First Name:	Last Name:	
Student ID #:		
PSC 041	Research Methods in Psychology	WQ 2023

# Unit 3 Exam Version B Research Summary

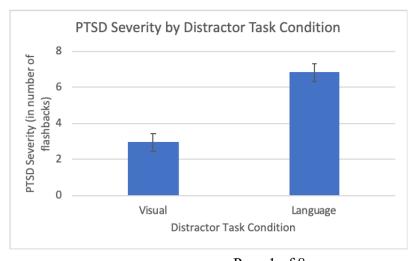
For multiple choice questions, fill in the box to indicate your selection. Do not make stray marks in other boxes. For short answer questions, try to write on the lines and stay in the space provided.

**Adapted from:** Holmes, E. A., James, E. L., Coode-Bate, C. D. (2009). Can playing the computer game "Tetris" reduce the build-up of flashbacks for trauma? A proposal from cognitive science. *PLoS One, 4* (1), 1-6.

There might be a way to prevent the occurrence of post-traumatic stress disorder (PTSD) after a trauma. The key lies in disrupting the memory soon after a traumatic event. After an event, there is a window of time where the memory trace is being formed. If the limited attentional resources are distracted during this window, the consolidation process is interrupted, and a weaker memory trace is formed. Because visual flashbacks are the most prominent symptom in PTSD and because our working memory treats visual-spatial tasks differently than language (verbal) tasks, the researchers are wondering if different types of distraction will have different effects on the severity of PTSD.

Forty college students (aged 18-22) came into the lab together and watched traumatic films depicting real-life serious injury. The participants were then randomly assigned to two groups and were escorted to one of two different rooms. In one room, twenty participants were asked to engage in a visual-spatial task. In the other room, the other twenty participants were asked to do a language task. For the visual task, the participants played the video game Tetris for 20 minutes; for the language task, they listened to a story for 5 minutes.

A week later, each participant was contacted via text and asked a series of questions about any flashbacks they might have experienced. The participants were asked to estimate the total number of flashbacks they had experienced. Participants who took part in the visual-spatial task described fewer flashbacks (M = 2.93, SD = 0.43) than the group that did the language task (M = 6.81, SD = 0.57), t (38) = 2.50; p = .01.



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### **Predictor Variable**

	Considering the predictor / independent variable: <u>Distractor Task Condition</u>			
5 pts	How did the researchers operationally defivariable? Describe it using your own words. Be and indicate how the codes will be interpreted.	e sure to include the levels or values		
5 pts	2. The Predictor / Independent Variable is (fill i	n the box)  □ Continuous		
5 pts	<ul><li>3. How was the Predictor / Independent Vario</li><li>Dobservation</li><li>Self-Report</li></ul>	ble measured? (fill in the box)  Physiological  It was manipulated		
5 pts	4. Is this a causal or associative claim? (fill in that Causal	ne box)    Associative		
10 pts	5. Evaluate the <b>construct validity</b> of the predict ProTips: Give an overall evaluation. Think about the method-match to inform your decision. Us discuss this one variable.	ut the face validity, the procedure, and		

### Outcome Variable

	Considering the outcome / dependent variable: P13D Seventy			
	Partial operational definition: The experimenters asked participants to estimate how traumatic flashbacks they had experienced.			
5 pts	6. The Outcome / Dependent Variable is (fil	l in the box)  □ Continuous		
5 pts	7. How was the Outcome / Dependent Vari  Observation Self-Report	iable measured? (fill in the box)  Physiological  It was manipulated		
	Use this information only for the next two question. Another researcher wants to extend this finding research question. This researcher asked each put the 'fit bit' recorded the participant's heart rate coded as flashbacks.	using different methods to address the same participant a 'fit bit' on their wrist for a week.		
5 pts	<ul><li>8. How was this new Outcome / Dependent</li><li>Observation</li><li>Self-Report</li></ul>	t Variable measured? (fill in the box)  Physiological  It was manipulated		
10 pts	9. Does the new outcome variable have strong original outcome? Explain your reasoning in a fe	·		
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#### **Evaluate Internal Validity**

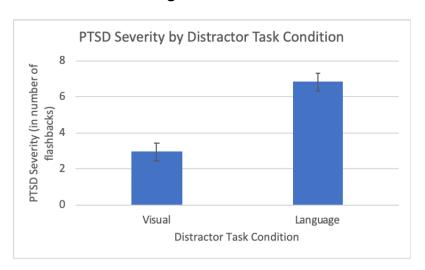
In the next two questions, describe how a threat to internal validity has been solved or why an effect might influence one group differently than the other. You may include evidence for either strengths or weaknesses.

