Dataset Requirements: We are looking for datasets wherein participants see multiple cognitive or social stimuli (loosely defined), and the data is preserved with each original item-answer. For example, you may have participants rate 25 items on their pleasantness. If the data contains each rated item for each participant (i.e., not averaged across items), this data would be an appropriate dataset for our project. Note that it does not have to be your data, but you may know an appropriate dataset that is open source that we can use.

**Project/Data Title**

Data from Experiment 1 of Röer, Bell & Buchner (2013)

**Project/Data Description**

The data come from a conceptual replication study on the survival processing effect. The survival processing effect refers to the finding that rating words according to their relevance in a survival-related scenario leads to better retention than processing words in a number of other fictional scenarios. In Experiment 1, participants rated 30 words according to their usefulness in one of three fictional contexts:

Survival. In this task, we would like you to imagine that you are stranded in the grasslands of a foreign land, without any basic survival materials. Over the next few months, you will need to find steady supplies of food and water and protect yourself from predators. What could help you to achieve this goal? We are going to show you a list of 30 items. Please rate how useful these items are in your situation.

Afterlife. In this task, we would like you to imagine that you have died and find yourself as an eternal living being in heaven. In the near future, you will need to find new companions and come up with multiple interesting things to do, in order to prevent loneliness and boredom in the eternity. What could help you to achieve this goal? We are going to show you a list of 30 items. Please rate how useful these items are in your situation.

Moving. In this task, we would like you to imagine that you are planning to move to a new home in a foreign land. In the near future, you need to find a suitable new home and you have to transport your belongings. What could help you to achieve this goal? We are going to show you a list of 30 items. Please rate how useful these items are in your situation.

Participants were randomly assigned to one of the rating scenarios (survival, afterlife, moving). The to-be-rated words were presented individually in a random order on the computer screen. Each word remained on the screen for five seconds. Participants rated the words by clicking on a 5-point scale that ranged from completely useless (1) to very useful (5), which was displayed right below the word.

The data set contains each rated item for each participant. Note that the items were presented in random order. Item\_1 thus indicates the rating for a particular word (i.e., Adler [eagle]) and not for the first item presented.

**Methods Description**

Participants were students at Heinrich-Heine-Universität Düsseldorf, Germany that were paid for participating or received course credit. Their ages ranged from 18 to 55 years. The words to-be-rated consisted of 30 typical members of 30 categories drawn from the updated Battig and Montague norms (Van Overschelde, Rawson, & Dunlosky, 2004).

**Data Location**

I will upload the dataset .xlsx and .csv format on Canvas.

**Date Published**

October 24, 2012

**Dataset Citation**

Röer, J. P., Bell, R., & Buchner, A. (2013). Is the survival-processing memory advantage due to richness of encoding? *Journal of Experimental Psychology: Learning, Memory, and Cognition*, *39*, 1294-1302.

**Keywords**

usefulness; survival processing; adaptive memory; richness of encoding

**Use License**

CC BY-NC

**Geographic Description - City/State/Country of Participants**

Düsseldorf, Germany

**Column Metadata**

Variable Name: Scenario

Variable Description: 1 = participant was assigned to scenario 1 (survival); 2 = participant was assigned to scenario 2 (afterlife); 3 = participant was assigned to scenario 3 (moving)

Type (numeric, character, logical, etc.): Numeric

Variable Name: Item\_i (repeat with i = 1 to 30)

Variable Description: Usefulness rating for item i on a 5-point scale that ranged from completely useless (1) to very useful (5); 0 indicates that participants failed to generate a rating in the five seconds rating window

Type (numeric, character, logical, etc.): Numeric

**What columns should we use to simulate the data?**

Item labels are found in the first line. Lines 2-219 correspond to one participant each.

The first column indicates the scenario that the participant was assigned to. Columns 2-31 contain the usefulness ratings for each of the 30 items.