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| [Paper 20](C:\\Users\\Chris\\Dropbox\\MSc ReMa\\Cyberball Meta-analysis\\1.Search for papers\\Annotated PDFs\\goodwinwilliams2010.pdf), study 22 |
| **Actual design**  2 (social status: ostracism, inclusion) by  2 (race: African American, white) by  2 (other player’s race: African American, white) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (other player’s race: other race, own)  “Normal” ostracism effect: ostracism within own race level |
| Measure  First: need satisfaction (ostracism lower expected)  Last: need satisfaction |

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| [Paper 23](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Annotated%20PDFs\haweszadro2012.pdf), study 25 |
| **Actual design**  2 (social status: ostracism, inclusion) by  2 (gender: female, male) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (gender: female, male)  “Normal” ostracism effect: ostracism within male level |
| Measure  First: need satisfaction (ostracism lower expected)  Last: performance memory task (backward digit recall; ostracism lower expected) |

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| [Paper 37](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Annotated%20PDFs\pharogross2011.pdf), study 32 |
| **Actual design**  2 (social status: ostracism, inclusion) by  3 (age group: 13-17y, 17-22y, 22-27y) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (age group: 13-17y, 22-27y)  “Normal” ostracism effect: ostracism within 22-27y level |
| Measure  First: belonging (ostracism lower expected)  Last: meaningful existence (ostracism lower expected) |

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| [Paper 48](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Annotated%20PDFs\vanbeestwilliamsvandijk2011.pdf), study 41 |
| **Actual design**  2 (social status: ostracism, inclusion) by  2 (game type: cyberbomb, cyberball) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (game type: cyberbomb, cyberball)  “Normal” ostracism effect: ostracism within cyberball level |
| Measure  First: need satisfaction (ostracism lower expected)  Last: mood (ostracism lower expected) |

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| [Paper 49](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Annotated%20PDFs\vanbeestwilliams2006.pdf), study 43 |
| **Actual design**  2 (social status: ostracism, inclusion) by  2 (game effect: gain, loss) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (game effect: gain, loss)  “Normal” ostracism effect: ostracism within loss level |
| Measure  First: need satisfaction (ostracism lower expected)  Last: mood (ostracism lower expected) |

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| [Paper 130](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Annotated%20PDFs\ganliu2012.pdf), study 57 |
| **Actual design**  2 (social status: ostracism, inclusion) by  4 (interpersonal coping: harmonious inflexible, harmonious flexible, disharmonious inflexible, disharmonious flexible) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (interpersonal coping: harmonious flexible, disharmonious inflexible)  “Normal” ostracism effect: ostracism within disharmonious inflexible level |
| Measure  First: implicit self-esteem (ostracism lower expected)  Last: self-esteem (ostracism lower expected) |

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| [Paper 186](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Resources%20linked%20to%20in%20main%20files\Garczynski), study 64 |
| **Actual design**  3 (social status: ostracism, inclusion, control) by  2 (questions: present tense, past tense) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (questions: present tense, past tense)  “Normal” ostracism effect: ostracism within past tense phrased questions |
| Measure  First: need satisfaction (ostracism lower expected)  Last: self-esteem (ostracism lower expected) |

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| [Paper 152](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Annotated%20PDFs\HornThesis.pdf), study 115 |
| **Actual design**  2 (social status: ostracism, inclusion) by  2 (drink: warm, cold) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (drink: warm, cold)  “Normal” ostracism effect: ostracism when having drunk a cold drink |
| Measure  First: self-esteem (ostracism lower expected)  Last: desire to engage in social activity (ostracism higher expected) |

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| [Paper 179](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\E-mail%20log\knowles.pdf), study 59 |
| **Actual design**  2 (social status: ostracism, inclusion) by  2 (read: facebook, comics) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (read: facebook, comics)  “Normal” ostracism effect: ostracism within comics level |
| Measure  First: aggression via noise blast game (ostracism higher expected)  Last: NA |

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| [Paper 68](file:///C:\Users\Chris\Dropbox\MSc%20ReMa\Cyberball%20Meta-analysis\1.Search%20for%20papers\Annotated%20PDFs\ijzermangalluci2012.pdf), study 68 |
| **Actual design**  2 (social status: ostracism, inclusion) by  2 (drink: warm tea, cold tea) |
| **Selected design**  2 (social status: ostracism, inclusion) by  2 (drink: warm tea, cold tea)  “Normal” ostracism effect: ostracism when having drunk cold tea |
| Measure  First: negative affect (ostracism higher expected)  Last: NA |