
Personality, Horror preference, and Self-efficacy:
A Correlational Study

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Declaration

I declare that this submission is my own work. Where I have read, consulted, and used the work of others I have acknowledged this in the text

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Table of Contents

Abstract.....	1
Introduction	3
1.1 Proximal and Distal Causes for Engagement with Film	4
1.2 Entertainment-based Emotions	5
1.3 Self-efficacy, Personality and Engagement with Horror	7
1.4 Positive Effects of Engagement with Horror	8
1.5 The Present Study.....	9
1.6 Research Question	9
Method	11
2.1 Research Design	12
2.2 Participants.....	12
2.3 Materials.....	13
2.4 Pilot Study.....	14
2.5 Procedure	14
Results.....	15
3.1 Overview of results.....	16
3.2 Descriptive statistics.....	16
3.3 Inferential statistics	16
3.3.1 Assumptions	16
3.3.2 Multiple regression	18
3.4 Summary of results.....	19
Discussion	21
4.1 Overview.....	22
4.2 Strengths of the present study.....	23
4.3 Limitations of the present study	24
4.4 Practical implications and suggestions for future research	24
4.5 Conclusion	24
References	26
Appendices.....	32
6.1 Appendix A – Information Sheet	33
6.2 Appendix B – Consent Form	36

6.3 Appendix C – Demographics Form	37
6.4 Appendix D – Debrief Form	38
6.5 Appendix E – Confirmation of Consent Form.....	39
6.6 Appendix F – Horror Enjoyment Scale.....	40
6.7 Appendix G – General Self-Efficacy Scale.....	41
6.8 Appendix H - NEO Personality Inventory Revised (NEO-PI-R) 10-item Scale for Openness	42
6.9 Appendix I – NEO Personality Inventory Revised (NEO-PI-R) 10-item Scale for Extraversion....	43
6.10 Appendix J – Reliability of Scales – SPSS Output.....	44
6.11 Appendix K – Ethics Application and Approval	47
6.12 Appendix L – SPSS Output – Multiple Regression	50

Abstract

Abstract

There are mixed findings on the relationship between personality, horror preference, and self-efficacy in previous research. This study aimed to further investigate the relationship between personality, horror preference, and self-efficacy (GSE). A convenience sample of 191 participants, 111 male, 75 female, 3 non-binary, and 2 preferring not to say, with an age range of 18-76 yrs ($M = 30.65$, $SD = 10.68$) completed an online survey which employed horror preference, personality, and general-self efficacy measures. Multiple regression analysis was conducted using IBM SPSS Software. Results showed an overall model strength of 7.5% ($r^2 = .075$, $F(3, 190) = 5.084$, $p = .002$). Extraversion was reported to be a significant positive predictor of GSE, ($r(191) = .230$, $p = .004$). Horror preference was reported to be a significant negative predictor of GSE, ($r(191) = -.129$, $p = .049$). There was no significant relationship between Openness and GSE. The results were discussed in the context of previous theory and research suggesting that the five-factor model and adaptive functions may explain the relationship between extraversion and horror preference with GSE. Future studies may consider measuring more aspects of horror preference and engagement, and investigating the relationship between horror video games and GSE.

Introduction

Introduction

The enjoyment of frightening media remains a problem for researchers to explain, with interest in the horror genre only increasing (Martin, 2019). Horror is currently the 3rd most profitable genre in 2023, making up 12.45% of the box office sales in the United States (The Numbers, 2023). Viewer engagement with horror is paradoxical, as it is difficult to understand how and why viewers enjoy entertainment that elicits negative emotions (Batanaki, 2012). However, viewer engagement with horror may help viewers cope with real-life frightening events and negative emotions (Clasen et al., 2020; Scrivner et al., 2021). The mainstream appeal of films such as *Contagion* (Soderbergh, 2011) or *The Silence of the Lambs* (Demme, 1991) may be the result of adaptive activity and has been reported to correlate with personal development and emotional regulation (Clasen et al., 2020; Scrivner et al., 2022).

1.1 Proximal and Distal Causes for Engagement with Film

Tan (2008) proposed that proximal and distal causes of entertainment can act as an adaptive activity. Proximal causes for engagement with film are for the enjoyment of the experience itself, while distal causes are future-directed intentions that assist the individual's actions in achieving a future goal, of which emotion acts as an essential link between the two. It is important that the distal intention is "thinkable" based on the context of the external world outside of the medium and that the future-directed intention is representational in the film's content and applicable to the real world (Triberti & Riva, 2016). A distal intention while viewing the film *Contagion* (Soderbergh, 2011) may lead the viewer to think of getting the vaccine during the COVID-19 pandemic. While the viewer may be unaware of the distal cause, it may help implement a plan to deal with external world problems, enhancing the viewer's self-efficacy and belief in coping with a difficult situation.

Steen and Owens (2001) proposed an evolutionary framework to explain engagement with fictional scenarios, or in pretense play in children in games such as "chase". The researchers suggested that the game offers a dual perspective of predator versus prey which may help develop strategies for dealing with similar future scenarios. Sandseter and Kennair (2011) suggest that risky play is important for a child's development as it allows the child to be exposed to a stimulus that may have previously been feared, to elicit thrilling emotions. Risky play can reduce the anxiety produced by a once frightening situation that the child can

now manage with minimal risk. Adolescents with higher self-efficacy in a questionnaire reported having lower anxiety levels, and those with low self-efficacy reported having more anxiety symptoms (Fitzpatrick & Bussey, 2014).

Clasen et al. (2020) stated that engagement with horror films results in experiences with negative emotions, such as fear, at high-intensity levels, of which the viewer can develop improved coping strategies for handling the negative feeling through adaptive simulation. The researchers conducted a correlational study involving 1,070 participants investigating individuals' relationships with horror, paranormal belief, sensation-seeking, personality, and how frightening participants prefer horror to be, 78.9% of participants reported a preference for "moderately-to-highly-frightening" media. The researchers reported that participants who consume horror media more frequently expect it to be more frightening. The findings suggest that frequent exposure to frightening stimuli increases competence in the area. Viewers may adapt with a higher threshold for the threatening simulations and improve behavioural and emotional regulation if faced in the future. Benign masochism, the enjoyment of possibly negative experiences perceived as threatening, may be a way of overcoming challenges of potential dangers and fears by offering a guide to what is within one's proximal development (Pinker, 2011).

Another important aspect of adaptive simulation is somatic markers. These emotional pathways link feelings to emotions and influence how someone will act in a particular situation (Muñoz, 2017). Cantor (2004) suggested that individuals learn from fictional entertainment in a content analysis of 530 respondents and that horror can have a life-long effect on the viewer, reporting that *Jaws* (Spielberg, 1975) resulted in viewers being more uncomfortable swimming in the ocean.

1.2 Entertainment-based Emotions

Tan's (2008) dual awareness model offered a theoretical explanation for how viewers engage with fictional media events as though they are real and approached paradoxes such as horror enjoyment as adaptive functions. There are two mental representations which affect the entertainment experience: The entertainment space and the executive space. The entertainment space enables the film to elicit the viewer's emotion and empathy as if the fictional media is real. The executive space allows the viewer to realise that the media is

fictional, and can shift attention between the two spaces. In order to fully engage and elicit emotion with the film, the viewer must have little attention to the executive space but know that the events are fictional, which allows for safe engagement with the film. An important aspect of the dual-awareness model is the suspension of disbelief (SOD). SOD is the viewer's ability to treat the film's events and characters as real, still having an awareness but no concern that it is fictional (Shimamura & Platinga, 2013, p.98). Previous research suggests, however, that SOD may affect cognitive involvement with a film; the more a viewer suspends disbelief, the less cognitively involved they are (Ji & Raney, 2016).

