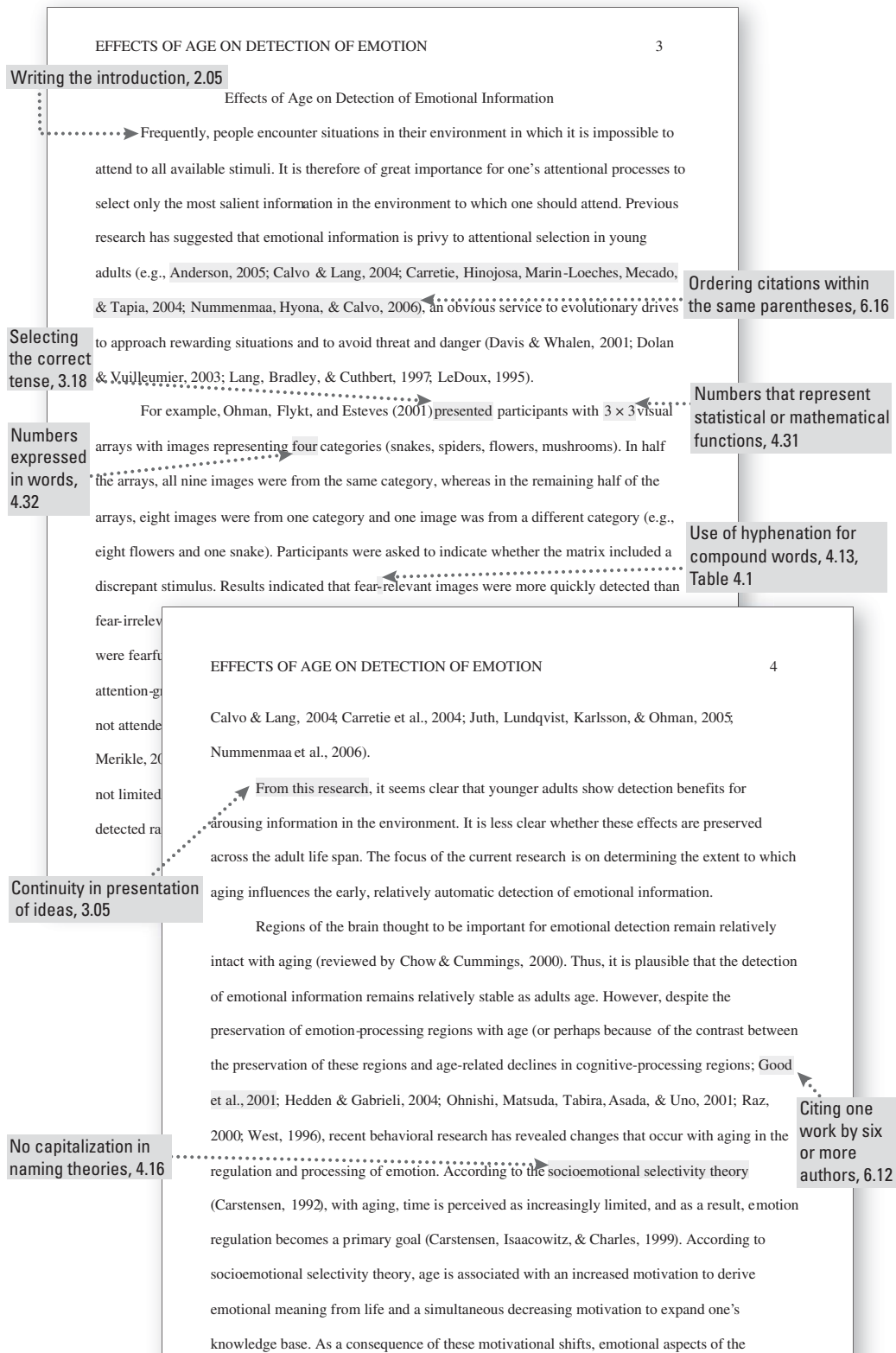


Figure 2.1. Sample One-Experiment Paper (continued)



Figure 2.1. Sample One-Experiment Paper (continued)

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negative stimuli were not of equivalent arousal levels (fearful faces typically are more arousing than happy faces; Hansen & Hansen, 1988). Given that arousal is thought to be a key factor in modulating the attentional focus effect (Hansen & Hansen, 1988; Pratto & John, 1991; Reimann & McNally, 1995), to more clearly understand emotional processing in the context of aging, it is necessary to include both positive and negative emotional items with equal levels of arousal.

