# Beyond Overall Effects: A Bayesian Approach to Finding Constraints In Meta-Analysis

Julia Haaf & Jeff Rouder November 16th, 2018

## The Problem

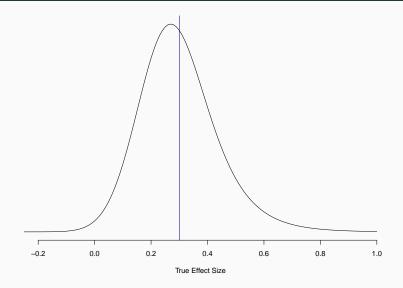
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- What covariates affect it?

## Why the Mean?



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- Previous Results

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- Violent Video Games: More aggression

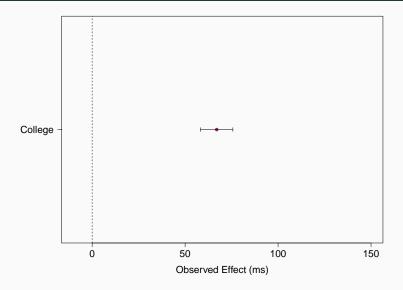
#### **Preferred Direction**

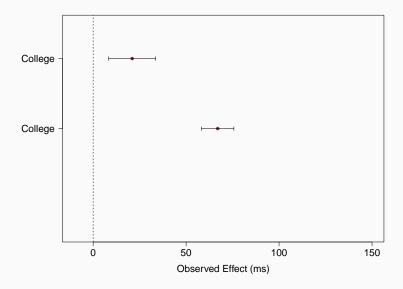
- Stroop: Incongruent slower than Congruent
- Violent Video Games: More aggression
- Memory: Better for more salient information

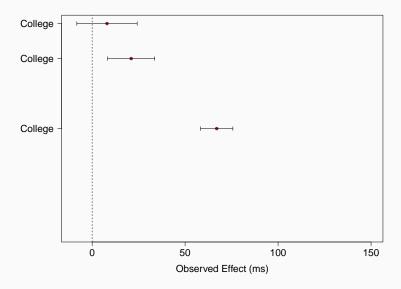
### **New Meta-Analytic Question**

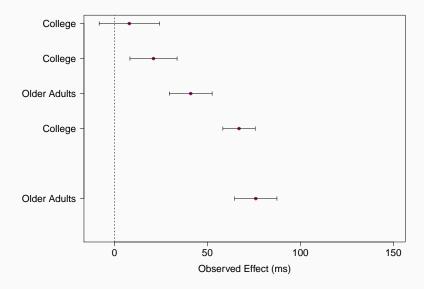
Does Every Study In A Collection Plausibly Show an Effect in the Same Direction?

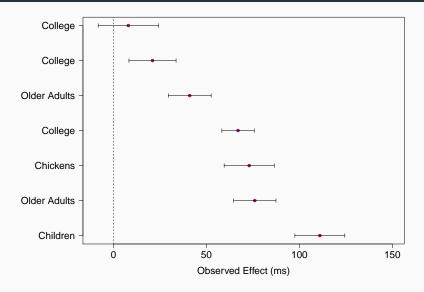
# Does Every Study Show an Effect in the Same Direction?





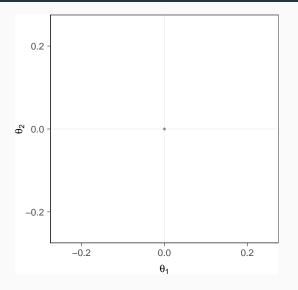






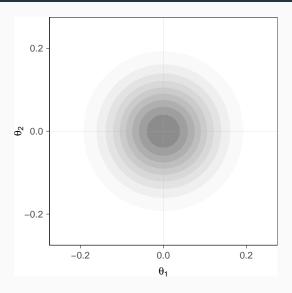
## **Models on Random Effects**

### Models on the Collection of Random Effects

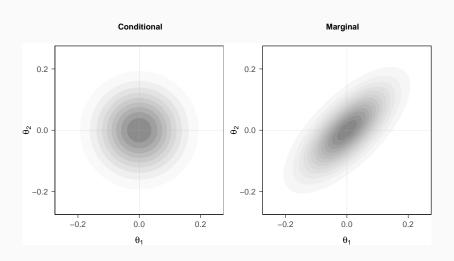


Haaf (2018); Rouder, Haaf, Stober, & Hilgard (submitted)

