

## Ending on a familiar note: Song Study + Mediation (Fun vs. Meaning) (#77848)

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### 1) Have any data been collected for this study already?

No, no data have been collected for this study yet.

### 2) What's the main question being asked or hypothesis being tested in this study?

(1) Endings will increase choices of repeat options; (2) Endings will increase desires for a maximally meaningful option over a maximally fun option; (3) This increased desire for personal meaning will serve as a mediator of the effect of condition on choice.

### 3) Describe the key dependent variable(s) specifying how they will be measured.

Choice DV (forced choice): Participants will choose to listen to 1 of 2 songs (a familiar song vs. a novel song, presented in randomized order - as both first indicated by the participant in Phase 1 of the study, where participants will identify one of each kind of song via YouTube and give us the link information, which we will then pipe into Phase 2 where they actually listen to their choice).

Meaning/Fun rating: Participants will complete a single item rating what they are most trying to maximize in their choice, via 1 to 7 scale with scale anchors randomized: "Given this occasion, I prefer something that's maximally fun/stimulating, even if I don't yet have deeper sentimental feelings for it" vs. "Given this occasion, I prefer something that I have deeper sentimental feelings for, even if it's not maximally fun/stimulating."

The Choice DV and Meaning/Fun rating will be presented in randomized order.

### 4) How many and which conditions will participants be assigned to?

Participants will be randomly assigned to condition via a 2 (Condition, between-subjects: Control vs. Last Chance) cell design. All participants will learn that we will conduct a random lottery for participants, and that those who consent may be asked to engage in a self-control task in which they will give up listening to music for 1 week. Participants either provide their consent or not: "Are you willing to proceed, knowing you might be asked to do this?" (forced choice: Yes; No). The study will only include participants who consent to this lottery.

-- For the Control condition, participants are assigned to not give up listening to music for a week – they are instructed to listen to music as they normally would. They will then choose which of their 2 songs to listen to, and then listen to it right there in the survey (as described earlier).

-- For the Last Chance condition, participants are assigned to give up listening to music for 1 week, starting immediately after the study is completed. Last Chance participants then make the same choice as Control participants, except with their condition-specific phrasings (e.g., "Remember: this will be your LAST TIME listening to music for 1 week").

### 5) Specify exactly which analyses you will conduct to examine the main question/hypothesis.

First: We will report the results of a logistic regression (condition as IV and choice as DV). We hypothesize a significant effect of condition, such that more Last Chance participants (vs. Control participants) will choose the familiar song (rather than the novel song).

Second: For our proposed mediator (fun-versus-meaning), we will conduct an independent-samples t-test (condition as IV and fun-versus-meaning as DV), with the DV recoded where necessary such that higher scores = trying to maximize meaning. We hypothesize a significant effect of condition, such that Last Chance participants will report higher average ratings on this item (i.e., increased preference for meaning) than Control participants.

Third: We will assess mediation via SPSS PROCESS Model 4 with  $x$  = Condition,  $y$  = Choice,  $m$  = fun-versus-meaning. We hypothesize a significant indirect effect of fun-versus-meaning, thus indicating mediation.

### 6) Describe exactly how outliers will be defined and handled, and your precise rule(s) for excluding observations.

Only participants who indicate in the lottery question that they would be willing to give up listening to music for 1 week (if selected to do so) will remain in the main study.

### 7) How many observations will be collected or what will determine sample size? No need to justify decision, but be precise about exactly how the number will be determined.

We will request 575 "Cloud Approved" participants from Cloud Research, with the expectation that approximately 15% of participants will not consent to the lottery (a process that we thus hope will yield something close to a final sample of 500 participants, to allow for ~250 per between-subjects cell).

**8) Anything else you would like to pre-register? (e.g., secondary analyses, variables collected for exploratory purposes, unusual analyses planned?)**

To start, participants report demographics (gender, race/ethnicity, age); how much they enjoy listening to music in everyday life (1 = not at all, 7 = very much), how they listen to music for pleasure (forced choice: mostly explore new music, mostly relisten to familiar music, a mix), and how many days/week they listen for pleasure (0 to 7 days).

Then, they complete our screener item about willingness to potentially participate in the self-control study; any participant who says "no" will be piped out of the study and end their participation.

Then, they'll follow instructions to enter familiar and novel song links (plus song/artist name, for our records), in randomized order.

After entering their familiar song, they rate their interest in listening to it (1 = not at all, 7 = very); when they first started and last listened to it (each forced-choice, 7 options, from "a few days ago or less" through "about 10 years ago or more"); how often they listen (forced-choice, 5 options, from "every few days or so" through "once a decade or so"); genre (via 1 of 10 forced-choice categories); length (forced-choice: short, medium, long); and popularity (forced-choice, not very, decently, very).

After entering their novel song, they'll report when they first became curious to listen to it (forced-choice, 7 options, from "a few days ago or less" through "about 10 years ago or more"); why they haven't listened yet (forced-choice: haven't had time, keep forgetting, intentionally avoided, other [explain]); and complete the same interest, genre, length, and popularity items as above.

Participants then learn their condition information (last chance vs. control), complete the DV and mediator items, then listen to their chosen song (all programmed within the survey); after, they'll rate their listening experience (1 = very negative to 11 = very positive, midpoint: 6 = neutral); a manipulation check about how much they felt it'd be their last chance to listen to music for 1 week (1 = definitely wasn't imagining this; definitely was imagining this); an attention check of their condition (forced choice, control vs. last-chance option); whether their watched link had video (forced-choice: video of some sort, text of lyrics, still image, other [describe]); any technical errors/confusions (forced-choice: yes [explain] vs. no); and a no-penalty honesty check about whether we should trust their responses as genuine (forced-choice: yes vs. no).

We're collecting these items for descriptive purposes, to get a sense of participants' experiences and song choices. If the study ends up in a paper, we plan to reanalyze our results with relevant exclusions (e.g., attention check failures) and covariates (e.g., interest ratings) and report these results in an SOM document for thoroughness (we assume to find generally similar patterns regardless).