Tan's (2008) dual-awareness model offers a theoretical explanation for viewer engagement with fictional media. A film must grab and maintain the viewer's attention such that they can suspend their disbelief (SOD) and engage with the film as though it is real (Shimamura & Platinga, 2013). Then the viewer's attention can become more concentrated in the entertainment space, where imagination is activated more than in the executive space, which is the viewer's link back to the real world. The viewer can shift attention between these two hypothetical spaces. If the film becomes too distressing, the viewer can shift attention back to the executive space and remind themselves that it is fictional. However, SOD may negatively affect cognitive involvement with the film (Ji & Raney, 2016).

Scrivner et al. (2022) conducted two studies involving 514 participants. Both studies used a 7-point Likert scale to indicate how horror experiences made each participant feel, identifying three types of horror fans from the typology scales: "adrenaline junkies" (AJ), "white knucklers" (WK), and "dark copers" (DC). The first correlational study recruited 256 US participants to investigate why individuals engage in horror. The study reported that younger participants tended to enjoy horror more and found sex differences in two factors: Males scored higher in the AJ dimension and lower in the WK dimension. The second correlational study conducted an experiment involved 258 Danish participants who took part in a questionnaire before and after entering a haunted house. The results of the second study suggest that AJ gained an increase in mood due to the frightening experience, while WK did not have an increase in mood but reported learning about themselves and may have personal development, while DC reported having all three effects.

Scrivner et al. (2022) reported that AJ engage with horror because of the enjoyment of being scared and can be seen as comparable to sensation-seeking individuals. In contrast to

AJ, WK did not enjoy being scared but had the delayed gratification of having learned and developed as an individual from the frightening experience, and saw value in the experience through the engagement of fearful stimuli and perceived threats while in a safe environment. DC reported enjoyment of being frightened and learned and developed as an individual with greater existential coping from the experience. Existential coping is the ability to cope with challenges related to one's existence, such as life and death (Chan et al., 2015). A limitation of this study is that the measures were specific to horror films, not real-life experiences, and the researchers did not control for personality.

1.3 Self-efficacy, Personality and Engagement with Horror

Self-efficacy is defined as having the belief that performing a behaviour or action will result in a desired positive outcome (Bandura, 1994). Self-efficacy has been reported to positively affect student academics, with students higher in self-efficacy achieving higher results in an exam than students with low self-efficacy (Chang et al., 2014). Personality traits refer to the differences in an individual and how one thinks, feels, and behaves in different situations (Ashton, 2013). There needs to be more research into the relationship between personality traits and horror preference (Martin, 2019) and the link between the two and self-efficacy.

Goldberg's (1990) "Big Five Personality Factors" propose five personality traits: Openness, conscientiousness, extraversion, agreeableness, and neuroticism. These personality traits can effect an individual's learning, development, relationships, and resilience. This study will focus on openness and extraversion. Openness can influence an individual's intellect, creativity, hunger for new experiences and how open-minded and insightful an individual may be (Carr et al., 2022). Extraversion is a trait that describes individuals who are sociable, assertive, and talkative, and can be more spontaneous and energetic than non-extroverts (McCabe & Fleeson, 2012). The Five-Factor Theory proposed that traits can contribute to the formation of attitudes, skills, interests, and self-concept (McCrae., 2018)

Clasen et al. (2020) investigated the relationship between horror, personality and adaptive simulation. Openness was positively correlated to sensation seeking and horror engagement. In contrast, Manolika (2022) reported that the openness trait predicts a preference to engage with a variety of media, such as novels, documentaries or works of

surrealism. Further research into the relationship between openness and horror preference is necessary.

Openness has been reported to have a significant correlation with sensation-seeking (Aluja et al., 2003). Previous research into individual differences and horror engagement has focused on sensation-seeking, which involves seeking varied and intense experiences by taking risks for the sake of the intense sensation (Zuckerman, 2004, p.27). Clasen et al. (2020) reported a significant correlation between sensation-seeking and enjoyment of horror, frequency of horror engagement, and a preference for more frightening horror. Kroska et al. (2020) suggest that openness involves a greater willingness to engage in challenging experiences and better face adversity. Self-efficacy determines how an individual will face adversity. Therefore individuals higher in openness may also have higher self-efficacy. Tommasi et al. (2017) found a significant correlation between extraversion and perceived self-efficacy in a correlational study of 179 Italian adolescents, and so individuals higher in extraversion may be better able to deal with adversity than those lower in extraversion.

Xu and Peterson's (2015) study of 543 participants investigated if differences in media preference influenced the link between personality traits and political beliefs. Openness was associated with a greater preference for dark/alternative media, which involved the horror genre. Chory and Goodboy (2011) reported that individuals higher in openness and extraversion preferred more violent video games. While these studies are helpful in understanding personality and horror, neither focus on horror films or self-efficacy

Clasen et al. (2020) investigated "social horror use", individuals who prefer to engage in horror media with others, with greater enjoyment of viewing horror as a shared experience. Participants in the social horror use category were reported as being more extroverted, younger, better educated, and female. In contrast, "enthusiastic horror use" individuals reported a preference for more frequent and frightening horror use, and opposed to the social horror use group, were high in openness. As both personality types report different horror preferences, there is a need for greater insight into the relationship between personality and horror.

1.4 Positive Effects of Engagement with Horror

Scrivner et al. (2021) recruited 310 participants to investigate if horror fans and morbidly curious individuals were more psychologically resilient during the COVID-19 pandemic. Surveys measured film genre preference, pandemic-related film intrigue, psychological resilience, pandemic preparedness, and morbid curiosity while controlling for age, sex, income, and personality types. Morbid curiosity is the interest in unpleasant things, such as death or gore, and may influence individuals to learn about the world's dangers (Scrivner, 2020). Horror fans had lower psychological distress, and current interest in pandemic-related films was associated with positive psychological resilience. The research suggested that horror use may correlate with lower psychological distress due to the ability to practise emotional regulation skills in a safe setting, which could improve how a difficult situation in the future is dealt with. The findings of this study support Tan's theories on proximal and distal causes for film engagement and the dual-awareness model. In a study of 187 participants, individuals who reported having high coping self-efficacy (CSE) had fewer emotional regulation problems, with lower CSE negatively correlated with emotional regulation (Midkiff et al., 2018). The development of greater emotional regulation skills from viewing horror may reduce an individual's anxiety and lead to greater self-efficacy. While these studies contribute to the understanding of horror and resilience, the relationship between horror and general self-efficacy was not investigated.

1.5 The Present Study

Given these theoretical and methodological limitations, the present study aims to investigate the relationship between personality, horror preference and self-efficacy using an online survey. Personality and horror have been investigated, but there has not been previous research into the correlation between personality, horror, and self-efficacy. Personality and self-efficacy have been researched, but not the three variables together. Previous research has suggested that horror can have a positive effect on mental resilience and preparedness for difficult situations, but its effect on self-efficacy is not yet fully understood.

1.6 Research Question

Is there a relationship between personality, horror preference and general self-efficacy (GSE)?