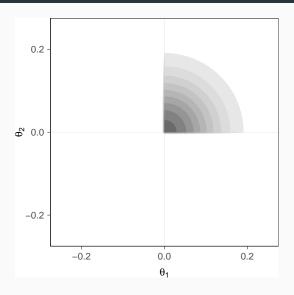
### The Unconstrained Model



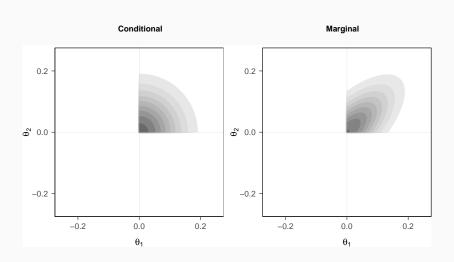
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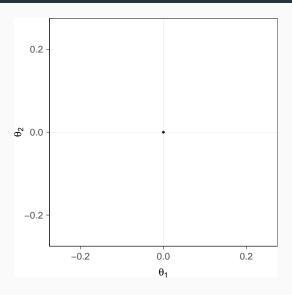
#### The Positive-Effects Model



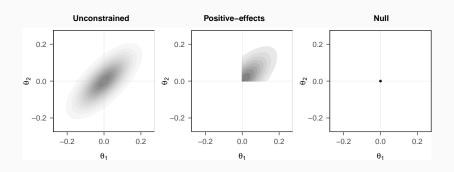
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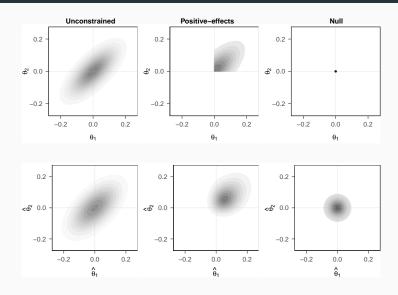
### The Null Model



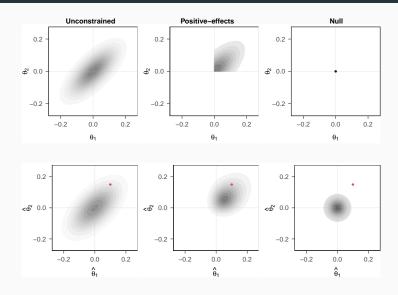
#### From Models...



#### From Models... to Predictions



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## **Application I**

## **Facial Feedback Hypothesis**

 Strack, Martin, & Stepper (1988): Cartoons are funnier after certain facial muscles are activated





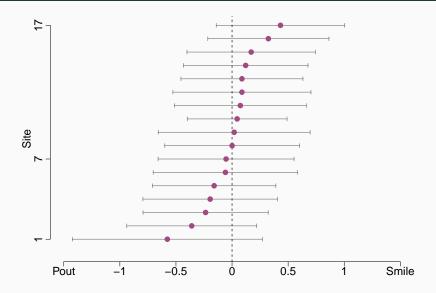
## Facial Feedback Hypothesis

- Strack, Martin, & Stepper (1988): Cartoons are funnier after certain facial muscles are activated
- Wagenmakers et al. (2016) performed a registered replication

