

# Time Pressure and Cognition in Mobile Interface



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# Background

## → Of an undergraduate student pool:

- ◆ **63%** claimed that smartphones were a benefit for academic purposes (Tosser et. al, 2015)
- ◆ **76%** used apps to access educational information (Bomhold, 2013)

# Background

## → Why Further Research?

### ◆ Time Constraints

- Negative impact on cognitive task performance (Onwuegbuzie et. al, 1995)

### ◆ Cognitive Load

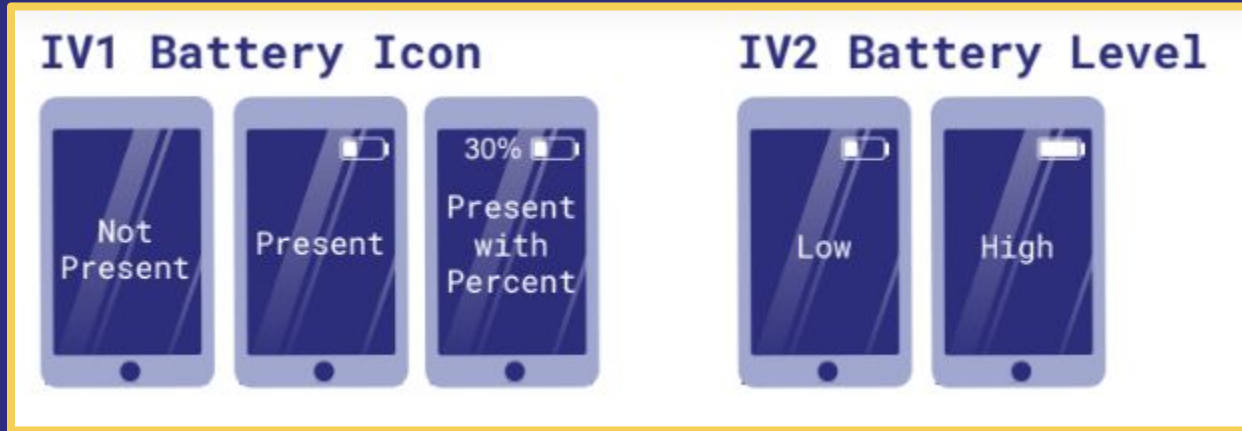
- Negative effects across stimulation on the amount of memory resources used (Mayer & Moreno, 2013)

# Background

**Do different battery presentations induce the effects of cognitive load and time constraints while completing a memory task on a mobile device?**

# Method

## → Manipulated Variables



# Method

## → Measured Variable

DV Time to complete a memory task



Participants played a matching game on Quizlet based on a deck of SAT terms we constructed for the study.

# Method

## → Design



# Results

## → Hypotheses

### ◆ Main Effect 1

- Individuals who have a battery present with percentage will take longer to complete the memory task than those who just have the battery present with no percentage shown



# Results

## → Hypotheses

### ◆ Main Effect 2

- Individuals who have a low battery will take longer to complete the memory task than those with a high battery

# Results

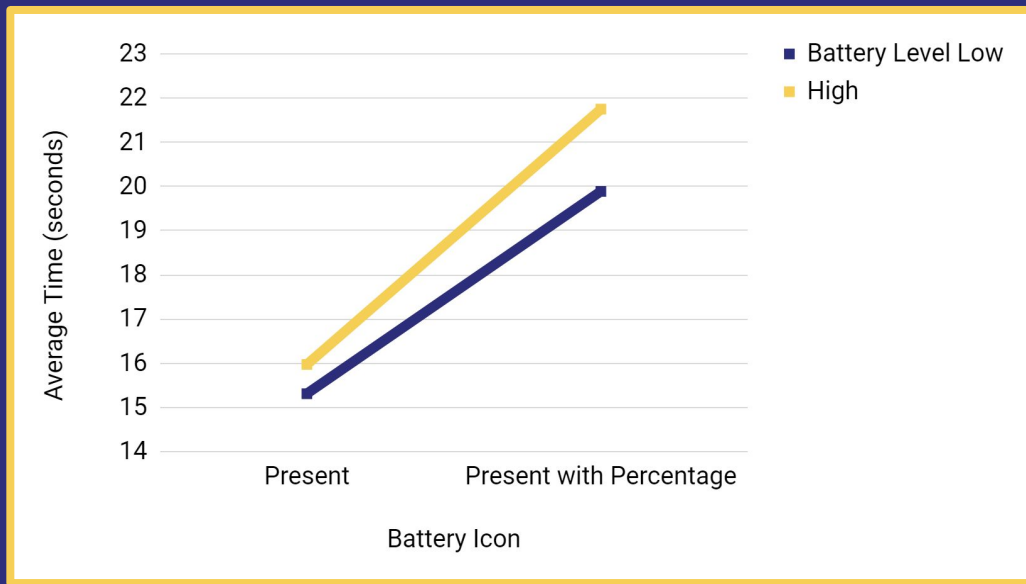
## → Hypotheses

### ◆ Interaction Effect

- Individuals who have a battery present with a low percentage shown will take longer to perform a task than those who have no percentage shown and a high battery level

# Results

## → What We Found



# Discussion

## → **Not Enough Evidence to Reject Null Hypothesis**

- ◆ Lack of personal concern
- ◆ Conditions not extreme
- ◆ Length of task
- ◆ Impact of task

## → **Manipulation Check**

- ◆ Lack of evidence to support a relationship
  - Majority of participants saw the battery, but very few felt nervous

# Discussion

## → **Future Research**

- ◆ Run a similar experiment with longer tasks
- ◆ Align with participant demographics
- ◆ Incentivize completion