Tuning Into Emotions:

Children's Understanding of the Effects of Music on Affect and Performance



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Background

Music & Emotion Regulation

- From infancy, music has been used to regulate arousal & mood 1-3
- By age 3, children can identify happiness and sadness in music 4,5
- By age 4, children manipulate tempo & pitch to convey emotions in music⁶
- As children age, their ability to form connections between musical features, emotions, and situations develops alongside general cognitive growth

Children's Beliefs about Emotion

- Both children and adults use a valencematching approach (positive emotions = positive outcomes)8,9
- However, young children are still learning to make context-specific judgments about the usefulness of emotions
 - 5-year-olds struggle to recognize that intense positive emotions can hinder attention 9

Current Study

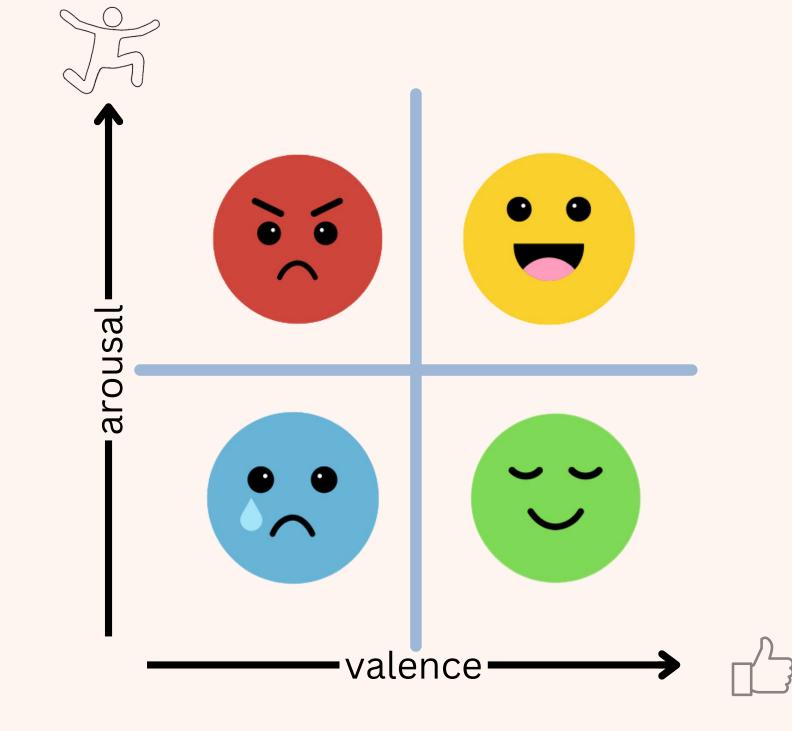
How do 5-year-olds, 8-year-olds and adults perceive the effects of music on emotional states? And, can they use this understanding to reason about the influence of music on <u>physical</u> and cognitive performance?

Methodology

Stimuli

- Four novel 20-second guitar instrumental pieces
- I-IV-V-I progression with a single melody line
- Mode (valence)
 - Happy: C major
 - Angry: C minor
 - Sad: D minor
 - Calm: D major
- Tempo (arousal)
 - Happy & Angry: 110 BPM
 - Sad & Calm: 50 BPM