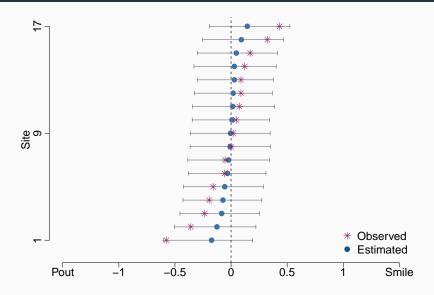




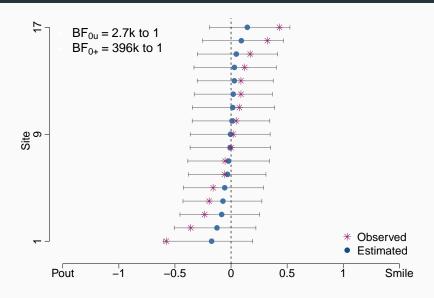
#### **Observed Effects**



#### **Estimated Effects**



### **Model Comparison**



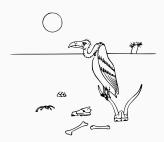
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- There is evidence against the facial feedback effect
- There is evidence that none of the studies shows an effect

# **Application II**

Participants imagine they are stranded in a grasslands



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- Participants rate a list of words based on relevance in the survival scenario



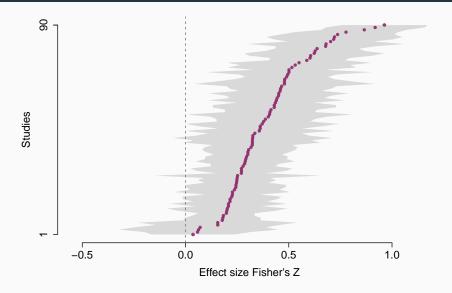
- Participants imagine they are stranded in a grasslands
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- Surprise recall memory test for the words



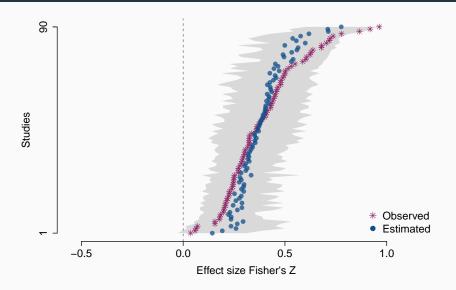
- Participants imagine they are stranded in a grasslands
- It's dangerous!
- Participants rate a list of words based on relevance in the survival scenario
- Surprise recall memory test for the words
- Scofield, Buchanan, & Kostic (2018): Meta-analysis

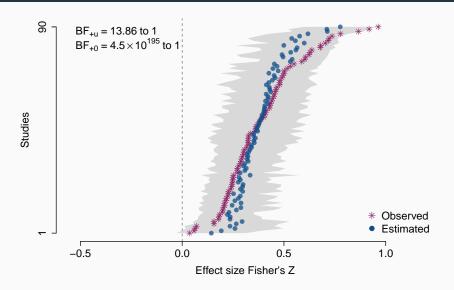


### **Observed Effects**



### **Estimated Effects**





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- There is evidence that all of the studies show an effect in the expected direction

# **Conclusion**

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- We may ask: Does every study show an effect in the usual direction?
- Positive-effects model highlights extremely robust findings
- May be related to replicability
- But there is no magic here

### Thank you!

Haaf, J. M. (2018). A hierarchical Bayesian analysis of multiple order constraints in behavioral science (PhD thesis). University of Missouri.

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Scofield, J. E., Buchanan, E. M., & Kostic, B. (2018). A meta-analysis of the survival-processing advantage in memory. *Psychonomic Bulletin & Review*, *25*(3), 997–1012.

Strack, F., Martin, L. L., & Stepper, S. (1988). Inhibiting and facilitating conditions of the human smile: A nonobtrusive test of the facial feedback hypothesis. *Journal of Personality and Social Psychology*, *54*(5), 768–777.

Wagenmakers, E.-J., Beek, T., Dijkhoff, L., Gronau, Q. F., Acosta, A., Adams Jr, R., ... others. (2016). Registered replication report: Strack, Martin, & Stepper (1988). Perspectives on Psychological Science, 11(6), 917–928.