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

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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

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Methods

Participants

There were 69 partcipants. 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

Figure 1 Graph of Conditions VS Means for Experiment 1

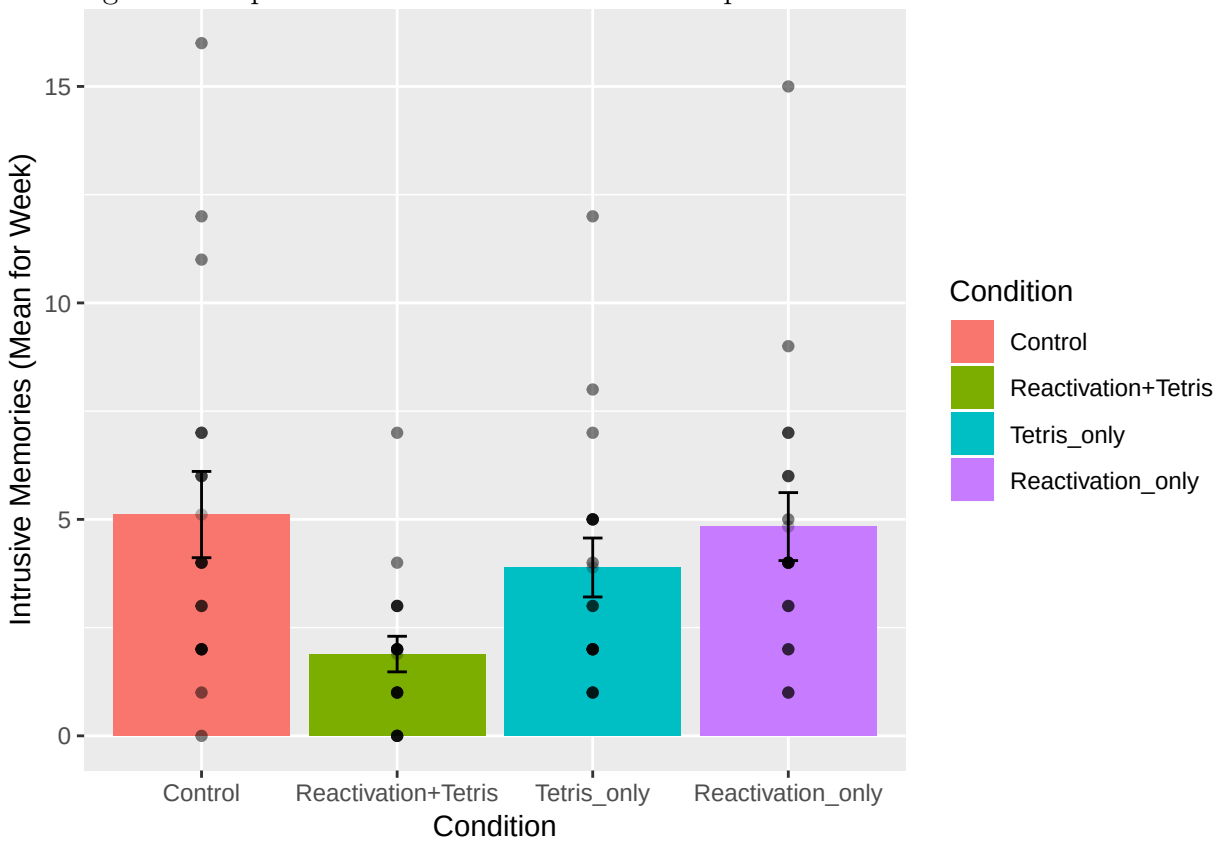


Table 1

Means of Intervention Before and After Experiment 1

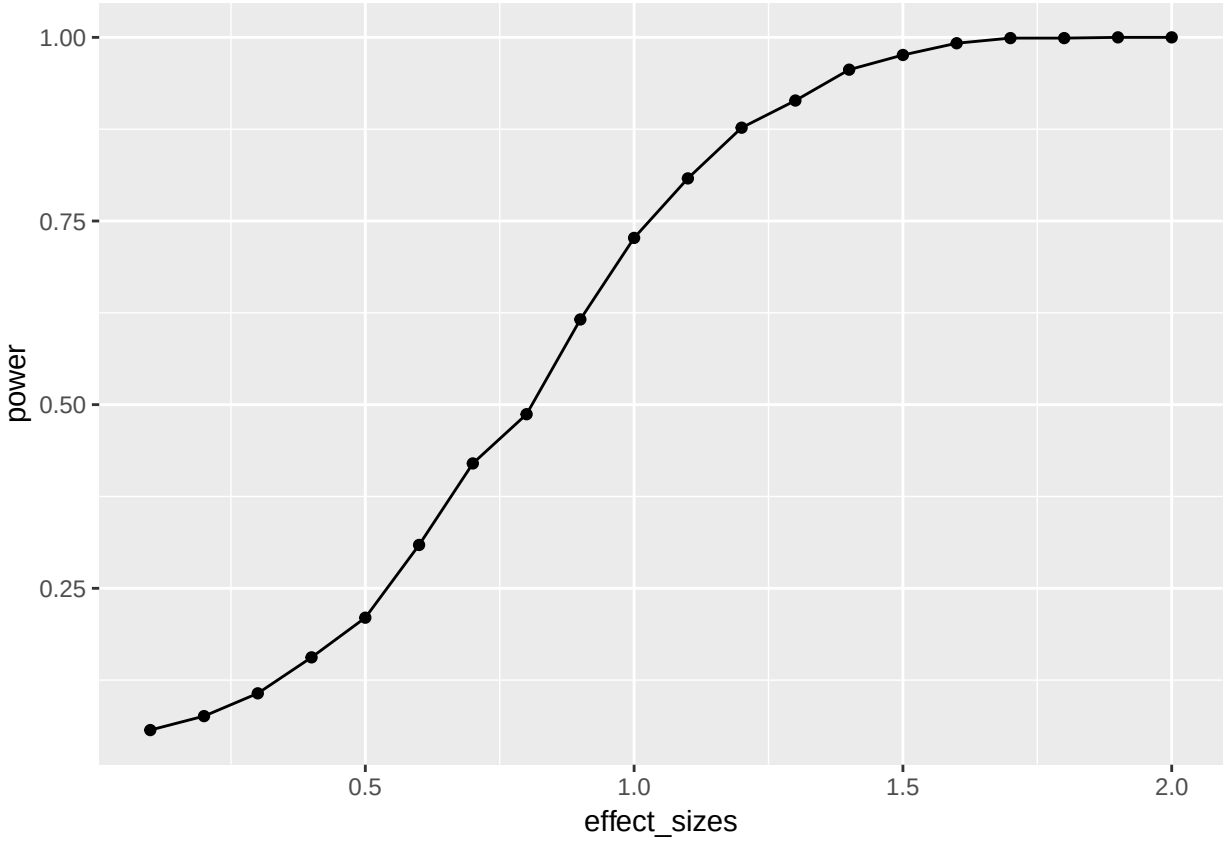
Condition	means	SEs
Control	5.111111	0.9963623
Reactivation+Tetris	1.888889	0.4113495
Tetris_only	3.888889	0.6806806
Reactivation_only	4.833333	0.7848650

Table 2 ANOVA Table for Experiment 1.

	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

James, E. L., Bonsall, M. B., Hoppitt, L., Tunbridge, E. M., Geddes, J. R., Milton, A. L., & Holmes, E. A. (2015). Computer game play reduces intrusive memories of experimental trauma via reconsolidation-update mechanisms. *Psychological Science*, *26*(8), 1201–1215.