1.7 Hypotheses

H1: There will be a strong positive linear relationship between openness and GSE

H2: There will be a strong positive linear relationship between extraversion and GSE

H3: There will be a strong positive linear relationship between horror preference and GSE

Method

Method

2.1 Research Design

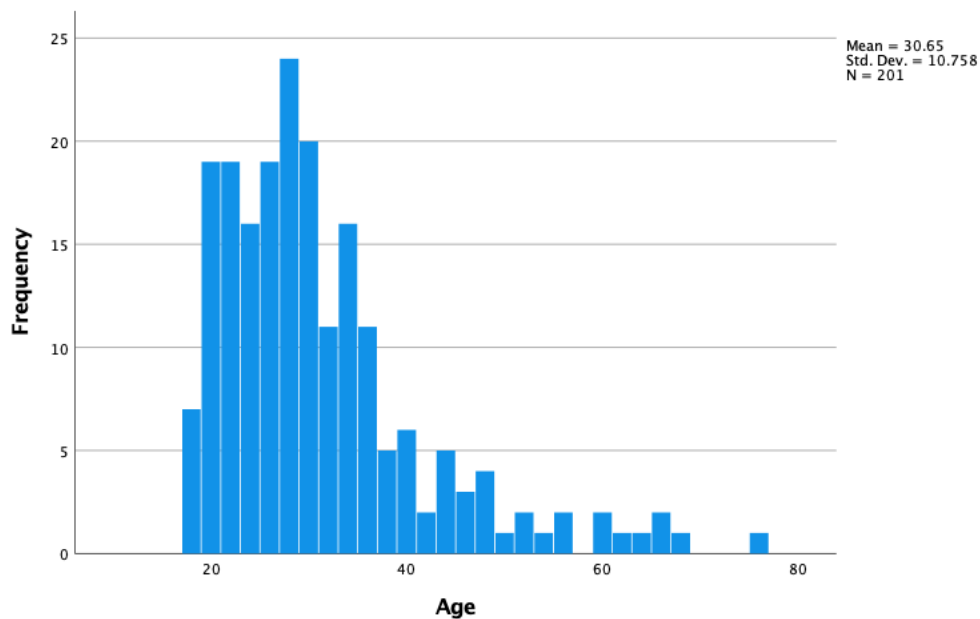
The research design was correlational, utilising an online survey. The dependent variable (DV) was general self-efficacy (GSE). The first independent variable (IV) was horror preference. The second IV was personality type, with two levels (Openness and Extraversion)

2.2 Participants

Convenience sampling was used to recruit 201 participants; 117 were male, 78 were female, 3 non-binary, and 2 participants preferred not to say. The study ensured the appropriate power according to Tabachnik and Fidell's (2014, p.159) formula, which stated that more than 74 participants were required for the multiple regression. Participant age ranged from 18-76 years ($M = 30.65$, $SD = 10.76$), as displayed in figure 1. Individuals who did not finish the entire online survey or did not complete the final consent confirmation were excluded from the study. The treatment of participants was in accordance with the ethical standards of the Psychological Society of Ireland, and the Psychology Ethics Committee (PEC) approved the study.

Figure 1

Histogram displaying the age range of participants



2.3 Materials

Materials were distributed online through Microsoft Forms. An information sheet (see Appendix A) informed participants of the purpose of the study, what participation would involve, and each participant's rights. A consent form (see Appendix B) was used to obtain consent prior to data collection. A demographics form (see Appendix C) was used to collect participant age and gender. A debrief form (see Appendix D) end of the survey thanked the participants, reinstated the purpose of the study, and provided the researcher's contact details. A follow-up consent form (see Appendix E) was used to confirm participants' consent.

Participants completed a Horror Film Enjoyment scale from a study by Scrivner et al. (2021) (see Appendix F). The scale employs a 7-point Likert scale, an example item is "I consider myself a fan of horror movies", ranging from "*strongly disagree*" to "*strongly agree*".

Participants completed Schwarzer and Jerusalem's (1995) GSE scale (see Appendix G). The GSE scale is used to assess optimistic self-beliefs to cope with different demands and adversity in life. It is a 10-item, four-point psychometric scale in which participants respond to statements such as "*I am confident I could deal efficiently with unexpected events*" or "*If I am in trouble I can think of a solution*" and respond with the suitable category, from "Not at all true" to "Exactly true". The scale has a Cronbach's alpha of .76 to .9. The GSE scale for the present study had a reliability score of .852.

The NEO personality inventory revised (NEO-PI-R) 10-item scale for openness (see Appendix H) and extraversion (see Appendix I) was presented to participants in order to measure personality traits. The NEO-domain extraversion 10-item scale has five items which are positively scored, and five items which are negatively scored. The scale has a Cronbach's alpha of .86 (Goldberg, 1999). The Cronbach's alpha for the present study was .881. The NEO-domain openness 10-item scale also has five items which are positively scored, and five items which are negatively scored. The scale has a Cronbach's alpha of .82 (Goldberg, 1999). The reliability score for the measure in the present study was .77 (see Appendix J for reliability statistics).

2.4 Pilot Study

An ethics application form was approved by the DTPEC prior to conducting the pilot study with 5 participants (see Appendix K). This provided an opportunity to determine how long the study takes to complete (7 minutes), check that there are no flaws in the survey, and that participants understood each section. Feedback from the pilot study was applied, and the phrasing and grammar of certain sections were adjusted.

2.5 Procedure

Convenience sampling was used to recruit participants for the study online using social media websites such as Instagram and Reddit. Participants clicked a link and completed the survey on Microsoft Forms. First, an information sheet described the purpose of the study and details about what the study involved. Participants were informed that completion of the study was voluntary and they could withdraw at any time. Then participants were presented with the consent form, in which participants gave informed consent, and confirmed that each participant taking part in the study was over the age of 18 years. Next, a demographics form collected the participant's unique ID code, gender, and age. The ID code was created by using the second letter of the participant's first and last name and ended with the last three digits of the participant's phone number. The horror preference scale was presented. Participants then completed the NEO-PI-R for both extraversion and openness to experience. The GSE scale was the last measure completed. The survey took an average of eight minutes to complete. After, participants were given a confirmation of consent form. A debrief form was then presented to remind participants about the purpose of the study, and provided contact details of the researcher and supervisor in case there were questions about the study or if the data was needed to be withdrawn from the study. Support resources (e.g. Aware, Crisis Text Line) were provided to participants in case the study raised any issues. Participants were then thanked for their participation.

Results

Results

3.1 Overview of results

The independent variables for the present study were horror preference and two personality traits: Openness and extraversion. The dependent variable was general self-efficacy (GSE). Version 28 of IBM SPSS statistics software was used to conduct a standard multiple regression.

3.2 Descriptive statistics

Ten participants were excluded due to the incompleteness of each scale. The final sample size was 191 participants. Data collected for analysis, including the M, SD, and N-values for each variable are displayed in table 1.

Table 1

Descriptive statistics

	M	SD	N
General self-efficacy	30.99	4.26	191
Extraversion	34.34	7.75	191
Openness	41.50	5.59	191
Horror preference	4.06	2.19	191

3.3 Inferential statistics

A standard multiple regression was conducted to investigate if horror preference, extraversion, and openness predict GSE.

3.3.1 Assumptions

Each variable was screened to test if the appropriate assumptions for the test were met. Multicollinearity was tested to determine if there was a relationship between the independent variables and the dependent variable. As multicollinearity was not precise in the correlations table, tolerance and VIF coefficient values were consulted, with values of .932 and 1.073 for extraversion, respectively, which indicated that the assumption was not violated and there was no evidence of multicollinearity of variables. The scatterplot shows that the assumption of linearity was met (see figure 2). The assumption of normality was met, as indicated by the normal probability plot (P-P) (see figure 3). Outliers were checked using the

Mahal. Distance table, where none were identified as no value exceeded the critical value (16.27).

