

Table S1. Sensitivity analysis: Sample, task and compliance measures, self-report measures ($N = 107$)

<i>Sample Characteristics</i>		Control (<i>n</i> = 36)		Condition Tetris (<i>n</i> = 35)		D-Corsi (<i>n</i> = 36)		Between conditions comparisons
Age (years)		<i>Mean</i>	<i>SD</i>	<i>Mean</i>	<i>SD</i>	<i>Mean</i>	<i>SD</i>	
		27.45	10.59	29.06	9.77	30.43	11.13	$F(2,104) = .49$
		<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	
Gender	Female	25	69.4	23	65.7	19	52.8	$\chi^2 (2) = .31$
	Male	11	30.6	12	34.3	17	47.2	
First language	English	17	47.2	23	65.7	22	61.1	$\chi^2 (4) = .37$
	Asian	16	44.4	9	25.7	12	33.3	
	Other	3	8.3	3	8.6	2	5.6	
Main occupation	Student	29	80.6	24	68.6	21	58.3	$\chi^2 (2) = .12$
	Other	7	19.4	11	31.4	15	41.7	
		<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	
<i>Task and compliance measures</i>								
Prior Tetris experience		35	97	35	100	35	97 ⁺	
		<i>Mean rank</i>		<i>Mean rank</i>		<i>Mean rank</i>		
Attention to film		59.57		48.54		53.74		$H (2) = 2.73$
Diary adherence		50.85		56.83		54.40		$H (2) = .69$
Task enjoyment		40.56		68.24		53.60		$H(2)=14.14^{**}$
		<i>Pairwise comparisons</i>		<i>Mean ranks</i>		<i>U, z</i>		
		Control, Tetris		27.01, 45.24		306.5, -3.72***		
		Control, D-Corsi		32.04, 40.96		487.5, -1.81		
		Tetris, D-Corsi		41.00, 31.14		455.0, -2.01*		
		<i>Mean</i>	<i>SD</i>	<i>Mean</i>	<i>SD</i>	<i>Mean</i>	<i>SD</i>	
<i>Self-report measures</i>								
Depression		13.53	4.62	12.23	3.34	12.42	3.41	$F (2,104) = 1.2$
Anxiety		16.69	5.20	16.94	5.81	16.36	4.89	$F (2,104) = .11$
IES-R		15.03	5.62	14.31	4.63	14.50	5.06	$F (2,104) = .19$
		<i>Mean</i>	<i>SD</i>	<i>Mean</i>	<i>SD</i>	<i>Mean</i>	<i>SD</i>	
		<i>Difference[#]</i>		<i>Difference[#]</i>		<i>Difference[#]</i>		
<i>Visual analogue scales: Pre to post film</i>								
Sad		42.75	28.68	40.43	26.32	35.17	28.45	$F (2,104) = .70$
Hopeless		18.75	31.02	16.11	26.43	16.72	30.41	$F (2,104) = .08$
Fearful		38.17	30.53	27.11	31.81	32.78	31.20	$F(2,104) = 1.12$
Horrorified		49.22	32.71	48.00	32.14	48.72	31.12	$F (2,104) = .01$
Depressed		27.61	27.82	24.29	26.11	17.86	23.92	$F(2,104) = 1.31$

$N = 107$. Scale 0-100. *** $p < .001$, ** $p < .01$, * $p < .05$

Abbreviations: IES-R, Impact of Events Scale-Revised

⁺Between group comparisons not possible due to zero value for Tetris group

[#] Mean difference is calculated as post-film rating minus pre-film rating

Table S2. Sensitivity analysis (repeated analyses with $N = 107$): Intrusive memory frequency by condition