In the current research, therefore, we compared young and older adults' detection of four categories of emotional information (positive high arousal, positive low arousal, negative high arousal, and negative low arousal) with their detection of neutral information. The positive and negative stimuli were carefully matched on arousal level, and the categories of high and low arousal were closely matched on valence to assure that the factors of valence (positive, negative) and arousal (high, low) could be investigated independently of one another. Participants were presented with a visual search task including images from these different categories (e.g., snakes, cars, teapots). For half of the multi-image arrays, all of the images were of the same item, and for the remaining half of the arrays, a single

items was included. Participants were presented with a 2 × 2 array, and their reaction times were recorded. Differences in response times (RTs) between the two categories. We reasoned that if young adults had more information, then we would expect similar RTs for the two age groups. By contrast, if older adults were younger adults, older adults should show longer RTs for emotional items (relative to the neutral items).

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for the arousing items than shown by the young adults (resulting in an interaction between age and arousal).

Method

Participants

Younger adults (14 women, 10 men, $M_{\text{age}} = 19.5$ years, age range: 18–22 years) were recruited with flyers posted on the Boston College campus. Older adults (15 women, nine men, $M_{\text{age}} = 76.1$ years, age range: 68–84 years) were recruited through the Harvard Cooperative on Aging (see Table 1, for demographics and test scores).¹ Participants were compensated \$10 per hour for their participation. There were 30 additional participants, recruited in the same way as described above, who provided pilot rating values: five young and five old participants for the assignment of items within individual categories (i.e., images depicting cats), and 10 young and 10 old participants for the assignment of images within valence and arousal categories. All participants were asked to bring corrective eyewear if needed, resulting in normal or corrected to normal vision for all participants.

Materials and Procedure

The visual search task was adapted from Ohman et al. (2001). There were 10 different types of items (two each of five Valence \times Arousal categories: positive high arousal, positive low arousal, neutral, negative low arousal, negative high arousal), each containing nine individual exemplars that were used to construct 3×3 stimulus matrices. A total of 90 images were used, each appearing as a target and as a member of a distracting array. A total of 360 matrices were presented to each participant; half contained a target item (i.e., eight items of one type and one target item of another type) and half did not (i.e., all nine images of the same type). Within the

Prefixed words that require hyphens, Table 4.3

Using abbreviations, 4.22; Explanation of abbreviations, 4.23; Abbreviations used often in APA journals, 4.25; Plurals of abbreviations, 4.29

- Elements of the Method section, 2.06; Organizing a manuscript with levels of heading, 3.03

Identifying subsections within the Method section, 2.06

Using numerals to express numbers representing age, 4.31

Participant (subject) characteristics, Method. 2.06

Figure 2.1. Sample One-Experiment Paper (continued)

matrix. Within the 180 target trials, each of the five emotion categories (e.g., positive high arousal, neutral, etc.) was represented in 36 trials. Further, within each of the 36 trials for each emotion category, nine trials were created for each of the combinations with the remaining four other emotion categories (e.g., nine trials with eight positive high arousal items and one neutral item). Location of the target was randomly varied such that no target within an emotion category was presented in the same location in arrays of more than one other emotion category (i.e., a negative high arousal target appeared in a different location when presented with positive high arousal array images than when presented with neutral array images).

