Reanalysis of Psychological Paper: Computer Game Play Reduces Intrusive Memories of Experimental Trauma via Reconsolidation-Update Mechanisms

Ana-Louise Franz

[1] Brooklyn College

Author Note

Correspondence concerning this article should be addressed to Ana-Louise Franz, Postal address. E-mail: afranz100@gmail.com

Abstract

There are a few moments in the creation and recollection of memory where this process can be interrupted. This can be used to help people who are suffering from the results of tramatic memories. This study examined the process of reconsolidation, the recollection of a memory, to determine if there is a way to inturrupt this process using a cognitive task. The cognitive task used in this experiment was a simple game of Tetris.

Keywords: reconsolidation, cognitive task

Word count: X

Reanalysis of Psychological Paper: Computer Game Play Reduces Intrusive Memories of Experimental Trauma via Reconsolidation-Update Mechanisms

Methods

Participants

52 participants (31 female, 21 males) which consisted of university students and the general public. 65% of the participants were students.

Material

The details of the trauma exposure and the reconsolidation task are detailed in James et al. (2015)

Procedure

The experiment was performed both in the lab and at home in the form of a diary. They watched a traumatic film and were then assinged to either the cognitive task group or the no task (control) group.

Data analysis

We used R (Version 3.5.2; R Core Team, 2018) and the R-package *papaja* (Version 0.1.0.9842; Aust & Barth, 2018) for all our analyses.

Results

Discussion

References

Aust, F., & Barth, M. (2018). *papaja: Create APA manuscripts with R Markdown*. Retrieved from https://github.com/crsh/papaja

R Core Team. (2018). *R: A language and environment for statistical computing*. Vienna, Austria: R Foundation for Statistical Computing. Retrieved from https://www.R-project.org/