

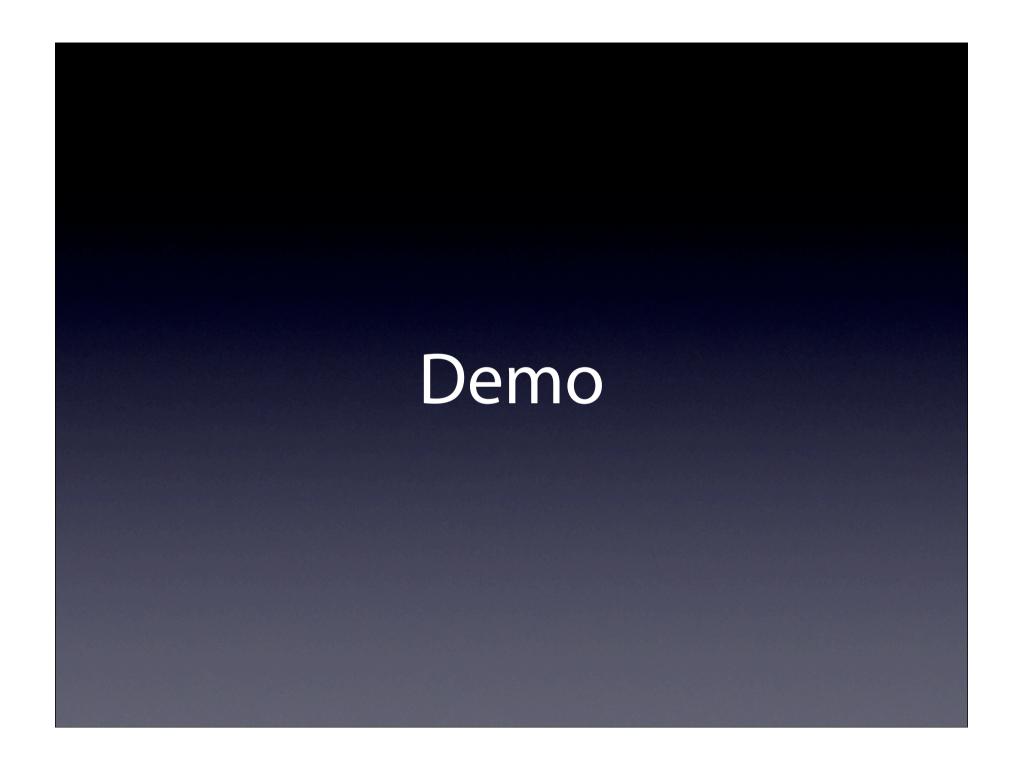
"Mission Statement"

Goal: a diagnostic computer game called TIMVE (Test of Implicit Motives in Virtual Environments), that is able to:

- assess the need for intimacy and the need for autonomy in romantic relationships
- at an implicit level
- with satisfying reliability
- and incremental validity compared to selfreport measures

Today

- Demo
- Measures
 - idiosyncratic analysis
 - distances
- First Results
 - usability
 - convergent validity
- Future Perspectives