The items within each category of grayscale images shared the same verbal label (e.g., mushroom, snake), and the items were selected from online databases and photo clipart packages. Each image depicted a photo of the actual object. Ten pilot participants were asked to write down the name corresponding to each object; any object that did not consistently generate the intended response was eliminated from the set. For the remaining images, an additional 20 pilot participants rated the emotional valence and arousal of the objects and assessed the degree of visual similarity among objects within a set (i.e., how similar the mushrooms were to one another) and between objects across sets (i.e., how similar the mushrooms were to the snakes).

Valence and arousal ratings. Valence and arousal were judged on 7-point scales (1 = *negative valence or low arousal* and 7 = *positive valence or high arousal*). Negative objects received mean valence ratings of 2.5 or lower, neutral objects received mean valence ratings of 3.5 to 4.5, and positive objects received mean valence ratings of 5.5 or higher. High arousal objects received mean arousal ratings greater than 5, and low arousal objects (including all neutral stimuli) received mean arousal ratings of less than 4. We selected categories for which both young and older adults agreed on the valence and arousal classifications, and stimuli were

Latin abbreviations, 4.26

Numbers expressed in words at beginning of sentence, 4.32

Italicization of anchors of a scale, 4.21

overall similarity of the object categories ($p > .20$). For example, we selected particular mushrooms and particular cats so that the mushrooms were as similar to one another as were the cats (i.e., within-group similarity was held constant across the categories). Our object selection also assured that the categories differed from one another to a similar degree (e.g., that the mushrooms were as similar to the snakes as the cats were similar to the snakes).

Procedure

Each trial began with a white fixation cross presented on a black screen for 1,000 ms; the matrix was then presented, and it remained on the screen until a participant response was recorded. Participants were instructed to respond as quickly as possible with a button marked *yes* if there was a target present, or a button marked *no* if no target was present. Response latencies and accuracy for each trial were automatically recorded with E-Prime (Version 1.2) experimental

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Figure 2.1. Sample One-Experiment Paper (continued)