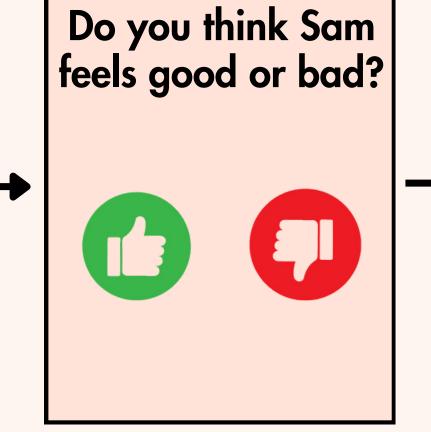
Design

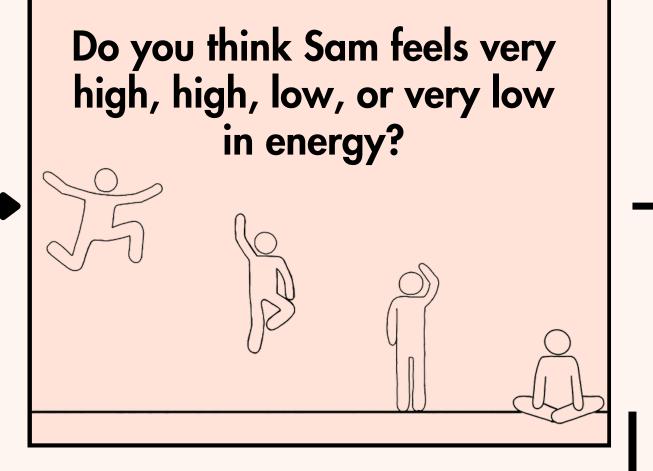
Study 1

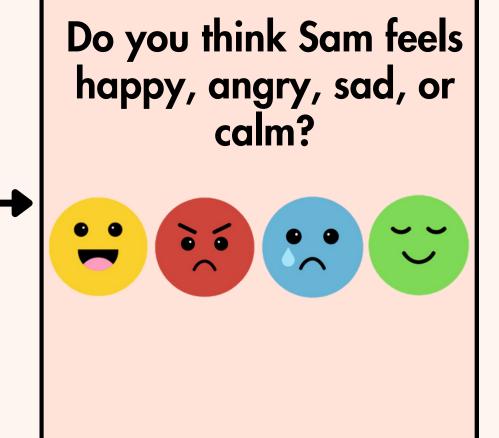
Can children identify how emotional music affects the dimensions of valence and arousal?

Sam is feeling

Then, Sam \rightarrow







Study 2

Can children use music-induced states of affect to predict performance on a physical task?

After listening to this song, how hard do you think it will be for Sam to run a race?



Study 3

Can children use music-induced states of affect to predict performance on a cognitive task?

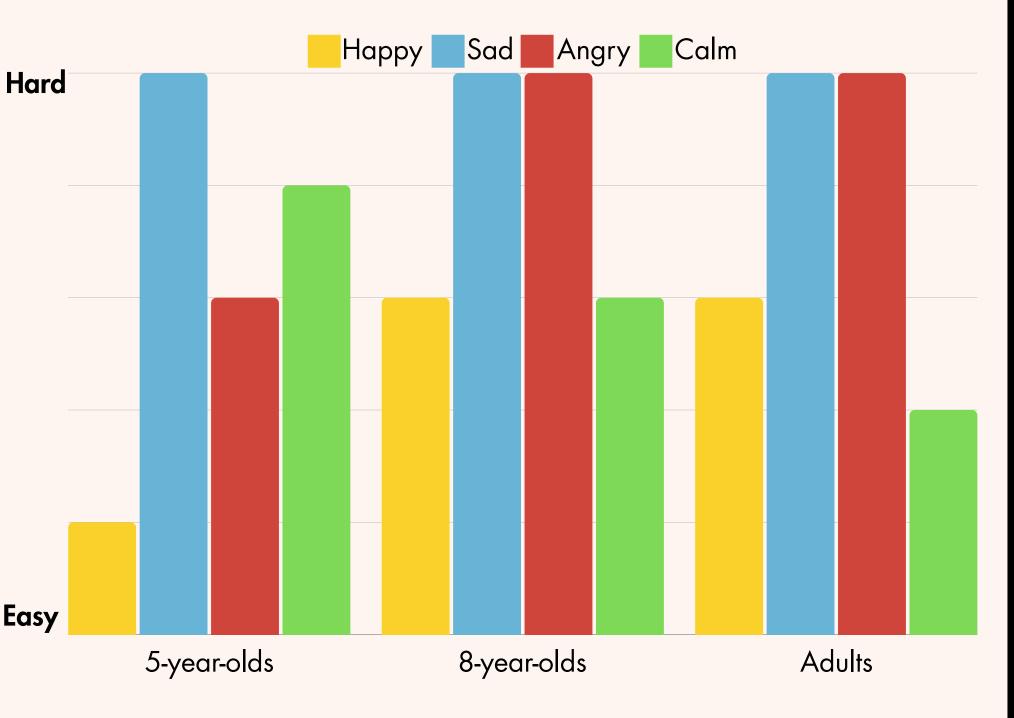
After listening to this song, how hard do you think it will be for Sam to do a puzzle?



Predictions

- All participants will identify the effects of music on valence and arousal, with accuracy increasing with age.
 - Mode will indicate valence (major = positive; minor = negative)
 - Tempo will indicate arousal (fast = high energy; slow = low energy)
- All age groups will associate happy music with *improved* performance and sad music with decreased performance.

Predicted Performance Ratings on a Cognitive Task



- 5-year-olds may struggle with the impact of intense emotional arousal's on attention
- 8-year-olds and adults likely to apply music's effects to cognitive tasks

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