	Control (<i>n</i> = 36)		Condition Tetris (<i>n</i> = 35)		D-Corsi (<i>n</i> = 36)		Between conditions <u>comparisons</u>
	<i>Mean</i>	<i>SE</i>	<i>Mean</i>	<i>SE</i>	<i>Mean</i>	<i>SE</i>	
<i>Intrusive Memory Frequency</i>							
Post 4-hour Break [#]	8.53	0.57	7.00	0.48	6.56	0.44	Wald χ^2 = 8.35, <i>df</i> = 2*
	<i>Pairwise comparisons</i>		<i>Mean Difference</i>		<i>95% Confidence Interval</i>		
	Control, Tetris		1.53*	.74	0.07, 2.98		
	Control, D-Corsi		1.97*	.72	0.56, 3.38		
	Tetris, D-Corsi		0.44	0.65	-0.83, 1.72		
During 12-minute task [#]	5.42	.37	1.80	.14	1.92	.15	Wald χ^2 = 147.04, <i>df</i> = 2***
	<i>Pairwise comparisons</i>		<i>Mean Difference</i>		<i>95% Confidence Interval</i>		
	Control, Tetris		3.62***	.40	2.84, 4.40		
	Control, D-Corsi		3.50***	.40	2.72, 4.28		
	Tetris, D-Corsi		-0.12	.207	-0.52, 0.29		
Day 0 [#]	3.83	0.28	2.91	0.22	3.42	0.26	Wald χ^2 = 6.97, <i>df</i> = 2*
	<i>Pairwise comparisons</i>		<i>Mean Difference</i>		<i>95% Confidence Interval</i>		
	Control, Tetris		0.92**	0.35	0.23, 1.61		
	Control, D-Corsi		0.40	0.38	-0.33, 1.14		
	Tetris, D-Corsi		-0.52	0.34	-1.18, 0.15		
Days 1- 7 ^{##}							
Day 1	6.00	1.27	5.72	2.00	4.89	0.77	
Day 2	3.92	0.88	4.00	1.80	3.61	0.68	
Day 3	3.39	0.72	3.91	1.68	5.53	0.63	
Day 4	3.83	1.00	3.60	1.66	2.44	0.64	
Day 5	2.44	0.66	2.77	1.54	2.86	0.57	
Day 6	1.78	0.53	2.77	1.59	3.53	1.64	
Day 7	2.04	0.68	2.93	1.95	3.22	1.87	

$N = 107$. *** $p < .001$, ** $p < .01$, * $p < .05$

[#]Generalized linear models with a negative binomial log-link function were used for these analyses

^{##}Generalized linear mixed models analysis specifying an AR(1) structure were used. There were significant main effects for time ($F = 4.84$, $df = 6$, $p < 0.001$) but not for condition ($F = 0.06$, $df = 2$, $p = 0.95$) or the interaction of time and condition ($F = 0.81$, $df = 12$, $p = 0.64$).

Table S3. Emotional valence. Pre- and post-film comparisons: Paired-samples t-test for $N = 107$.

	<i>Pre-TFP Mean</i>	<i>SD</i>	<i>Post-TFP Mean</i>	<i>SD</i>	<i>Mean Difference</i>	<i>SD</i>	<i>t</i> -test
Sad	12.65	15.32	52.09	27.26	39.44	27.77	$t(106) = 14.69^{***}$
Hopeless	11.96	18.26	29.17	27.06	17.21	29.13	$t(106) = 6.11^{***}$
Fearful	9.29	14.90	42.03	31.40	32.74	31.20	$t(106) = 10.85^{***}$
Horried	3.41	9.99	52.07	30.99	48.65	31.69	$t(106) = 15.88^{***}$
Depressed	10.97	14.90	34.21	26.46	23.24	26.08	$t(106) = 9.22^{***}$

$N = 107$. Scale 0-100. $^{***}p < .001$.
Abbreviations: TFP, trauma film paradigm

Table S4. Comparison: Control and Tetris conditions per Holmes et al., 2010 (Experiment 2)

		Condition			
		Control		Tetris	
Pre-film mood ^{#+}		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	1.17	0.19	1.19	0.25
	<i>Holmes et al.</i>	3.09	0.77	4.04	0.67
Post-film mood ^{#+}		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	4.24	0.42	3.74	0.41
	<i>Holmes et al.</i>	7.05	1.11	8.52	1.01
Intrusion frequency during experimental condition		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	4.71	0.61	0.88	0.37
	<i>Holmes et al.</i>	9.84	1.31	5.65	0.94
Game enjoyment ⁺		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	-	-	7.41	0.45
	<i>Holmes et al.</i>	-	-	6.60	0.28
Diary compliance ⁺		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	8.73	0.28	8.91	0.24
	<i>Holmes et al.</i>	8.53	0.24	8.46	0.23
Effect size: Intrusive Memory Frequency over 1-week	(<i>d</i>)				
<i>Current study</i>	0.64				
<i>Holmes et al.</i>	0.62				

n = 100 for *Current study*.