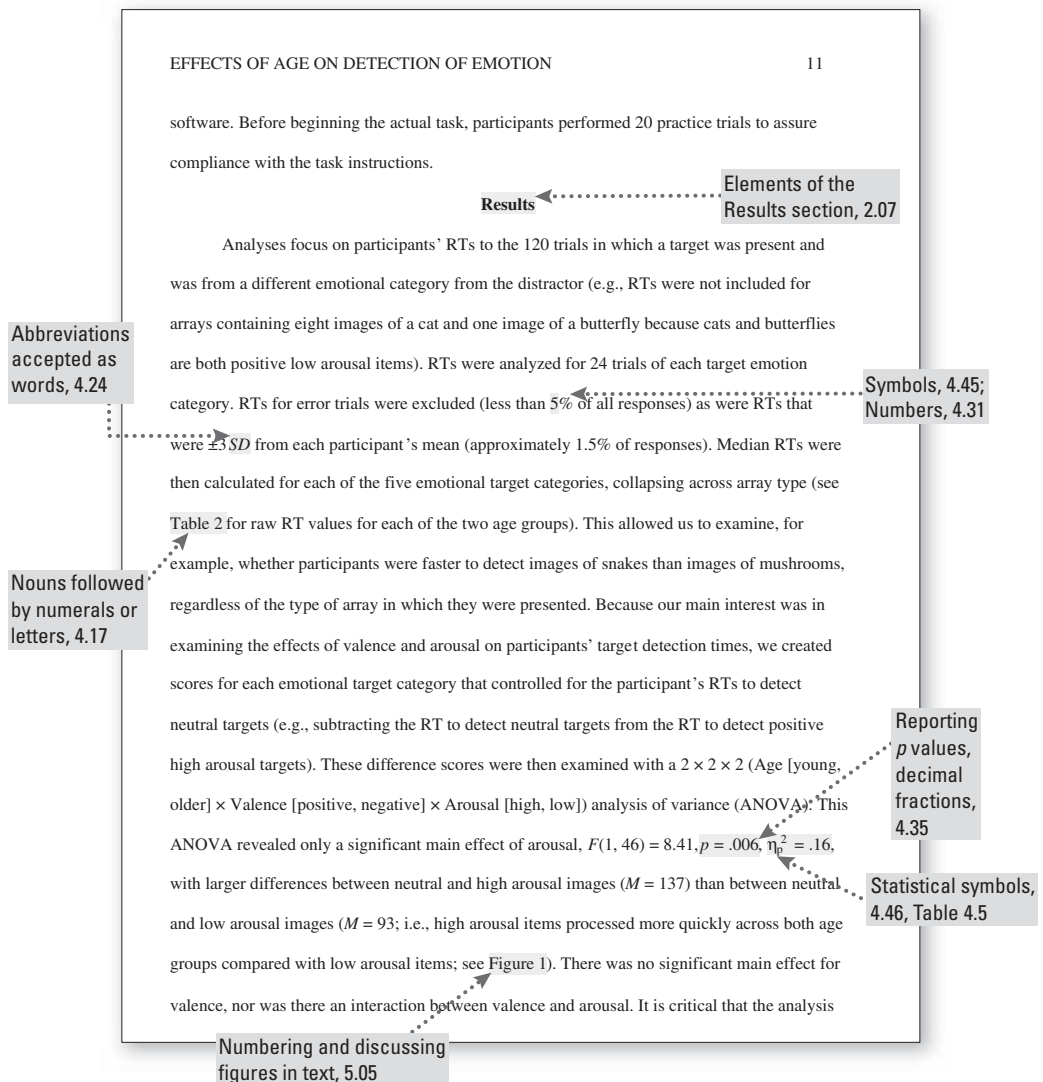


Figure 2.1. Sample One-Experiment Paper (continued)

revealed only a main effect of age but no interactions with age. Thus, the arousal-mediated effects on detection time appeared stable in young and older adults.

The results described above suggested that there was no influence of age on the influences of emotion. To further test the validity of this hypothesis, we submitted the RTs to the five categories of targets to a 2×5 (Age [young, old] \times Target Category [positive high arousal,

Statistics
in text, 4.44

positive low arousal, neutral, negative low arousal, negative high arousal]) repeated measures ANOVA.² Both the age group, $F(1, 46) = 540.32, p < .001, \eta_p^2 = .92$, and the target category,

Spacing, alignment,
and punctuation of
mathematical copy, 4.46

$F(4, 184) = 8.98, p < .001, \eta_p^2 = .16$, main effects were significant, as well as the Age Group \times Target Category interaction, $F(4, 184) = 3.59, p = .008, \eta_p^2 = .07$. This interaction appeared to

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or variables when
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reflect the fact that for the younger adults, positive high arousal targets were detected faster than targets from all other categories, $t_s(23) < -1.90, p < .001$, with no other target categories differing significantly from one another (although there were trends for negative high arousal and negative low arousal targets to be detected more rapidly than neutral targets ($p < .12$). For older adults, all emotional categories of targets were detected more rapidly than were neutral targets, $t_s(23) > 2.56, p < .017$, and RTs to the different emotion categories of targets did not differ significantly from one another. Thus, these results provided some evidence that older adults may show a broader advantage for detection of any type of emotional information, whereas young adults' benefit may be more narrowly restricted to only certain categories of emotional information.

Elements of the
Discussion section, 2.08

Discussion

As outlined previously, there were three plausible alternatives for young and older adults' performance on the visual search task: The two age groups could show a similar pattern of enhanced detection of emotional information, older adults could show a greater advantage for

Figure 2.1. Sample One-Experiment Paper (continued)

