

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/95756/

Version: Supplemental Material

Article:

Bramley, S., Dibben, N. and Rowe, R. (2016) Investigating the influence of music tempo on arousal and behaviour in laboratory virtual roulette. Psychology of Music. ISSN 0305-7356

https://doi.org/10.1177/0305735616632897

Reuse

Unless indicated otherwise, fulltext items are protected by copyright with all rights reserved. The copyright exception in section 29 of the Copyright, Designs and Patents Act 1988 allows the making of a single copy solely for the purpose of non-commercial research or private study within the limits of fair dealing. The publisher or other rights-holder may allow further reproduction and re-use of this version - refer to the White Rose Research Online record for this item. Where records identify the publisher as the copyright holder, users can verify any specific terms of use on the publisher's website.

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.



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

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

^a Log transformations were performed prior to analysis to reduce positive skew.