Figure 2

Scatterplot of horror preference, extraversion, openness, and GSE illustrating that the assumption of linearity was met

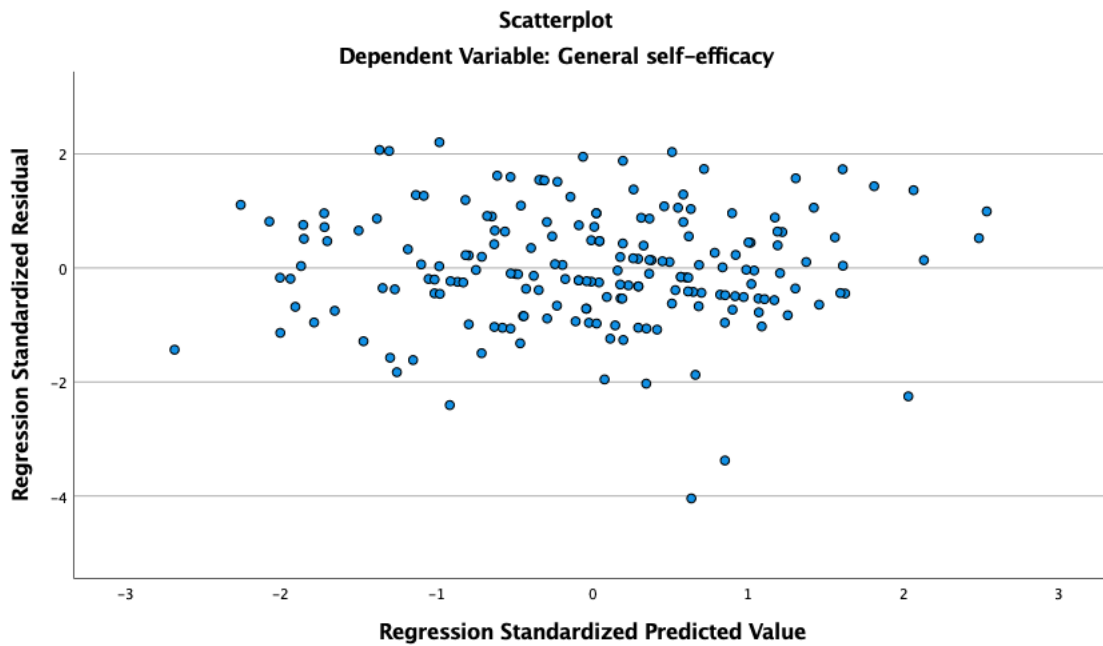
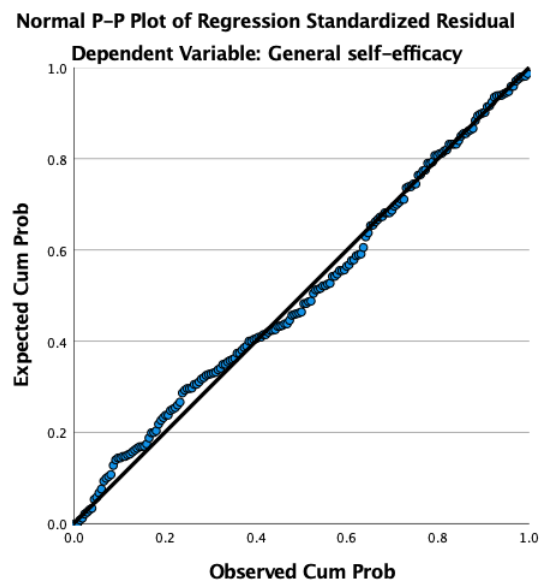


Figure 3

Normal P-P plot showing normal distribution



Bivariate Pearson Correlations between all variables are presented in table 2. There was a significant weak positive correlation between extraversion and GSE. A significant weak negative correlation between horror preference and GSE was reported.

Table 2

Bivariate Pearson Correlations for each variable

	General self-efficacy	Extraversion	Openness
Extraversion	.230*		
Openness	.111	.257	
Horror preference	-.129*	-.002	.158

***Correlation is significant at the .05 level.**

3.3.2 Multiple regression

The multiple regression model was statistically significant; $F(3, 190) = 4.825, p = .003$, and accounted for 7.2% of the variance of GSE ($r^2 = .072$) (see Appendix L for SPSS output). Extraversion and horror preference were found to predict GSE. Extraversion had a weak positive correlation with GSE. Horror preference had a weak negative correlation with GSE. Openness did not have a significant effect on the dependent variable. The coefficients of each variable are shown in table 3 below.

Table 3

B, Beta, T, Sig., Partial and part correlations, and confidence intervals for factors for multiple regression

	B	Beta	T	Sig.	Partial Correlation	Part correlation	95% Conf. Interval (Lower)	95% Conf. Interval (Upper)
General Self-efficacy	25.64		10.769	<.001			20.973	30.447
Extraversion*	.115	.210	2.88	.004	.206	.202	.036	.194
Openness	.061	.080	1.08	.281	.079	.076	-.050	.172
Horror preference*	-.275	-.141	-1.99	.049	-.144	-.140	-.549	-.002

***Significant at .05 level**

3.4 Summary of results

Hypothesis 1 was rejected. Openness was not a predictor of GSE, $r(191) = .111, p = .281$. Hypothesis 2 was supported. Extraversion was found to be a significant weak positive predictor of GSE, $r(191) = .230, p = .004$. A partial regression plot indicating the strength and relationship between extraversion and general self-efficacy is shown in figure 4 below. Hypothesis 3 was not supported. Horror preference was found to be a significant weak negative predictor of GSE, $r(191) = -.129, p = .049$. The 3d scatterplot displayed in figure 5 visualises the correlation between GSE, extraversion, and horror preference.

Figure 4

A partial regression plot showing a weak positive correlation between extraversion and GSE

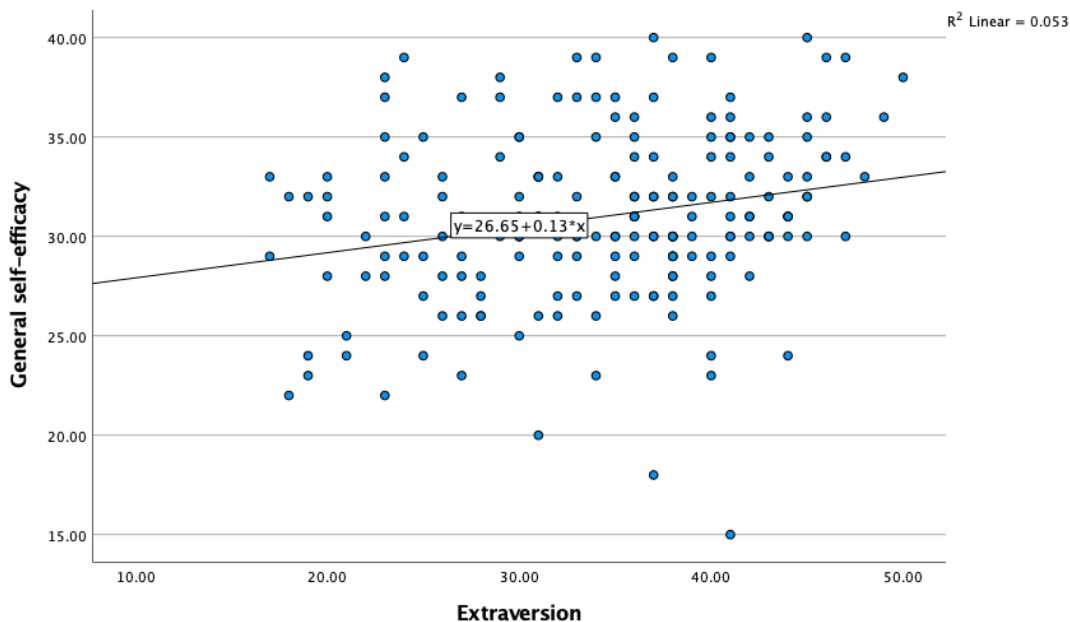
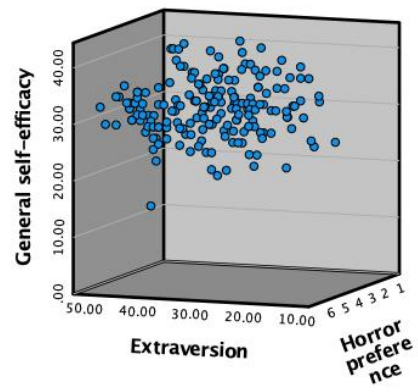


