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Paper:

Mackintosh, K., Standage, M., Staiano, A., Lester, L. & McNarry, M. (2016). Investigating the Physiological and Psychosocial Responses of Single- and Dual-Player Exergaming in Young Adults. *Games for Health Journal* http://dx.doi.org/10.1089/g4h.2016.0015

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Table 2. Descriptive characteristics of psychosocial variables determined immediately following each exergame by sex.

	Male (n = 38)	Female (<i>n</i> = 34)	Effect size (Cohens d)
Vitality	5.1 ± 1.1	$5.7 \pm 1.0^*$	0.52
Positive affect	5.7 ± 0.7	5.9 ± 0.9	0.32
Negative affect	2.3 ± 0.8	$1.8 \pm 1.0^{**}$	0.54
Pressure or tension	2.5 ± 1.1	$1.7 \pm 0.7^{**}$	0.87
Competence	5.3 ± 0.9	4.8 ± 1.2	0.47
Choice	5.7 ± 1.0	$6.3 \pm 0.6^{**}$	0.73
Effort and importance	5.0 ± 1.1	$5.5 \pm 1.1^*$	0.45
Interest and enjoyment	5.4 ± 1.1	5.5 ± 1.2	0.09

Note. Means \pm SD. All parameters determined from a 7-point scale. n = number of participants * 2 conditions. Significant influence of sex: *p<0.05, **p<0.001