Involuntary mental replay of music improves memory for musical sequence knowledge Benjamin M. Kubit¹² and Petr Janata¹ ¹Center for Mind and Brain & Dept. of Psychology, University of California, Davis

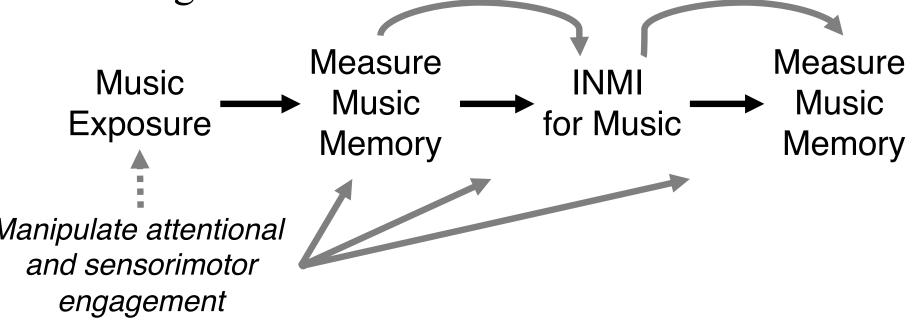
Introduction

- Spontaneous memory reactivation plays an important role in consolidation
- *Repetitive involuntary musical imagery* (INMI; aka "earworm" or having a tune "stuck in one's head") is a common example of spontaneous cognition
- The role of INMI in the consolidation of musical memories remains unknown

Hypothesis A: Increased sensorimotor and attentional engagement during music exposure will facilitate incidental encoding

resulting in more accurate music memory and more frequent INMI episodes

Hypothesis B: More frequent Manipulate ? INMI episodes produce more accurate music memory



Methods

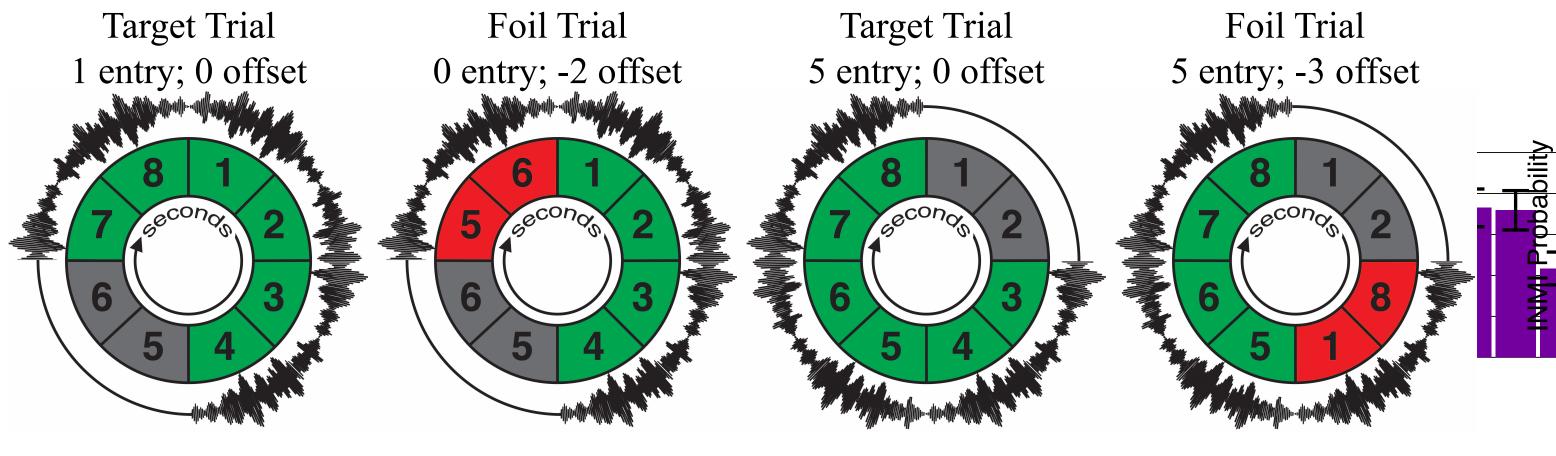
	Day 1				+ 1 week			Day 2		
	Music	MSIR		Survey	INMI		MSIF		IN	
	Exposure	Ta	ask	Period	Assessment			Task	Asses	
	40'	40'		15'		10'		40'	10	
	Experiment			Participant	S	# Unique Loops 12		# Lc	ор Ехро	
	1 2 3		31						16	
			30 30			12 9			16	
								24		

Stimuli: 8-second music loops consisting of 4 instruments available as Apple Loops (Apple, Inc., Cupertino, CA); composed in C-major, 4/4 meter, 120 bpm tempo; sets of 3 loops were combined into 1-minute-36second-long soundtracks, with each loop repeating for 32 seconds.