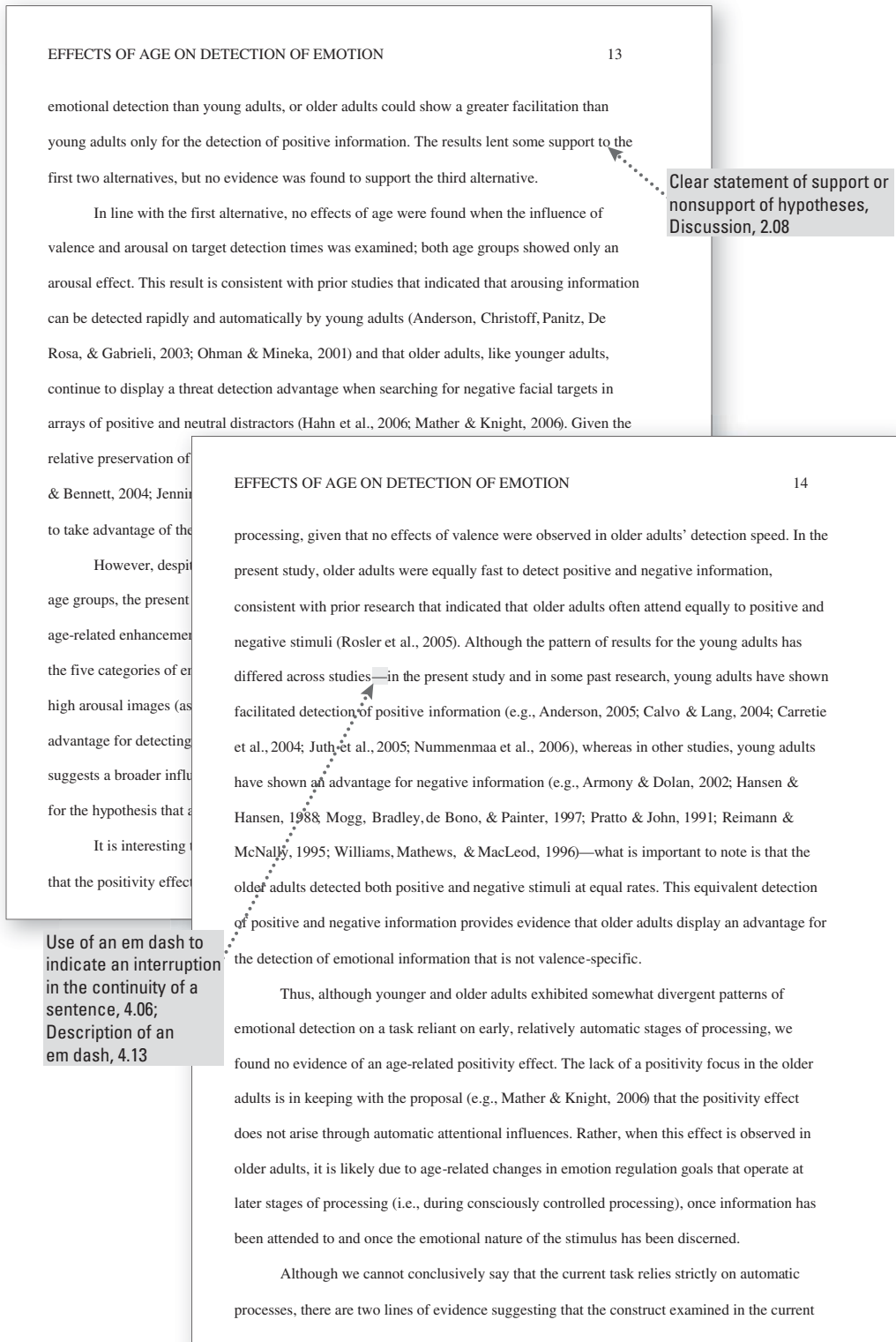


Figure 2.1. Sample One-Experiment Paper (continued)

research examines relatively automatic processing. First, in their previous work, Ohman et al. (2001) compared RTs with both 2×2 and 3×3 arrays. No significant RT differences based on the number of images presented in the arrays were found. Second, in both Ohman et al.'s (2001) study and the present study, analyses were performed to examine the influence of target location on RT. Across both studies, and across both age groups in the current work, emotional targets were detected more quickly than were neutral targets, regardless of their location. Together, these findings suggest that task performance is dependent on relatively automatic detection processes rather than on controlled search processes.