ProTip: Use specific vocabulary and include details from the study. Have they started with equivalent groups? Have they ruled out everything else? Think about history, testing, mortality, maturation, and selection effects.

10. For <b>this res</b>	search summary,	evaluate <b>one</b>	aspect of <b>int</b>	ernal validity	
11. For this res	search summary,	evaluate <b>one</b>	more aspect	of <b>internal v</b>	alidity.

15 pt:	12. For this research summary, 'sensitivity to traumatic films' <b>is not a confound</b> pecause
ō pts	13. To establish reliability of the outcome variable using, the researcher had two different versions of the questions and some participants were asked both versions.  □ Test-retest □ Interrater □ Split half □ Counterbalancing □ Alternate forms □ Manipulation check
ō pts	14. This research design was (fill in the box)  □ between groups □ within group
ō pts	15. Explain how you know whether it was between groups or within group. ProTips: Use specific vocabulary and include specific details from this study. Indicate how many levels of the predictor variable each participant experienced.

## Summarize the findings



5 pts	<ul> <li>16. The error bars overlap. Ther between the variables.</li> <li>do; is</li> <li>do; is not</li> <li>do not; is</li> <li>do not; is not</li> </ul>	efore, there likely a real relationship	
5 pts	17. The p value is Therefore, the between the variables  ☐ greater than 0.5; is ☐ greater than 0.5; is not ☐ less than 0.5; is ☐ less than 0.5; is	greater than 0.05; is greater than 0.05; is not less than 0.05; is less than 0.05; is not	
5 pts	18. Does this interpretation follow from this study: "Being visually distracted causes and decrease in the number of flashbacks" Why or why not?		

<b>Multiple Choice</b> . Select the <u>single best answer</u> box to the left of your selection. Avoid making 2 points each.	the state of the s
19. In experimental research, we the independent variable.  □ manipulate; controlled □ manipulate; measured □ measure; manipulated	e dependent variable after having  control; measured manipulate; manipulated measure; measured
sunglasses condition.  I have all drivers first drive without su	np design, the researcher could a sunglasses condition and half to a nonglasses and then with sunglasses.
Use this information for the following three qualities research assistants observe aggressive be children after seeing a non-aggressive carto aggressive cartoon.	ehavior in a group of second-grade
21. This is a(n) design.  □ post-test only □ matched pairs □ block design □ within group	<ul><li>□ Latin square</li><li>□ concurrent measures</li><li>□ between groups</li><li>□ factorial</li></ul>
<ul><li>22. If neither the children nor the research as purpose of the study or the type of carto</li><li>a counterbalanced design.</li><li>self-report.</li></ul>	•
this study.  Ask the children to select which ca  Gather data from all of the childrer they watch the same cartoons in the Randomly assign the children to tw	and have them join the second graders in rtoons they would prefer to watch in the same room at the same time while he same order.

<b>Z4.</b>	,	e i	ii iii experimentarresearchs		
		t ensures that the manipulat t ensures that the experimer t ensures that the confoundi	variable is assigned to the correct variable is assigned to the control and control groups are equing variables are assigned to the ing variables are assigned to the	correct gro vivalent. e control	oup. group.
par hou he roo cor in the the	ticipants or sleep of can more ms, so he nsecutive he 8-hou or condit particip	s from the community and recondition. He invites all particular their state of conscious e schedules ten participants weeks. Each participant is or condition are asked to go ion are asked to go to bed or condition.	duration affects mood. He recreated and a signs them to either a cipants to spend a night in the spens and time their sleep. His sleen on each Monday-Thursday night shown to their own sleep lab be to bed and try to sleep at 10ph and try to sleep at midnight. He complete a mood inventory bearby coffee shop.	an 8-hour sleep lab ep lab ho thts for two edroom. T n. Those ir wakes up	so that as ten o hose n the 6- o all
	•		ne following issues and solutions addressed or would be introduc	•	the
25.	midnigh	it and end up getting more	-hour group find it hard to stay of than 6-hours of sleep. These par sens internal validity by introduc	rticipants	are
		History Selection	<ul><li>☐ Maturation</li><li>☐ Testing</li></ul>	□ Attritio	on
26.	particip		are asked to arrive at the lab casked to arrive at the lab at 10 cing a(n) effect.		е
		History	□ Maturation	□ Attritio	on
27.	Wednes		☐ Testing e participants were in the 6-hou ey were in the 8-hour group. Thi effect.	•	
		History	□ Maturation	□ Attritio	on
		Selection	□ Testing		
28.	and ago	ain at 6am. The participants	fill out the mood survey when to in the 6-hour group just fill out the y by introducing a(n) effect	he mood	
		History	□ Maturation	□ Attritio	on
		Selection	□ Testing		