TIMVE the characters

SIMO (3) -

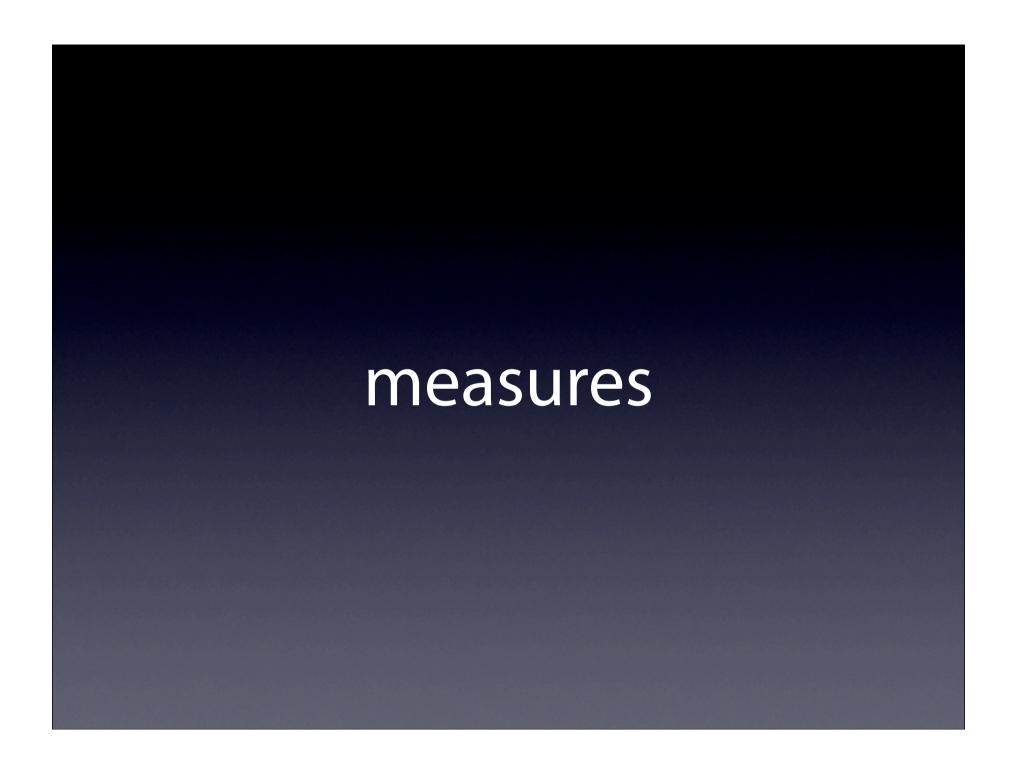
CONTROLLED BY PLAYER THE SPOUSE (早)











actions

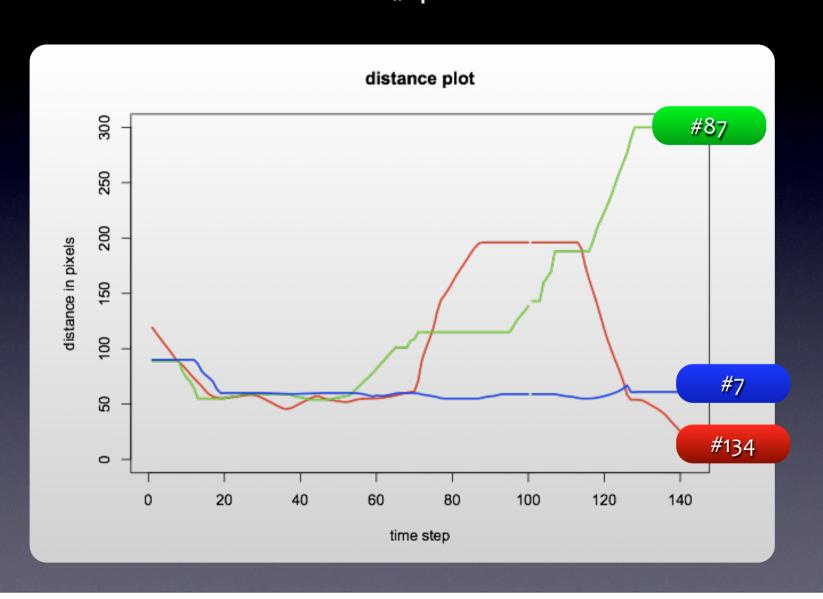
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idiographic analysis

Action **Event** possible affair appears (,,Lisa"), spouse goes away say hello to Lisa pay Lisa a compliment try to kiss Lisa spouse comes back send away Lisa say to spouse: "I love you!"

distances scene: "spouse comes the first time"



first results

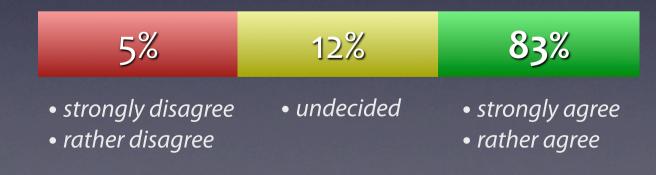
- explorative & preliminary -

Usability

Setup & Duration

Administration	Tutorial / Training	Game
Internet, compatibel with all browsers and OS	3-6 min.	15 min.

"The handling of the game was easy" (n = 267)



Instigation

"Did you experience a ,special, emotional moment?"

"The anger I developed when my partner was courted by the other was staggering. I feared I could lose her!" "When Lisa started to flirt with my husband, I really got jealous. I tried to distract her, so that she stopped flirting."

"When my partner showed deeper feelings to the newcomer, it really shocked me. But I tried to convince him that I am the best for him!"