Music Exposure: Each soundtrack repeated multiple times during the task condition with which it was paired, and a single soundtrack was withheld but later included in the MSIR tasks (Novel condition; NOV).

Music Exposure Task	Exp.	Attentional Focus	
Visual Deviant Detection (VDD)	1,2	visuospatial sequence	
Auditory Deviant Detection (ADD)	1,2	music sequence	
Free-Form Tapping (FTP)	1,2,3	music sequence	
Serial Reaction Time Task (SRT)	3	visuospatial sequence	

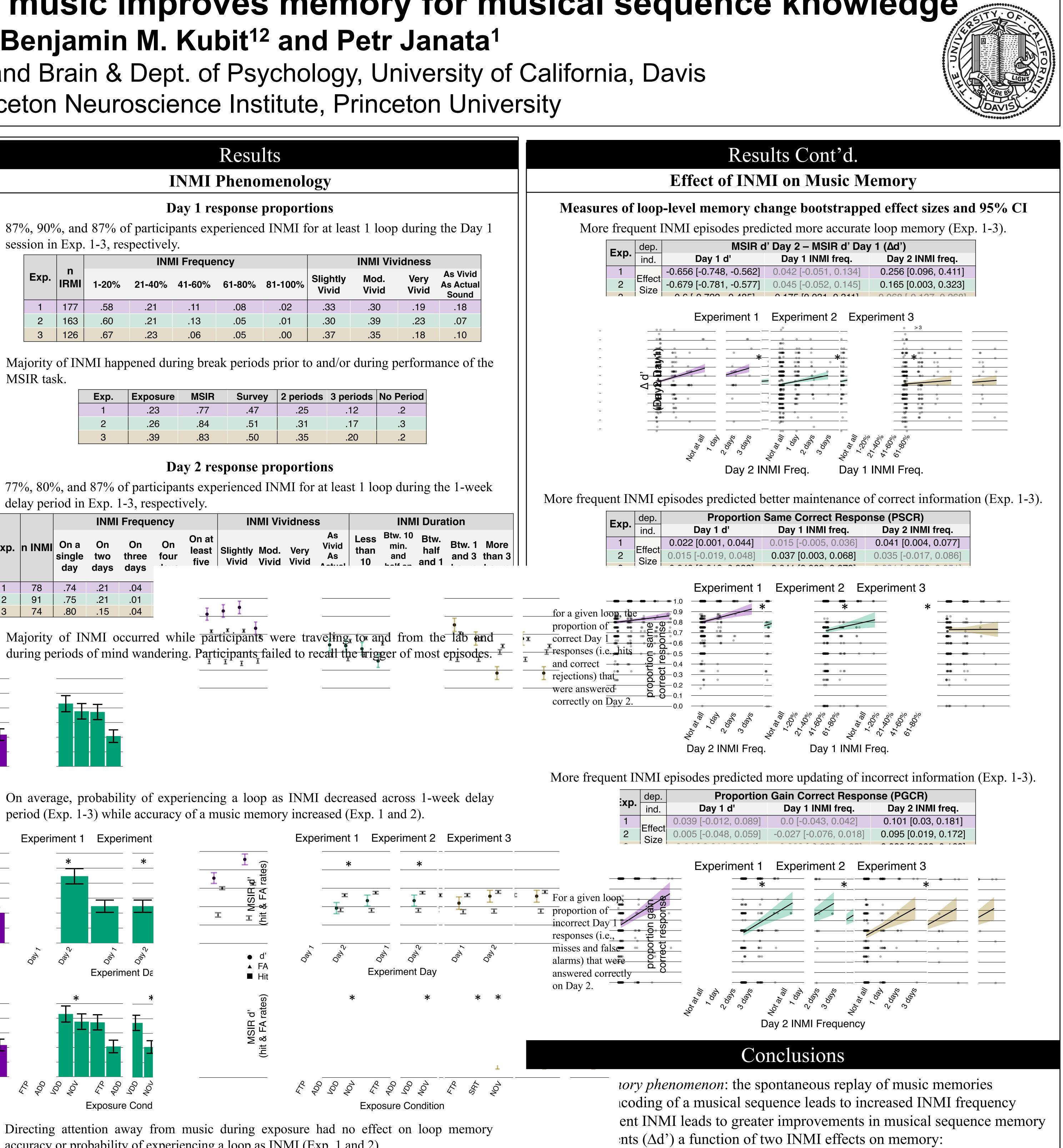
Musical Sequence Imagery Recognition (MSIR) : Report with a "Yes/No" response, whether the sound resumes after the silent blank at the correct location in the loop. To achieve above chance performance participants had to accurately imagine the missing part of the loop. Each loop was presented 8 times, 4 as a target and 4 as a foil, thus allowing for the calculation of a d' score on a per-loop basis.



