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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 3. Descriptive characteristics of psychosocial variables by condition.

	Single-Player	Dual-Player	Total	Effect size
	(n = 36)	(n = 36)	(n = 72)	(Cohens's d)
Vitality	21.4 ± 4.2	21.5 ± 4.5	21.5 ± 4.3	0.02
Positive affect	23.1 ± 3.0	23.1 ± 3.8	23.1 ± 3.4	0.00
Negative affect	10.2 ± 4.2	10.2 ± 5.0	10.2 ± 4.6	0.00
Pressure or tension	2.2 ± 1.0	2.1 ± 1.0	2.1 ± 1.0	0.10
Competence	4.9 ± 1.1	5.2 ± 1.1	5.1 ± 1.1	0.29
Choice	6.0 ± 0.9	6.1 ± 0.9	6.0 ± 0.9	0.11
Effort and importance	5.2 ± 1.2	5.3 ± 1.1	5.2 ± 1.1	0.09
Interest and enjoyment	5.4 ± 1.0	5.5 ± 1.2	5.5 ± 1.1	0.09

Note. Means \pm SD. All parameters determined from a 7-point scale. n=36 participants * 2 conditions.