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On or Off Track: Study S2a (#19607)

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1) Have any data been collected for this study already?
No, no data have been collected for this study yet.

2) What's the main question being asked or hypothesis being tested in this study?
People with a streak will be more likely to continue with the same game (vs switch games) than people without a streak.
People with a streak will be higher in sense of achievement and motivation to continue the same game than people without a streak (ie, will view maintaining their streak as a goal).

3) Describe the key dependent variable(s) specifying how they will be measured.
% of people choosing the same game versus switching to a different type of game.

Process measures:
5 items about their sense of achievement (how successful, effective, and proud they feel, and how much they felt they accomplished and achieved something) - averaged together.
5 items about motivation (how they felt determined, pushed, driven, compelled, motivated to choose what they did) - averaged together.

These both capture the mechanism of viewing a streak as a goal and will be correlated.

4) How many and which conditions will participants be assigned to?
2 conditions between subjects: streak (play 3 games before DV choice of what game type for game #4) and no streak (play 1 game before DV choice of what game type for game #2)

5) Specify exactly which analyses you will conduct to examine the main question/hypothesis.
Chi square - proportion of people choosing to play the same game across conditions. We expect the streak condition to be higher than the no streak condition.

Separate ANOVA / independent t-test with condition predicting a) sense of achievement, b) motivation, c) both subscales averaged together. We expect the streak condition to be higher than the no streak condition.

Secondary Analyses - Mediation:
Model 4 with X = condition (streak = 1, no streak = 0), M = averaged process measures, Y = choice DV. We expect having a streak to positively affect the mediator and increase the choice of the same game.
Serial Mediation (Model 6) with X = condition, M1 = sense of achievement, M2=motivation, Y = choice DV. We expect having a streak to positively affect M1 which will positively affect M2 and then increase the choice of the same game.

6) Describe exactly how outliers will be defined and handled, and your precise rule(s) for excluding observations.
We will not exclude any participants

7) How many observations will be collected or what will determine sample size? No need to justify decision, but be precise about exactly how the number will be determined.
Sample size is completely set by the number of participants recruited to and who will show up to the lab.

8) Anything else you would like to pre-register? (e.g., secondary analyses, variables collected for exploratory purposes, unusual analyses planned?)
We will also ask participants how aware they were of having a streak (manipulation check) and their general use of apps/games like the one shown in the survey.