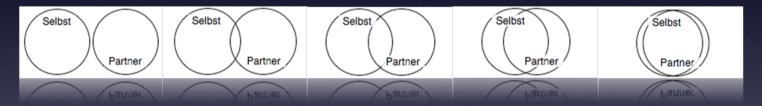
"...the joint dancing and the resulting intimacy..."

... about 60% reported a such an emotional moment

Convergent Validity

Self-report measures:

- 8-item scales for intimacy and autonomy ¹
- Inclusion of Other in the Self (IOS) ²



- adult attachment styles (RQ) ³
- relationship satisfaction (1 item)

¹ Asendorpf et al. (in prep.)

Results

n = 75; bivariate correlations are	Rel. şatiş-	IOS	INT	Attachment Styles				
shown	faction				Sec	Anx	Pre	Dis
Distance: alone with spouse		17		15		31		
Distance: rival appears		36						.16
Positive beh. towards spouse	.22	.34	.28	15	.22			18
Negative beh. towards spouse	19	33	24					.36
Bipolar index (neg pos)	.29	.42	.32	19	.20			23
Preference for affair	40	48	42	.33	27			.40

All rs > .20 are significant with p < .05

limitations so far

- some overemphasis on jealousy and fidelity
- no data for the implicit domain
- no to low internal consistencies

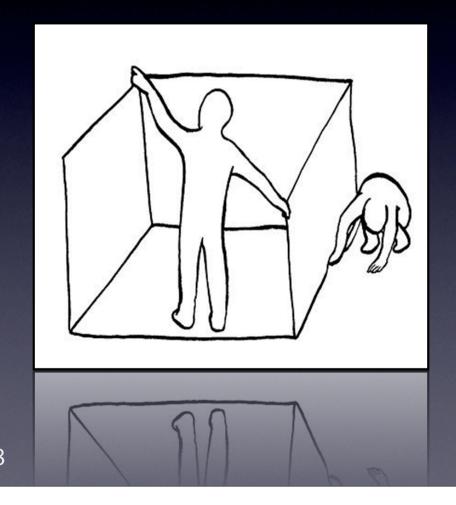
internal consistencies

items	coefficient (n=75)
positive behavior towards spouse (consistency between scenes)	$\alpha = .29$
distances (consistency between scenes)	$\alpha = .06$
distances (split half within scenes)	average r _{tt} = .40

future perspectives

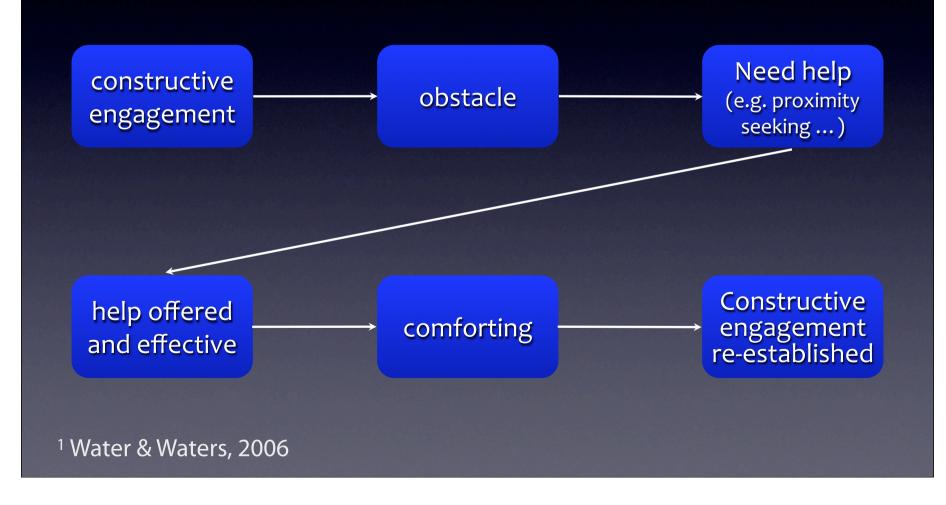
Future perspectives

Validation with TAT-like measure for intimacy and autonomy ¹



Future perspectives

The "secure base script" 1



Conclusion

- We have an easy-to-use online game
- TIMVE taps both into the explicit and implicit domain
- The game has something to do with attachment and intimacy
- Many issues are unclear ...
- ... the preliminary results are encouraging to continue research!

Thanks for your attention!



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