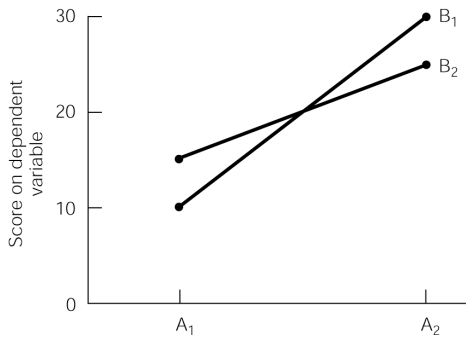
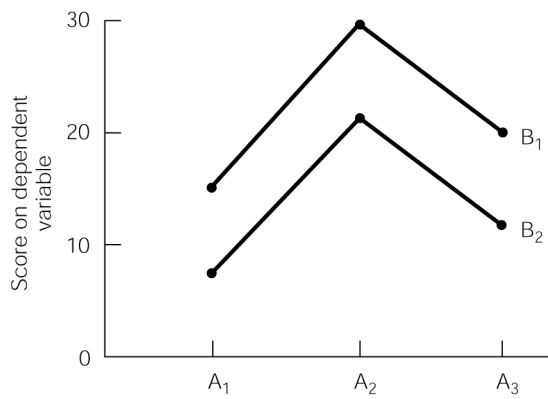


*Problems*

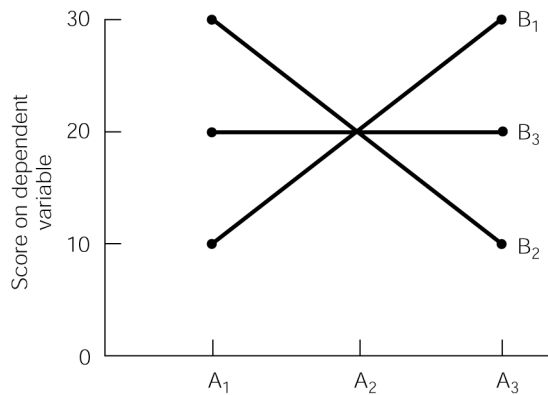
1. a. factor A, significant; factor B, nonsignificant; interaction, significant



- b. factor A, significant; factor B, significant; interaction, nonsignificant



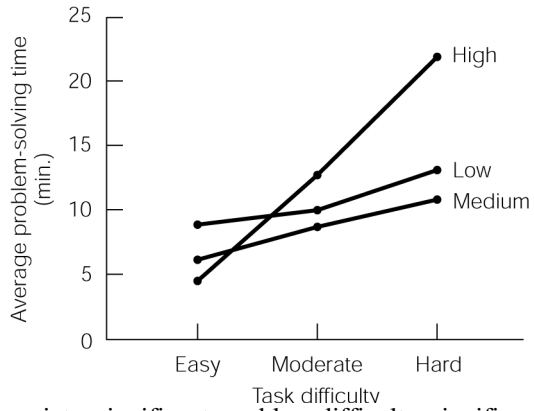
- c. factor A, nonsignificant; factor B, nonsignificant; interaction, significant



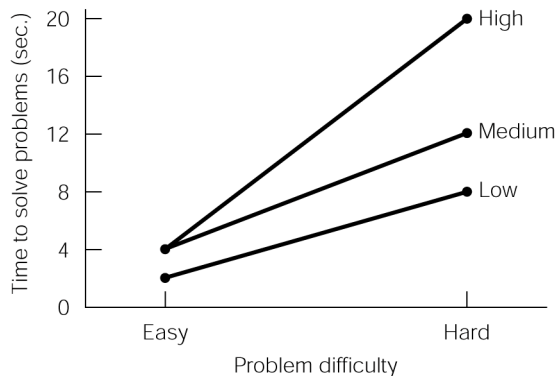
2. a. handedness main effect, significant; illumination main effect, significant; interaction, nonsignificant

- b. handedness main effect, significant; illumination main effect, nonsignificant; interaction, significant
- c. handedness main effect, nonsignificant; illumination main effect, nonsignificant; interaction, significant

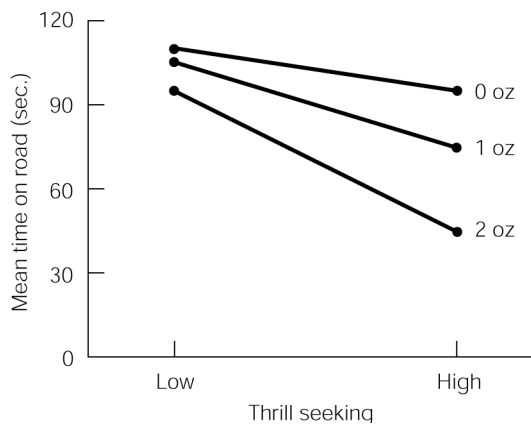
3. task difficulty, significant; anxiety level, significant; interaction, significant



4. anxiety, significant; problem difficulty, significant; interaction, significant



5. thrill seeking, significant; alcohol level, significant; interaction, significant



6.
  - a. The handedness main effect was significant ( $p < .05$ ); dextrals spent more time on target than sinistrals. The illumination main effect was significant ( $p < .05$ ); performance improved with higher illumination levels. The interaction was not significant.
  - b. The handedness main effect was significant ( $p < .05$ ); dextrals did better than sinistrals overall. The illumination main effect was not significant ( $p > .05$ ). The handedness/illumination interaction was significant ( $p < .01$ ); dextrals outperformed sinistrals at high and low levels of illumination but did worse at medium levels.
  - c. Neither main effect was significant ( $p > .05$ ). The interaction effect was significant ( $p < .01$ ); sinistrals improved as light levels increased, whereas dextrals got worse under the same conditions.