Figure 5

A 3d scatterplot displaying the correlations between GSE, extraversion, and horror preference

Simple 3-D Scatter of General self-efficacy by horror preference by Extraversion



Discussion

Discussion

4.1 Overview

The aim of the present study was to investigate the relationship between personality, horror preference, and general self-efficacy (GSE). Hypothesis 1 which stated that there will be a strong positive linear relationship between openness and general self-efficacy, was not supported. There was no significant relationship between openness and GSE. Hypothesis 2 which stated that there will be a strong positive linear relationship between extraversion and general self-efficacy, was supported. There was a weak positive linear correlation between extraversion and GSE. Extraversion was responsible for a large proportion of variance in GSE. Hypothesis 3 which stated that there will be a strong positive linear relationship between horror preference and general self-efficacy was not supported. There was a significant weak negative correlation between horror preference and GSE. These findings will be discussed in the context of theory and the findings of previous studies.

The current findings that there is no correlation between openness and GSE are inconsistent with the previous research findings. Kroska et al. (2020) suggested that openness involves a higher willingness to engage in difficult experiences. While those high in openness may enjoy sensation-seeking, this may relate more to stimulating experiences, such as horror, than real-life adversity.

The findings of the present study suggest that extraversion helps to positively predict GSE. This means that individuals who score high in extraversion have high GSE. This supports the research of Tommasi et al. (2017), which reported a significant positive correlation between extraversion and perceived self-efficacy. Individuals who are high in extraversion tend to be more sociable and assertive than those who are not extroverted (McCabe & Fleeson, 2012). According to the Five-Factor Theory (McCrae, 2018), personality traits such as extraversion can affect an individual's life differently, impacting the development of life skills, interests, and self-concepts.

The study's findings suggest that there is a negative correlation between horror preference and GSE. This means that individuals with a higher preference for horror have lower GSE. As horror preference was investigated, not horror intensity or the frequency of engagement, the weak negative correlation may be due to the lack of frequent exposure to

frightening stimuli. Participants could not adapt to the threatening situations because there was not necessarily frequent engagement, and GSE was unaffected. The mechanism of benign masochism may not have been activated as there was not frequent enough engagement, and so could not adapt to the negative experience and challenge the ability to deal with threatening situations within their proximal development (Pinker, 2011). The adaptive simulation theory may not be as effective in simulating real-life challenges and negative emotions as previously suggested, with the present study's findings contradicting previous research which reported horror engagement could positively affect psychological resilience and preparedness (Clasen et al., 2020; Pinker, 2011).

The theory of proximal and distal causes with entertainment (Tan, 2008) may not provide a good explanation for the relationship between horror preference and GSE. While the proximal cause of entertainment is there for the viewer's enjoyment of horror, the viewer may not transfer distal causes from the simulated experience, as the frightening scenario may not be relatable to real life. In addition, the proximal and distal causes may have been disrupted due to the high suspension of disbelief necessary for horror films, which has been reported to have a negative correlation with cognitive involvement (Ji & Raney, 2016).

Tan's dual awareness model (2008) may explain why people have a preference for horror even though it elicits fear and other negative emotions. While the viewer may enjoy the film, it may still be too frightening for the individual, which causes the viewer to revert solely to the executive space as the entertainment experience is disrupted. This could cause the viewer to believe that as it was not possible to deal with the fictional situation, the individual will not be able to cope with a similarly threatening situation in the future, negatively impacting GSE, which helps to explain the findings of the present study.

4.2 Strengths of the present study

One strength of the present study is its sampling strategy and use of an online survey, allowing for a large sample size suitable for the multiple regression. Additionally, the large sample size increased the statistical power of the research. The use of a reliable regression model allows for more accurate findings, unlike previous research in the area, which has used stepwise forward regression, a more unreliable model, with the findings less generalisable to a population (Tabachnick & Fidell, 2014).

The study used valid and reliable measures. Each scale used to measure personality type and GSE had a high Cronbach's alpha which contributes positively to the validity of the study. This means that the study accurately answered the research question and accurately measured the key variables. The measure of horror preference and its relationship with GSE gave further insight into horror, as it suggests that horror preference can affect an individual's belief in dealing with future challenges.

4.3 Limitations of the present study

One limitation was the sampling method. The convenience and snowball sampling method meant that the sample was not random or representative. The sample was biased towards males. In addition, the age range of the sample was narrow, with most participants in the 20-30 years range. This is not representative of the population, negatively affecting the inference of the results to a greater population. Additionally, the present study did not measure the level of viewer engagement with horror.

4.4 Practical implications and suggestions for future research

The present study has contributed to the understanding of the relationship between personality, horror, and GSE. While a weak positive correlation between extraversion and GSE was found, the contrasts in the rest of the findings show that horror is a complex area to understand. The findings suggest that there is a weak negative relationship between horror and GSE and reported no relationship between openness and GSE. For a greater understanding of the area, future research could investigate the relationship between the factors through horror engagement, such as a preference for how frightening the horror film is, the frequency in which participants engage with horror, and level of engagement. Future research could apply the same theories, such as proximal and distal engagement, and adaptive simulation theory, in researching horror video games, as this study focused on horror films. As video games are such a profitable industry, a greater understanding of horror in the medium would be beneficial. The direct interaction with horror environments and more immersive simulated experiences may lead to a greater development of GSE rather than the indirect interaction of viewing a horror film.

4.5 Conclusion

In conclusion, the present study's findings suggest that the relationship between extraversion and horror preference with GSE, correlate positively and negatively,

respectively. While the correlations are weak, the results are significant. The Five-Factor Theory may explain the high variance of GSE due to extraversion. Adaptive functions such as the dual-awareness model may offer an explanation as to how horror is a negative predictor of GSE. Identifying what aspects of horror and viewer preference and engagement impacts GSE positively is important to gain an understanding of why individuals engage with horror and its potential distal advantages. The present correlational study contrasts previous research and highlights an inconsistency in the area while providing further evidence that extraversion and horror preference can predict GSE.

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Appendices

Appendices

6.1 Appendix A – Information Sheet

Information Sheet

Title of project: Investigating if there is a relationship between personality, film genre preference, and self-efficacy.

You are invited to take part in the research investigating if there is a relationship between personality, film genre preference, and self-efficacy. This project is being undertaken by Joseph O'Brien for our major research project as part of the BSc (Hons) in Applied Psychology, IADT.

Before you decide whether you wish to take part, it is important for you to understand why this research is being done and what it will involve. Please take time to read this information carefully and discuss it with someone you trust. If there is anything that is unclear or if you would like more information please ask, our contact details are at the end of this information sheet. Thank you for reading this.

What is the purpose of the project?

Horror fans have been reported to have greater mental resilience and have self-reported being more equipped to deal with adversity such as a global pandemic (Covid-19). This research aims to understand if there is a relationship between horror preference, personality (specifically openness to experience and extraversion), and self-efficacy (belief in one's ability to cope with adversity).

Who is being invited to take part?

This study is for anyone over the age of 18, and will focus on your personality type, horror film preference, and self-efficacy score (low/medium/high).