Survey Period: Opportunity for participants to experience INMI for the loops to which they had just been exposed. Also expected INMI for loops outside of the laboratory, between experiment sessions.

INMI Assessment: Simple loop recognition task: participants heard each loop and an equal number of novel loops serving as foils. If loop was recognized on Day 1, participants were asked to estimate the frequency of INMI episodes experienced and to report the spatiotemporal context of the episode.

²Princeton Neuroscience Institute, Princeton University



session in Exp. 1-3, respectively.

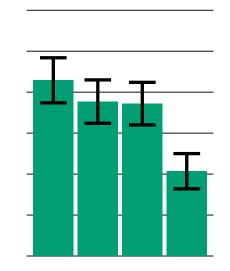
		5	INMI Frequency							
	Exp.	n IRMI	1-20%	21-40%	41-60%	61-80%	81-1			
Ī	1	177	.58	.21	.11	.08	.0			
	2	163	.60	.21	.13	.05	.0			
	3	126	.67	.23	.06	.05	.0			

MSIR task.

Exp.	Exposure	MSIR	Survey	2
1	.23	.77	.47	
2	.26	.84	.51	
3	.39	.83	.50	

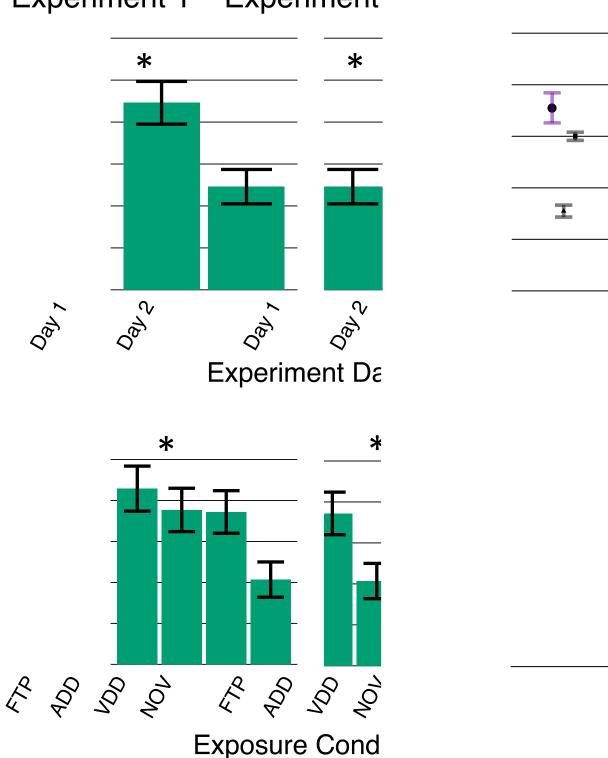
delay period in Exp. 1-3, respectively.

	~ 1		T		T	2			
		INMI Frequency					INMI Vivi		
Exp.	n INMI	On a single day	On two days	On three days	On four	On at least five	Slightly Vivid	Mod. Vivid	Ţ
1	78	.74	.21	.04					
2	91	.75	.21	.01			- T		
3	74	.80	.15	.04		Ţ	1		
					-	1	ī 1		

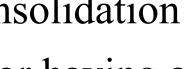


period (Exp. 1-3) while accuracy of a music memory increased (Exp. 1 and 2).

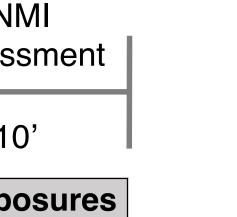
Experiment 1 Experiment



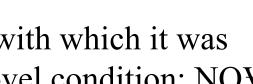
Directing attention away from music during exposure had no effect on loop memory accuracy or probability of experiencing a loop as INMI (Exp. 1 and 2). Directing attention AND sensorimotor engagement away from music decreased the accuracy of loop memory and probability of experiencing a loop as INMI (Exp. 3).

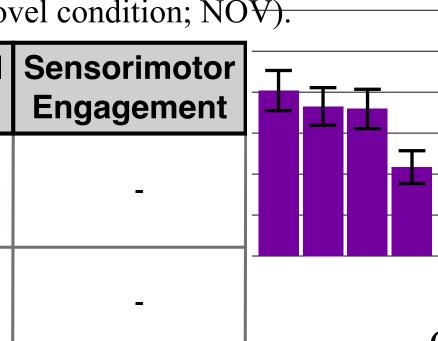


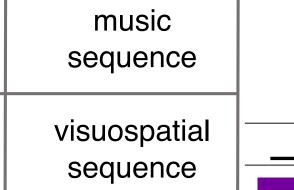


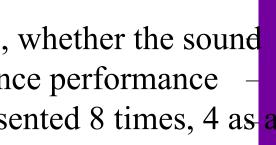














ig the experiment (Day 1) tends to protect against forgetting while the experiment (Day 2) improves poorly encoded memories