Although further work is required to gain a more complete understanding of the age-related changes in the early processing of emotional information, our findings indicate that

young and older adults
study provides further
of emotional images and
(Fleischman et al., 2004)
although there is evidence
information (e.g., Carstensen
present results suggest
tasks require relatively

Use of parallel construction
with coordinating conjunctions
used in pairs, 3.23

Discussion section ending
with comments on
importance of findings, 2.08

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Construction of an accurate and
complete reference list, 6.22;
General description of references, 2.11

Figure 2.1. Sample One-Experiment Paper (continued)

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Digital object identifier as article identifier, 6.31; Example of reference to a periodical, 7.01

Example of reference to a book chapter, print version, no DOI, 7.02, Example 25

Figure 2.1. Sample One-Experiment Paper (continued)

Article with more than seven authors, 7.01, Example 2

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Nummenmaa, L., Hyona, J., & Calvo, M. G. (2006). Eye movement assessment of selective attentional capture by emotional pictures. *Emotion*, 6, 257–268. doi:10.1037/1528-3542.6.2.257

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Footnotes

Placement and format of footnotes, 2.12

¹Analyses of covariance were conducted with these covariates, with no resulting influences of these variables on the pattern or magnitude of the results.

²These data were also analyzed with a 2 × 5 ANOVA to examine the effect of target category when presented only in arrays containing neutral images, with the results remaining qualitatively the same. More broadly, the effects of emotion on target detection were not qualitatively impacted by the distractor category.

Figure 2.1. Sample One-Experiment Paper (continued)

EFFECTS OF AGE ON DETECTION OF EMOTION

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Table 1

Participant Characteristics

Measure	Younger group		Older group		<i>F</i> (1, 46)	<i>p</i>
	<i>M</i>	<i>SD</i>	<i>M</i>	<i>SD</i>		
Years of education	13.92	1.28	16.33	2.43	18.62	<.001
Beck Anxiety Inventory	9.39	5.34	6.25	6.06	3.54	.066
BADS-DEX	20.79	7.58	13.38	8.29	10.46	.002
STAI-State	45.79	4.44	47.08	3.48	1.07	.306
STAI-Trait	45.64	4.50	45.58	3.15	0.02	.963
Digit Symbol Substitution	49.62	7.18	31.58	6.56	77.52	<.001
Generative naming	46.95	9.70	47.17	12.98	.004	.951
Vocabulary	33.00	3.52	35.25	3.70	4.33	.043
Digit Span-Backward	8.81	2.09	8.25	2.15	0.78	.383
Arithmetic	16.14	2.75	14.96	3.11	1.84	.182
Mental Control	32.32	3.82	23.75	5.13	40.60	<.001
Self-Ordered Pointing	1.73	2.53	9.25	9.40	13.18	.001
WCST perseverative errors	0.36	0.66	1.83	3.23	4.39	.042

Selecting effective presentation, 4.41; Logical and effective table layout, 5.08

EFFECTS

Table 2

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Note. The Beck Anxiety Inventory is from Beck et al. (1988); the Behavioral Assessment of the Dysexecutive Syndrome—Dysexecutive Questionnaire (BADS-DEX) is from Wilson et al.

(1996); the State-Trait Anxiety Inventory (STAI) measures are from Spielberger et al. (1970);

and the Digit Symbol Substitution, Digit Span-Backward, and Arithmetic Wechsler Adult

Intelligence Scale—III and Wechsler Memory Scale—III measures are from Wechsler (1997).

Generative naming scores represent the total number of words produced in 60 s each for letter

F, *A*, and *S*. The Vocabulary measure is from Shipley (1986); the Mental Control measure is

from Wechsler (1987); the Self-Ordered Pointing measure was adapted from Petrides and Milner

(1982); and the Wisconsin Card Sorting Task (WCST) measure is from Nelson (1976).

All values represent raw, nonstandardized scores.