What is involved?

If you choose to participate in the study, you will be asked demographic questions about your age and gender, and complete three online surveys: The first requesting you to state your horror film preference, then two personality scales measuring Openness to Experience and Extraversion. Lastly, you will be asked to complete a self-efficacy scale which will measure your self-belief in how you will cope with different challenges in life.

Do I have to take part?

You are free to decide whether you wish to take part or not. If you do decide to take part, you will be asked to sign a consent form that lets us know you have read this information sheet and understand what is involved in the research. You are free to withdraw from this study at any time and without giving reasons. Taking part in the study will not impact your marks, assessments, or studies in the future.

What are the disadvantages and risks (if any) of taking part?

The surveys will be about your enjoyment of horror films, personality type, and self-efficacy. The self-efficacy questions involve how you believe you can handle future challenges, and if any of these questions make you uncomfortable you may decide not to answer any of these questions if you do not wish to.

What are the possible benefits of taking part?

We cannot promise that the study will help you, but the information acquired from the study will help to increase the understanding of horror genre preference, personality and self-efficacy, of which there is not much research in the area of horror and its effect on viewers.

How will my information be used?

Your responses to the questionnaire will be combined with all other participants' data and statistically analysed. No individual's data will be identifiable in the final report. The results of this analysis will be reported in the thesis for the BSc (Hons) in Applied Psychology at the Dun Laoghaire Institute of Art, Design & Technology. This can be requested through the library at IADT, or by emailing the researcher or supervisor at N00193386@iadt.ie or Sinead.Meade@iadt.ie. This study may also be published in an academic journal article and may be written about for blog posts or media articles, and these can be requested from the researcher.

How will my data be protected?

Under the EU General Data Protection Regulation (GDPR) the legal basis for collecting data for scholarly research is that of public interest. The regulations regarding the protection of your data will be followed. Only data which is needed for analysis will be collected. By giving your consent to take part in the study you are consenting to the use of your data as detailed in this information sheet.

The data will be retained by the researcher for at least one year, and may be retained for up to 7 years if the results of the study are published in certain capacities (e.g. in a journal article). There is also a possibility that the fully anonymised dataset may be submitted to a journal and made available to other researchers and academics worldwide for verification purposes, but if this occurs it will be ensured that you are not identifiable from the data.

As the supervisor on this project, I, Sinead Meade, am responsible for ensuring that all datasets will be stored in accordance with GDPR regulations and those which are not submitted to a journal will be fully deleted on or before date 7 years from data collection.

The researcher, Joseph O'Brien, and supervisor, Sinead Meade, will have access to the data acquired from the completed surveys, with the SPSS statistical interpretation being assisted by Christine Horn. The data will be stored securely on Microsoft Forms, and on a password-protected computer. If there happens to be a data breach, the data protection officer, Bernard Mullarkey, will be informed immediately and everyone who participated in the study will be notified. The data will be coded, using the second letter of your first and last name, and the last three digits of your phone number, so your confidential information provided will not be identifiable. The online data collected will be fully deleted after 7 years.

You will find contact information for IADT's Data Protection Officer, Mr Bernard Mullarkey, and more information on your rights concerning your data at <https://iadt.ie/about/your-rights-entitlements/gdpr/>

Who has reviewed the study?

This study has been approved by the IADT Psychology Ethics Committee.

What if you have any questions or there is a problem?

If you have a concern about any aspect of this study, you may wish to speak to the researcher(s) who will do their best to answer your questions. You should contact Joseph O'Brien at N00193386@iadt.ie or their supervisor Sinead Meade at Sinead.Meade@iadt.ie.

Thank you for taking the time to read the information sheet.

Date

The information sheet should be dated.

6.2 Appendix B – Consent Form

Consent form

Please tick each of the following boxes if you agree to take part in the study.

4. I confirm that I have read and understand the information sheet for the above study and have had the opportunity to ask questions.

Yes

5. I understand that my participation is voluntary and that I am free to withdraw at any time.

Yes

6. I understand that data collected about me during this study will not be identifiable when the research is published.

Yes

7. I am over 18

Yes

8. I agree to take part in this study.

Yes

6.3 Appendix C – Demographics Form

Demographics questions and ID code generator

1. Please provide us with an anonymised code which we can use to identify your data if you later wish to have it removed from our dataset. This is done by providing the second letters of your first and last name, and last three digits of your phone number e.g. AM254

Enter your answer

2. Please state your gender

- Woman
- Man
- Non-binary
- Prefer not to say

3. What is your age?

Enter your answer

6.4 Appendix D – Debrief Form

Debriefing Information Form

Title of Project: Investigating if there is a relationship between personality, film genre preference, and self-efficacy through online surveys.

Name of Researcher/s: Joseph O'Brien and supervisor Sinéad Meade

Thank you very much for taking part in this research study.

This study is designed to investigate if there is a relationship between horror preference, personality, and self-efficacy. Horror fans have been reported to have greater mental resilience and have self-reported being more equipped to deal with adversity such as a global pandemic (Covid-19).

The information acquired from the online surveys will help to increase the understanding of horror genre preference, personality and self-efficacy, of which there is not much research in the area of horror and its effect on viewers. You are free to withdraw your data from the study at any stage and it will be securely deleted from storage.

Withdrawal information

If you have any questions about this study, or if you would like to withdraw your data from the study, please contact the researcher or supervisor at N00193386@iadt.ie or Sinead.Meade@iadt.ie. In your email let them know your unique ID code, which is the second letter of your first and last name, and the last 3 digits of your phone number. If you submit a request for data removal, all data collected from you will be securely deleted. You will be able to remove your data from the study until the 7th February 2023, when the data will be combined and analysed. Data removal will not be possible after that date. Please keep a copy of this information in case you wish to remove your data after leaving this screen.

Data protection

Your data will be treated according to GDPR regulations. You will find contact information for IADT's Data Protection Officer, Mr Bernard Mullarkey, and more information on your rights concerning your data at <https://iadt.ie/about/your-rights-entitlements/gdpr/>

Support resources

If you have been affected by the content of this study in any way, the organisations below may be of assistance.

Ireland:

Aware - Free support service for anyone struggling with mental health. Free call 1800804848

Crisis Text Line - Text MU to 50808 to chat with a trained volunteer at any time.

If you have any questions about this study, please contact the researcher or supervisor at N00193386@iadt.ie or Sinead.Meade@iadt.ie.

Thank you again for taking the time to participate in this research.

6.5 Appendix E – Confirmation of Consent Form

Confirmation of consent form

13. Having completed the questionnaire: *

- I consent to the researchers using my answers for their research.
- I wish to have my answers removed from the research.

6.6 Appendix F – Horror Enjoyment Scale

Horror film enjoyment

9. Please indicate the extent to which you agree or disagree with the following statement.

	Strongly Disagree	Disagree	Somewh at Disagree	Neither Agree nor Disagree	Somewh at Agree	Agree	Strongly Agree
I consider myself a fan of horror movies	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6.7 Appendix G – General Self-Efficacy Scale

Please respond to the following statements using these response categories:

1 = Not at all true 2 = Hardly true 3 = Moderately true 4 = Exactly true

Statements:

1. I can always manage to solve difficult problems if I try hard enough.
2. If someone opposes me, I can find the means and ways to get what I want.
3. It is easy for me to stick to my aims and accomplish my goals.
4. I am confident that I could deal efficiently with unexpected events.
5. Thanks to my resourcefulness, I know how to handle unforeseen situations.
6. I can solve most problems if I invest the necessary effort.
7. I can remain calm when facing difficulties because I can rely on my coping abilities.
8. When I am confronted with a problem, I can usually find several solutions.
9. If I am in trouble, I can usually think of a solution.
10. I can usually handle whatever comes my way.

