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Abstract

A reproduction of the analysis for Experiment 1 from Ella L. James Michael B. Bonsall, Laura Hoppitt, Elizabeth M. Tunbridge, John R. Geddes, Amy L. Milton.

This report re-produces the analysis of Experiment 1 reported in Ella L. James and John R. Geddes (2015). The data was downloaded from (“<https://raw.githubusercontent.com/CrumpLab/statisticsLab/master/data/Jamesetal2015Experiment2.csv>”)

Analyzed two trial gatherings, anticipating that a gathering that finished a memory-reactivation task in addition to Tetris amusement play would demonstrate a lower recurrence of meddling recollections of an awful film, compared with a control bunch given no undertakings. The reactivation-in addition to Tetris gathering ($n = 26$) finished a memory-reactivation task—introduction of 11 film stills pursued by a filler task for 10 min and afterward played Tetris for 12 min. The control gathering ($n = 26$) was neither given the memory-reactivation task nor played Tetris; rather, after the 10-min filler task, they had a 12-min break in which there was no undertaking. Along these lines, the two gatherings kept on chronicle meddling recollections for 7 (Days 1– 7). they predicted that reconsolidation of a reactivated visual memory of experimental trauma could be disrupted by engaging in a visuospatial task that would compete for visual working memory resources.

Keywords: intrusive memory, intrusions, reconsolidation, computer game, involuntary memory, trauma film, mental imagery, emotion, open data, open materials

Word count: X

APA Midterm, Reproducing The Analysis of Ella L. James et al(2015)

Methods

Participants

There were 69 participants. 26 per section.

Material

The details of the Computer Game Play Reduces Intrusive Memories of Experimental Trauma via Reconsolidation-Update Mechanisms are in the report of James et al. (2015).

Procedure

This test included three research facility sessions just as the fruition of a pen-and-paper journal at home to record the every day recurrence of meddlesome recollections (both more than 24 hr and after that for an extra 7 days).

Results

Means for each subject in each conditon in a one factor (Control vs Reactivation Plus Tetris) before intervention and ((Tetris only and Reactivation only) vs Control) after intervention.

Were submitted to a one factor ANOVA. Means results are displayed in Table 1 and Figure 1. The full ANOVA table is reported in Table 2.

Discussion

The re-analysis successfully reproduced the reported James et al.

We presented the mean nosy recollections for the week from each subject in each condition to a one-factor between subjects ANOVA, with Intervention type (No-task control, Reactivation Plus tetris, Tetris just, Reactivation just) as the sole free factor. We found a primary impact of Intervention type, $F(3, 68) = 3.79$, $MSE = 10.09$, $p = 0.014$. Mean meddlesome recollections were essentially extraordinary between the Control ($M = 5.11$, $SE = .99$), Reactivation in addition to Tetris ($M = 3.89$, $SE = .68$), Tetris just ($M = 3.89$, $SE = .68$), and Reactivation just ($M = 4.83$, $.78$) conditions



Table 1

Means of Intervention Before and After Experiment 1

Condition	means	SEs
Control	5.111111	0.9963623
Reactivation+Tetris	1.888889	0.4113495
Tetris_only	3.888889	0.6806806
Reactivation_only	4.833333	0.7848650

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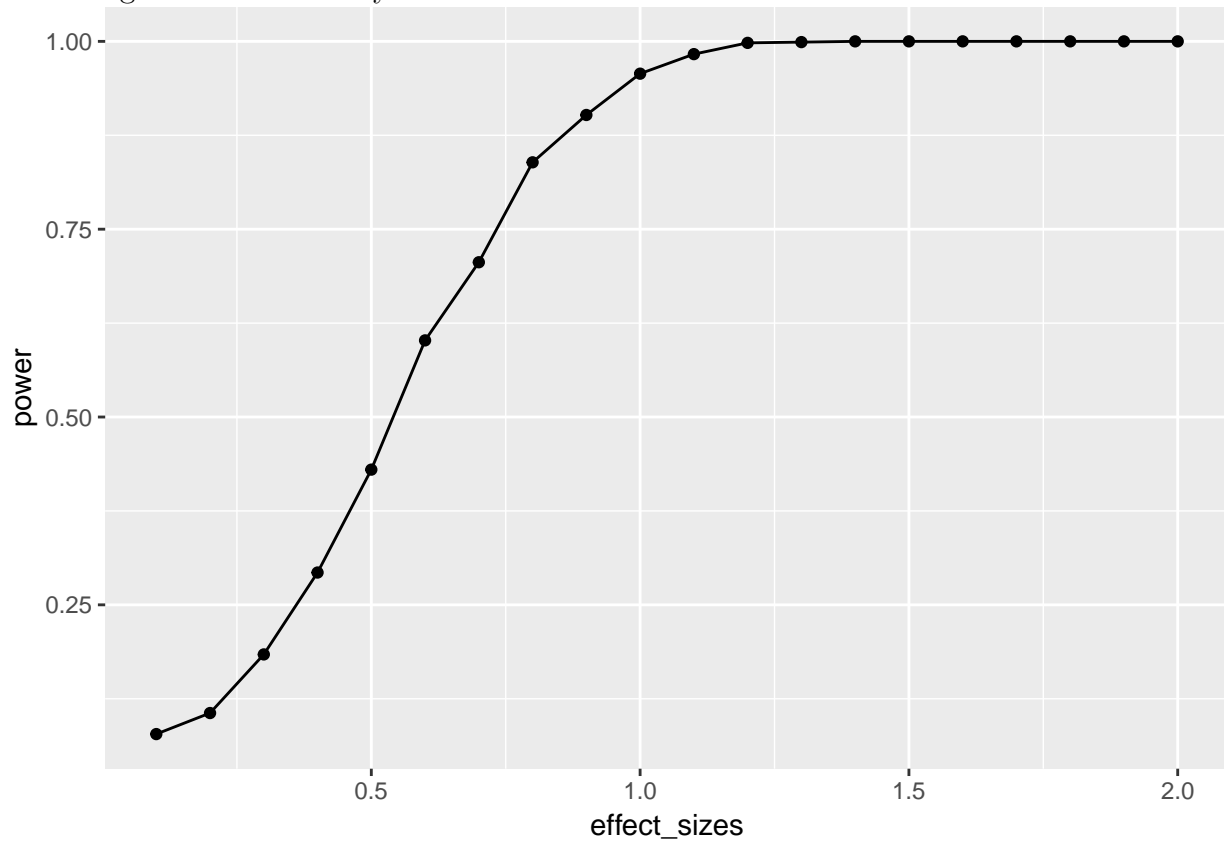
Table 2 ANOVA Table for Experiment 1.

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	Df	Sum Sq	Mean Sq	F value	Pr(>F)
Condition	3	114.8194	38.27315	3.794762	0.0140858
Residuals	68	685.8333	10.08578	NA	NA

Power Analysis

Figure 2 Power Analysis



References

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- 66 James, E. L., Bonsall, M. B., Hoppitt, L., Tunbridge, E. M., Geddes, J. R., Milton, A. L., &
67 Holmes, E. A. (2015). Computer game play reduces intrusive memories of
68 experimental trauma via reconsolidation-update mechanisms. *Psychological Science*,
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