

This is a repository copy of *Investigating the influence of music tempo on arousal and behaviour in laboratory virtual roulette*.

White Rose Research Online URL for this paper: http://eprints.whiterose.ac.uk/95755/

Version: Supplemental Material

## Article:

Bramley, S., Dibben, N. orcid.org/0000-0002-9250-5035 and Rowe, R. orcid.org/0000-0001-5556-3650 (2016) Investigating the influence of music tempo on arousal and behaviour in laboratory virtual roulette. Psychology of Music, 44 (6). pp. 1389-1403. ISSN 1741-3087

https://doi.org/10.1177/0305735616632897

## Reuse

Items deposited in White Rose Research Online are protected by copyright, with all rights reserved unless indicated otherwise. They may be downloaded and/or printed for private study, or other acts as permitted by national copyright laws. The publisher or other rights holders may allow further reproduction and re-use of the full text version. This is indicated by the licence information on the White Rose Research Online record for the item.

## **Takedown**

If you consider content in White Rose Research Online to be in breach of UK law, please notify us by emailing eprints@whiterose.ac.uk including the URL of the record and the reason for the withdrawal request.



TABLE 2 Means and standard deviations obtained for each measure of gambling behaviour by condition

Dependent variable	Condition					
	No Music		Slow Tempo		Fast Tempo	
	M	SD	M	SD	M	SD
Betting Speed	21.86	7.3	21.23	6.21	21.5	6.45
Expenditure <sup>a</sup>	1.61	0.41	1.55	0.43	1.59	0.47
High <sup>a</sup>	1.32	2.3	1.28	1.46	1.18	1.71
Medium <sup>a</sup>	2.62	2.16	3.07	2.44	3.21	3.09
Low <sup>a</sup>	5.78	3.44	5.45	3.07	5.96	3.48

<sup>&</sup>lt;sup>a</sup> Log transformations were performed prior to analysis to reduce positive skew.