[#]Composite score of Sad, Hopeless, Depressed per Holmes et al. (2010; Experiment 2)

⁺Scale in Holmes et al. was 0-10. As the scale in the current study was 0-100, the mean and SEM have been divided by 10 to allow for ease of comparison

Table S5. Comparison: Control and Tetris conditions per Holmes et al., 2010 (Experiment 2)

		Condition			
		Control		Tetris	
Pre-film mood ^{#+}		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	1.17	0.19	1.19	0.25
	<i>Holmes et al.</i>	3.09	0.77	4.04	0.67
Post-film mood ^{#+}		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	4.24	0.42	3.74	0.41
	<i>Holmes et al.</i>	7.05	1.11	8.52	1.01
Intrusion frequency during experimental condition		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	4.71	0.61	0.88	0.37
	<i>Holmes et al.</i>	9.84	1.31	5.65	0.94
Game enjoyment ⁺		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	-	-	7.41	0.45
	<i>Holmes et al.</i>	-	-	6.60	0.28
Diary compliance ⁺		<i>Mean</i>	<i>SEM</i>	<i>Mean</i>	<i>SEM</i>
	<i>Current study</i>	8.73	0.28	8.91	0.24
	<i>Holmes et al.</i>	8.53	0.24	8.46	0.23
Effect size: Intrusive Memory Frequency over 1-week	(<i>d</i>)				
<i>Current study</i>	0.64				
<i>Holmes et al.</i>	0.62				

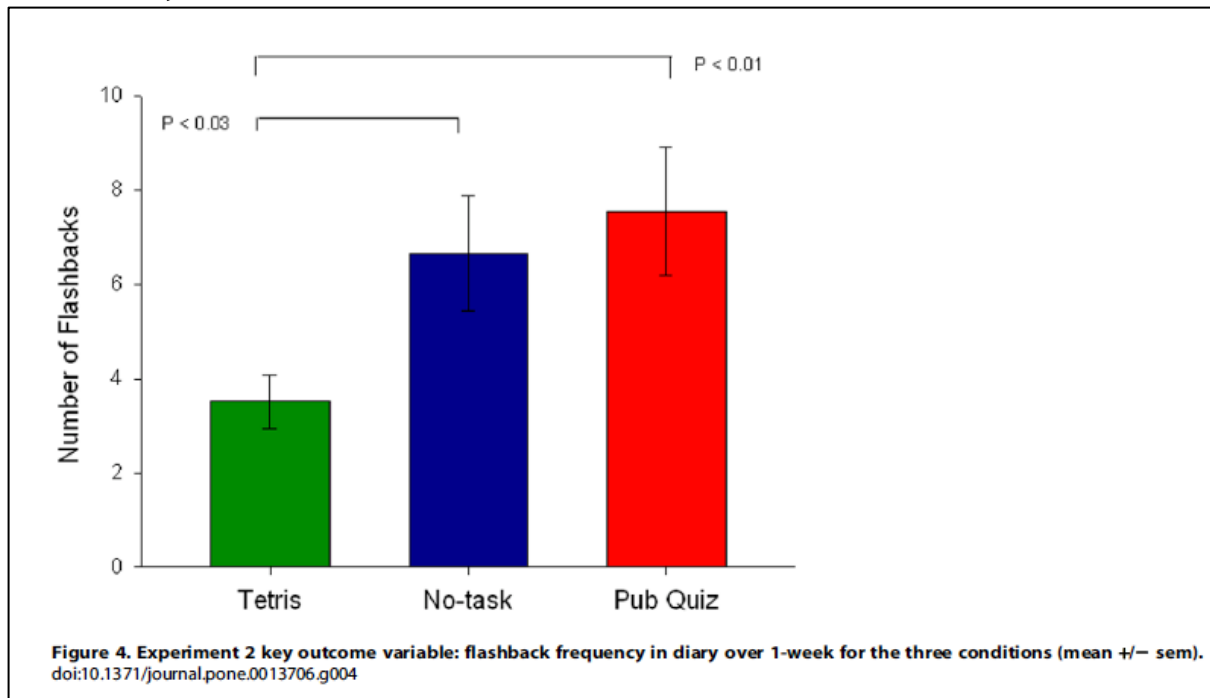
n = 100 for *Current study*.

[#]Composite score of Sad, Hopeless, Depressed per Holmes et al. (2010; Experiment 2)

⁺Scale in Holmes et al. was 0-10. As the scale in the current study was 0-100, the mean and SEM have been divided by 10 to allow for ease of comparison

Figure S1. Graphs for intrusive memory frequency across conditions over 1 week

Holmes et al., 2010



Current study: Mean $\pm$ SEM