Scoring

For each item there is a four choice response from 'Not at all true' which scores 1 to 'Exactly true' which scores 4. The scores for each of the ten items are summed to give a total score.

6.8 Appendix H - NEO Personality Inventory Revised (NEO-PI-R) 10-item Scale for Openness

10-item scale (Alpha = .82)

- + keyed Believe in the importance of art.
Have a vivid imagination.
Tend to vote for liberal political candidates.
Carry the conversation to a higher level.
Enjoy hearing new ideas.

- keyed Am not interested in abstract ideas.
Do not like art.
Avoid philosophical discussions.
Do not enjoy going to art museums.
Tend to vote for conservative political candidates.

Converting IPIP Item Responses to Scale Scores

Here is how to score IPIP scales:

For + keyed items, the response "Very Inaccurate" is assigned a value of 1, "Moderately Inaccurate" a value of 2, "Neither Inaccurate nor Accurate" a 3, "Moderately Accurate" a 4, and "Very Accurate" a value of 5.

For - keyed items, the response "Very Inaccurate" is assigned a value of 5, "Moderately Inaccurate" a value of 4, "Neither Inaccurate nor Accurate" a 3, "Moderately Accurate" a 2, and "Very Accurate" a value of 1.

Once numbers are assigned for all of the items in the scale, just sum all the values to obtain a total scale score.

6.9 Appendix I – NEO Personality Inventory Revised (NEO-PI-R) 10-item Scale for Extraversion

10-item scale (Alpha = .86)

- + keyed
 - Feel comfortable around people.
 - Make friends easily.
 - Am skilled in handling social situations.
 - Am the life of the party.
 - Know how to captivate people.

- keyed
 - Have little to say.
 - Keep in the background.
 - Would describe my experiences as somewhat dull.
 - Don't like to draw attention to myself.
 - Don't talk a lot.

Converting IPIP Item Responses to Scale Scores

Here is how to score IPIP scales:

For + keyed items, the response "Very Inaccurate" is assigned a value of 1, "Moderately Inaccurate" a value of 2, "Neither Inaccurate nor Accurate" a 3, "Moderately Accurate" a 4, and "Very Accurate" a value of 5.

For - keyed items, the response "Very Inaccurate" is assigned a value of 5, "Moderately Inaccurate" a value of 4, "Neither Inaccurate nor Accurate" a 3, "Moderately Accurate" a 2, and "Very Accurate" a value of 1.

Once numbers are assigned for all of the items in the scale, just sum all the values to obtain a total scale score.

6.10 Appendix J – Reliability of Scales – SPSS Output

Reliability

Scale: Extraversion

Case Processing Summary

		N	%
Cases	Valid	191	100.0
	Excluded ^a	0	.0
	Total	191	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	Cronbach's Alpha Based on Standardized Items	N of Items
.881	.881	10

Item–Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item–Total Correlation	Squared Multiple Correlation	Cronbach's Alpha if Item Deleted
Feel comfortable around people	30.49	50.999	.550	.425	.873
Make friends easily	30.65	48.280	.690	.539	.863
Am skilled in handling social situations	30.50	49.146	.718	.554	.862
Am the life of the party	31.48	46.703	.715	.569	.861
Know how to captivate people	31.01	49.784	.584	.429	.871
Have little to say	30.66	50.426	.522	.370	.876
Keep in the background	31.26	47.005	.725	.566	.860
Would describe my experiences as somewhat dull	30.54	52.081	.418	.252	.883
Don't like to draw attention to myself	31.66	49.403	.549	.346	.874
Don't talk a lot	30.77	48.810	.632	.483	.867

Reliability

Scale: Openness

Case Processing Summary

		N	%
Cases	Valid	191	100.0
	Excluded ^a	0	.0
	Total	191	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	Cronbach's Alpha Based on Standardized Items	N of Items
.769	.777	10

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Squared Multiple Correlation	Cronbach's Alpha if Item Deleted
Believe in the importance of art	37.07	25.310	.631	.520	.728
Have a vivid imagination	37.38	27.027	.326	.194	.764
Tend to vote for liberal political candidates	37.46	25.260	.423	.614	.752
Carry the conversation to a higher level	37.65	27.229	.381	.281	.757
Enjoy hearing new ideas	36.95	28.587	.331	.171	.763
Am not interested in abstract ideas	37.63	25.466	.373	.169	.761
Do not like art	37.08	25.178	.592	.472	.731
Avoid philosophical discussions	37.38	25.595	.443	.336	.749
Do not enjoy going to art museums	37.68	23.776	.503	.318	.741
Tend to vote for conservative political candidates	37.20	25.844	.420	.607	.752

Reliability

Scale: General Self-efficacy

Case Processing Summary

		N	%
Cases	Valid	191	100.0
	Excluded ^a	0	.0
	Total	191	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	Cronbach's Alpha Based on Standardized Items	N of Items
.849	.852	10


Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Squared Multiple Correlation	Cronbach's Alpha if Item Deleted
I can always manage to solve difficult problems if I try hard enough.	27.69	15.690	.489	.332	.840
If someone opposes me, I can find the means and ways to get what I want.	28.20	16.174	.305	.179	.855
It is easy for me to stick to my aims and accomplish my goals.	28.21	14.945	.458	.242	.844
I am confident that I could deal efficiently with unexpected events.	27.87	14.458	.642	.615	.826
Thanks to my resourcefulness, I know how to handle unforeseen situations.	27.90	14.400	.692	.637	.822
I can solve most problems if I invest the necessary effort.	27.59	15.223	.561	.396	.834
I can remain calm when facing difficulties because I can rely on my coping abilities.	27.96	14.130	.555	.400	.836
When I am confronted with a problem, I can usually find several solutions.	27.87	14.784	.571	.391	.832
If I am in trouble, I can usually think of a solution.	27.81	15.196	.599	.448	.831
I can usually handle whatever comes my way.	27.85	14.508	.674	.494	.824

6.11 Appendix K – Ethics Application and Approval

Section 7: Declaration of an Amber Route project

I hereby declare that my project involves no risk of physical, emotional, social or cognitive harm to participants; that I will obtain full informed consent from all participants and provide a full debrief afterwards (using the templates provided); that I will provide full anonymity and/or confidentiality to participants; and that my participants are not a potentially vulnerable population. In addition, I will ensure that all data which I gather is held in a manner which is compliant with GDPR, and will be deleted once it is no longer required (and definitely within 6 years of collection). At all times my study will be conducted in adherence to the ethical policies of the Psychological Society of Ireland and the British Psychological Society.