Elements of table notes, 5.16

Figure 2.1. Sample One-Experiment Paper (continued)

Principles of figure use and construction, types of figures; standards, planning, and preparation of figures, 5.20–5.25



Figure 1. Mean difference values (ms) representing detection speed for each target category subtracted from the mean detection speed for neutral targets. No age differences were found in the arousal-mediated effects on detection speed. Standard errors are represented in the figure by the error bars attached to each column.

Figure legends and captions, 5.23

Figure 2.2. Sample Two-Experiment Paper (The numbers refer to numbered sections in the *Publication Manual*. This abridged manuscript illustrates the organizational structure characteristic of multiple-experiment papers. Of course, a complete multiple-experiment paper would include a title page, an abstract page, and so forth.)



Paper adapted from “Inhibitory Influences on Asynchrony as a Cue for Auditory Segregation,” by S. D. Holmes and B. Roberts, 2006, *Journal of Experimental Psychology: Human Perception and Performance*, 32, pp. 1231–1242. Copyright 2006 by the American Psychological Association.

Figure 2.2. Sample Two-Experiment Paper (continued)

1984; Roberts & Holmes, 2006). This experiment used a gap between captor offset and vowel onset to measure the decay time of the captor effect ...[section continues].

Method

There were 17 conditions: the three standard ones (vowel alone, incremented fourth, and leading fourth), five captor conditions and their controls, and four additional conditions (described separately below). A lead time of 320 ms was used for the added 500-Hz tone. The captor conditions were created by adding a 1.1-kHz pure-tone captor, of various durations, to each member of the leading-fourth continuum....[section continues].

Results

Figure 6 shows the mean phoneme boundaries for all conditions. There was a highly significant effect of condition on the phoneme boundary values, $F(16, 176) = 39.10, p < .001$. Incrementing the level of the fourth harmonic lowered the phoneme boundary relative to the vowel-alone condition (by 58 Hz, $p < .001$), which indicates that the extra energy was integrated into the vowel percept...[section continues].

Discussion

The results of this experiment show that the effect of the captor disappears somewhere between 80 and 160 ms after captor offset. This indicates that the captor effect takes quite a long time to decay away relative to the time constants typically found for cells in the CN using physiological measures (e.g., Needham & Paolini, 2003)...[section continues].

Summary and Concluding Discussion

Darwin and Sutherland (1984) first demonstrated that accompanying the leading portion of additional energy in the F1 region of a vowel with a captor tone partly reversed the effect of the onset asynchrony on perceived vowel quality. This finding was attributed to the formation of

Use of statistical term rather than symbol in text, 4.45

a perceptual group between the leading portion and the captor tone, on the basis of their common onset time and harmonic relationship, leaving the remainder of the extra energy to integrate into the vowel percept... [section continues].

[Follow the form of the one-experiment sample paper to type references, the author note, footnotes, tables, and figure captions.]

1

A Meta-Analytic Review

Italicize key terms, 4.21

2

Description of meta-analysis, 1.02;
Guidelines for reporting meta-analysis,
2.10; see also Appendix

Second, ... [section continues].

Selection Criteria

Identification of elements in a series within a sentence, 3.04

For descriptive purposes, we recorded (a) the year and (b) source (i.e., journal article, unpublished dissertations and theses, or other unpublished document) of each report as well as (c) the sample composition (i.e., high-school students, university students, or other) and (d) the country in which the study was conducted.

Studies were coded independently by the first author and another graduate student.

Paper adapted from "The Sleeper Effect in Persuasion: A Meta-Analytic Review," by G. Kumkale and D. Albarracín, 2004, *Psychological Bulletin*, 130, pp. 143–172. Copyright 2004 by the American Psychological Association.

