

## Using the Tangram Help/Hurt Task Online

The Tangram Help/Hurt Task is a laboratory-based measure to simultaneously assess helping and hurting behaviors. Recently, Saleem, Anderson, and Barlett (2015) provided evidence for the validity of the Tangram Help/Hurt Task. In addition, several recent papers have used the Tangram Help/Hurt Task to assess interpersonal and intergroup helping and hurting behaviors. References for these papers are provided below:

### Tangram Help/Hurt Task Validation:

- Saleem, M., Anderson, C. A., & Barlett, C. P. (in press). [Assessing helping and hurting behaviors through the Tangram help/hurt task](#). *Personality and Social Psychology Bulletin*, 41 (10), 1345-1362.

### Example articles using the Tangram Help/Hurt Task:

- Saleem, M., Prot, S., Cikara, M., Lam, B. C. P., Anderson, C. A., & Jelic, M. (in press). [Cutting Gordian knots: Reducing prejudice through attachment security](#). *Personality and Social Psychology Bulletin*.
- Barlett, C. P., & Anderson, C. A. (2011). [Re-Appraising the situation and its impact on aggressive behavior](#). *Personality and Social Psychology Bulletin*, 37, 1564-1573.
- Saleem, M., Anderson, C. A. & Gentile, D. A. (2012). [Effects of prosocial, neutral, and violent video games on children's helpful and hurtful behaviors](#). *Aggressive Behavior*, 38,281-287.
- Gentile, D. A., Anderson, C. A., Yukawa, S., Ihori, N., Saleem, M., Ming, L. K., Shibuya, A., Liau, A. K., Khoo, A., Bushman, B. J., Huesmann, L. R., & Sakamoto, A. (2009). [The Effects of Prosocial Video Games on Prosocial Behaviors: International Evidence from Correlational, Experimental, and Longitudinal Studies](#). *Personality and Social Psychology Bulletin*, 35, 752-763.

## Online Version of the Tangram Help/Hurt Task

Please read the instructions for the in-lab version first in order to understand how the online version is different. It is important to recognize that the Tangram Help/Hurt Task was developed to be primarily used in the lab. The task has been successfully used online (Saleem, Anderson, & Barlett, 2015), however, the effects are usually weaker than the in-lab version. We expect this is likely due to participants not being able to physically solve the tangrams in order to understand the differences between the varying difficulty levels. There are ways for participants to practice solving the tangrams online but usually this is through external websites such as:

- <http://www.abcya.com/tangrams.htm>

Similarly, although participants get instructions for the task through a video it is difficult to determine whether they fully understood the task.

### List of materials

- 1) Qualtrics survey using the Tangram Help/Hurt Task
  - a. Includes written instructions for the tangram task
  - b. Check to make sure participants saw the video and understood the task.
  - c. Includes the tangram assignment table
  - d. Motivation for tangram assignment questionnaires
- 2) Video instructions for the tangram task.