

James, E. L., Bonsall, M. B., Hoppitt, L., Tunbridge, E. M., Geddes, J. R., Milton, A. L., & Holmes, E. A. (2015). Computer game-play reduces intrusive memories of experimental trauma via reconsolidation update mechanisms. *Psychological Science*.

## DATA

### CODE BOOK EXPERIMENT 2

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The following table contains the SPSS variable names, variable labels, and additional information for the data file 'James Holmes\_Expt 2 DATA.sav'

Missing data values are coded as 9999.00.

The variables in the Experiment 2 database 'James Holmes\_Expt2\_DATA.sav' are the same as those in the Experiment 1 database 'James Holmes\_Expt 1 DATA.sav' with the addition of two extra labels for the variable 'Condition'.

**SPSS File information for Experiment 2: James Holmes\_Expt2\_DATA.sav**

<i>Variable name</i>	<i>Label</i>	<i>Information</i>
Condition	Condition allocation	1.00= "No-Task Control" 2.00= "Reactivation+Tetris" 3.00= "Tetris Only" 4.00= "Reactivation Only"
Time_of_Day	Time of day participant commenced experiment	1.00= "morning" 2.00= "afternoon" 3.00= "evening"
BDI_II	Beck Depression Inventory-II [BDI-II]: Total score	
STAI_T	Spielberger State-Trait Anxiety Trait scale [STAI]: Total score	
pre_film_VAS_Sad	Self-rated level of Sadness: Pre-film VAS mood	VAS = visual analogue scale All VAS mood scales anchored from "not at all" to "extremely" in response to the question "Right at this very moment I am feeling"  Composite for pre-film mood calculated by summing the six pre-film VAS mood ratings
pre_film_VAS_Hopeless	Self-rated level of Hopelessness: Pre-film VAS mood	

pre_film_VAS_Depressed	Self-rated level of Depressed: Pre-film VAS mood	
pre_film_VAS_Fear	Self-rated level of Fear: Pre-film VAS mood	
pre_film_VAS_Horror	Self-rated level of Horror: Pre- film VAS mood	
pre_film_VAS_Anxious	Self-rated level of Anxiousness: Pre-film VAS mood	
post_film_VAS_Sad	Self-rated level of Sadness: Post-film VAS mood	Composite for post-film mood calculated by summing the six post-film VAS mood ratings
post_film_VAS_Hopeless	Self-rated level of Hopelessness: Post-film VAS mood	
post_film_VAS_Depressed	Self-rated level of Depressed: Post-film VAS mood	
post_film_VAS_Fear	Self-rated level of Fear: Post- film VAS mood	
post_film_VAS_Horror	Self-rated level of Horror: Post- film VAS mood	
post_film_VAS_Anxious	Self-rated level of Anxious: Post-film VAS mood	
Attention_paid_to_film	Attention paid to the film rating: How much attention did you pay to the film from 0-not at all to 10-extremely	
Post_film_Distress	Post film distress rating: How distressing did you find the film from 0-not at all to 10-extremely	
Day_Zero_Image_Based_Intrusions_in_Diary	Day 0: Number of image-based intrusive memories in the Intrusion Diary [pre- intervention]	Fig.4a
Days_One_to_Seven_Image_Based_Intrusions_in_Intrusion_Diary	Days 1-7: Number of image- based intrusive memories in the Intrusion Diary [post- intervention]	[Main outcome variable] Fig.4b

Visual_Recognition_Memory_Test	Visual recognition memory test score: Number of correct responses [out of 22]	
Verbal_Recognition_Memory_Test	Verbal recognition memory test score: Number of correct responses [out of 32]	
Intrusion_Provocation_Task_Intrusions	Intrusion Provocation Task [IPT]: Number of image-based intrusive memories during 2min laboratory task on Day 7	Fig.4c
Diary_Compliance	Diary compliance rating - indicate how accurate you think your diary is from 1 - not at all accurate to 10 extremely	
IES_R_Intrusion_subscale	Impact of Event Scale-Revised [IES-R]: Intrusion Subscale	
Tetris_Game_Play_Score	Tetris game play computer score total - cumulative [sum of all games]	<i>Note.</i> Only participants who played Tetris have data relating to Tetris_Game_Play_Score
Self_rated_Tetris_Performance	Self-rated Tetris performance: How difficult or easy did you find the game you just played	<i>Note.</i> Only participants who played Tetris have data relating to Self_rated_Tetris_Performance.
Tetris_Demand_Rating	Demand rating: How much did you think Tetris after a distressing film would increase or decrease intrusive memories of the film: -10: extremely decrease, to +10: extremely increase	

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In the interest of protecting participant confidentiality the variables for Socio-demographic information; Age; Gender, and Prior trauma history have been redacted from the database.

The final decision to upload this database to the Open Science Framework was taken following consultation with representatives of the UK Medical Research Council and University of Oxford [17/03/2015]