Student Signature: 

Date: 11/11/22

		Yes	No	N/A
6.1	I will describe the main research procedures to participants in advance so that they know what to expect. I will use the sample Information Sheet provided by PEC to do this.	X		
6.2	I will tell participants that their participation is voluntary.	X		
6.3	I will obtain written consent from participants using a 'tick' consent form which follows the current template provided by PEC prior to starting data collection.	X		
6.4	I will verify that participants still wish to include their data in online studies by including a final indicator of consent at the end of the questions.	X		
6.5	If my research involves content analysis or observation in any private or partially private setting then I will ensure to obtain informed consent prior to collecting data.			X
6.6	I will explain to participants that they can withdraw from the study at any time and for any reason.	X		
6.7	I will ensure that participants know that they can refrain from answering any question that they don't want to, even if this is part of a psychometric scale.	X		
6.8	If using an online data collection method I will ensure that the only questions which require answers in order to proceed are the questions relating to providing informed consent, and I will ensure that participants are provided with an option which indicates that they do not give their consent.	X		
6.9	I will inform participants that their data will be treated with full confidentiality, and that, if published, it will not be identifiable as theirs.	X		
6.10	I will debrief participants at the end of their participation (i.e. give them a brief explanation of	X		

	the study, whether or not deception was involved) following the current template provided by PEC			
6.11	I will obtain passive consent from parents/guardians for studies involving people aged between 16 and 18 years, as well as active consent from the participant and their school/organisation			X
6.12	I will obtain active consent from parents/guardians for studies involving people aged under 16 years. Where feasible I will also obtain active consent from the participant themselves. I will ensure that the parent/guardian or their nominee (e.g. a teacher) will be present throughout the data collection period.			X
6.13	I will ensure that my project supervisor has full access to the data that I collect and will only use data collection software which permits this.	X		
6.14	I will ensure that my project supervisor retains full rights to the data collected, including the ability to delete all data at any time, and that third-parties (e.g., software companies) will not 'own' the data collected.	X		
6.15	I will ensure that participants in studies involving Virtual Reality (VR) are not susceptible to extreme motion sickness or other physical conditions which may result in harm to the participants. I will ensure that a chaperone is present during VR sessions, and that the participant has the option of also having a nominee of their choosing present as well.			X
6.16	I will ensure that any equipment used in this study is cleaned and disinfected after each participant, and that appropriate hygienic barriers (e.g. masks) are used by all participants			X
6.17	Is there any realistic risk of any participant experiencing either physical or psychological distress or discomfort?		X	
6.18	I plan to use animals as part of my research study		X	
6.19	I plan to tell participants their results on a task or scale which I am using in my research.		X	
6.20	I am researching a sensitive topic which may cause some participants distress (such as, but not limited to, religion, sexuality, alcohol, crime, drugs, mental health, physical health, parenting, family relationships)		X	
6.21	One or more aspects of my study is designed to change the mental state of participants in a negative way (such as inducing aggression, frustration, sadness, etc.)		X	
6.22	My study involves deception or deliberately misleading participants in some way.		X	

6.23	My target population includes people who have learning or communication difficulties		X	
6.24	My target population includes patients (either inpatient or outpatient)		X	
6.25	My target population includes people in custody		X	
6.26	My target population includes people who may feel under personal or professional pressure to take part in my research (for example, close friends; family; employees or staff of managers or school principals who may support the research).		X	
6.27	My project includes the use of any illegal materials or substances as part of the materials for the study, regardless of methodology employed.		X	
6.28	My project includes the use of any dangerous materials or substances as part of the materials for the study, regardless of methodology employed.		X	
6.29	My project employs ethnographic or autoethnographic methodologies.		X	

To: Joseph O Brien (Student) <N00193386@student.iadt.ie>

Hi Joseph,

Your ethics application has been approved as per the email below. Well done!

All the best,
Sinéad

Lecturer in Applied Psychology,
Programme Chair, BSc (Hons) Applied Psychology,
Department of Technology & Psychology,
IADT,
Kill Avenue,
Dun Laoghaire,
Co. Dublin.

From: Grainne Kirwan
Sent: 22 November 2022 10:49
To: Sinead Meade
Subject: RE: DL825 Ethics Amber Application

Dear Sinead

Thank you for forwarding the ethics application from Joseph O'Brien

The amber route project entitled "An online survey investigating the effect of horror and personality on self-efficacy" has been approved by the Psychology Ethics Committee and the student may proceed with data collection whenever you deem them to be ready.

Best wishes
Grainne

6.12 Appendix L – SPSS Output – Multiple Regression

Regression

[DataSet1] /Users/josephobrien/Desktop/MRP Results/MRP SPSS edited with sums.sav

Descriptive Statistics

	Mean	Std. Deviation	N
General self-efficacy	30.9948	4.26059	191
Horror Preference	4.06	2.188	191
Extraversion	34.3351	7.74751	191
Openness	41.4974	5.58652	191

Correlations

		GSE_Sum	I consider myself a fan of horror movies	Extraversion_Sum	Openness_Sum
Pearson Correlation	General self-efficacy	1.000	-.129	.230	.111
	Horror preference	-.129	1.000	-.002	.158
	Extraversion	.230	-.002	1.000	.257
	Openness	.111	.158	.257	1.000
Sig. (1-tailed)	General self-efficacy	.	.037	<.001	.063
	Horror preference	.037	.	.490	.015
	Extraversion	.001	.490	.	.000
	Openness	.063	.015	.000	.
N	General self-efficacy	191	191	191	191
	Horror preference	191	191	191	191
	Extraversion	191	191	191	191
	Openness	191	191	191	191

Variables Entered/Removed^a

Model	Variables Entered	Variables Removed	Method
1	Openness, Horror preference, Extraversion ^b	.	Enter

a. Dependent Variable: General self-efficacy

b. All requested variables entered.

Model Summary^b

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.275 ^a	.075	.061	4.12953

a. Predictors: (Constant), Openness, Horror preference, Extraversion

b. Dependent Variable: General self-efficacy

ANOVA^a

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	260.084	3	86.695	5.084	.002 ^b
	Residual	3188.911	187	17.053		
	Total	3448.995	190			

a. Dependent Variable: General self-efficacy

b. Predictors: (Constant), Openness, Horror preference, Extraversion

Coefficients^a

Model		Unstandardized Coefficients B	Standardized Coefficients Beta	t	Sig.	95.0% Confidence Interval for B		Correlations			Collinearity Statistics		
						Lower Bound	Upper Bound	Zero-order	Partial	Part	Tolerance	VIF	
1	(Constant)	25.636		10.728	<.001	20.922	30.350						
	Horror preference	-.275	-.141	-1.985	.049	-.549	-.002	-.129	-.144	-.140	.973	1.028	
	Extraversion	.115	.210	2.876	.004	.036	.194	.230	.206	.202	.932	1.073	
	Openness	.061	.080	1.080	.281	-.050	.172	.111	.079	.076	.909	1.100	

a. Dependent Variable: General self-efficacy

Collinearity Diagnostics^a

Model	Dimension	Eigenvalue	Condition Index	Variance Proportions			
				(Constant)	I consider myself a fan of horror movies	Extraversion_Sum	Openness_Sum
1	1	3.785	1.000	.00	.01	.00	.00
	2	.177	4.621	.01	.94	.03	.00
	3	.029	11.386	.09	.05	.96	.11
	4	.009	20.661	.90	.00	.00	.88

a. Dependent Variable: General self-efficacy

Casewise Diagnostics^a

Case Number	Std. Residual	GSE_Sum	Predicted Value	Residual
132	-3.396	18.00	32.0222	-14.02221
166	-4.040	15.00	31.6850	-16.68500

a. Dependent Variable: General self-efficacy

Residuals Statistics^a

	Minimum	Maximum	Mean	Std. Deviation	N
Predicted Value	27.8518	33.9779	30.9948	1.16998	191
Std. Predicted Value	-2.686	2.550	.000	1.000	191
Standard Error of Predicted Value	.309	1.054	.582	.137	191
Adjusted Predicted Value	28.1595	33.8391	30.9951	1.16707	191
Residual	-16.68500	9.11578	.00000	4.09680	191
Std. Residual	-4.040	2.207	.000	.992	191
Stud. Residual	-4.079	2.225	.000	1.003	191
Deleted Residual	-17.00554	9.26495	-.00034	4.18839	191
Stud. Deleted Residual	-4.262	2.249	-.001	1.012	191
Mahal. Distance	.069	11.379	2.984	1.908	191
Cook's Distance	.000	.080	.006	.010	191
Centered Leverage Value	.000	.060	.016	.010	191

a. Dependent Variable: General self-efficacy

Charts