Figure 2.3. Sample Meta-Analysis (continued)

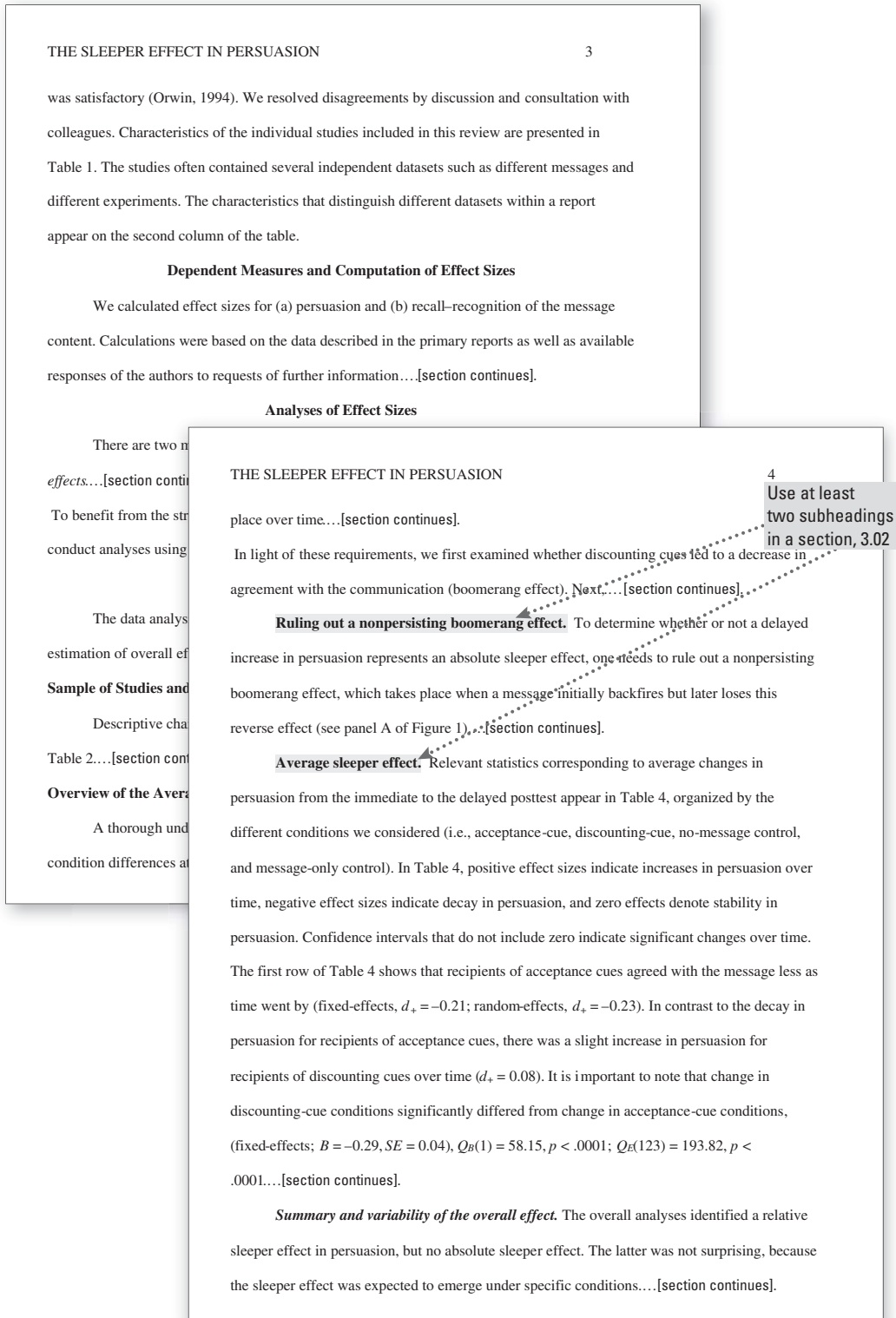


Figure 2.3. Sample Meta-Analysis (continued)

Moderator Analyses

Although overall effects have descriptive value, the variability in the change observed in discounting-cue conditions makes it unlikely that the same effect was present under all conditions. Therefore, we tested the hypotheses that the sleeper effect would be more likely (e.g., more consistent with the absolute pattern in Panel B1 of Figure 1) when...[section continues].

Format for references included in a meta-analysis with less than 50 references, 6.26

References

References marked with an asterisk indicate studies included in the meta-analysis.

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... [references continue]

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... [references continue]

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