Erratum to: Adaptive memory: fitness relevant stimuli show a memory advantage in a game of pelmanism

Stuart Wilson · Stephen Darling · Jonathan Sykes

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This paper inadvertently published without its abstract. It is printed below, and will link to the original online paper.

Abstract A pelmanism (matched-pairs) game was used in order to test the hypothesis that survival-relevant stimuli that are likely to have been present during human evolution (e.g., a snake in attack position) enjoy a memory advantage over other survival-relevant (but “modern”) stimuli (e.g., a threatening image of a gunman). Survival-relevant stimuli were matched for arousal and presented in one of two 5×4 grids, along with filler items. Participants were asked to match the pairs in the grids by clicking on successive squares to reveal stimuli. Participants made significantly fewer errors when matching evolutionarily relevant survival stimuli than when matching the other stimuli. Additionally, on incorrect trials, the attempted matches were significantly closer to the actual locations of evolutionarily relevant targets than to those of other stimuli. The results suggest that objects that likely posed a consistent threat throughout human evolutionary history are better remembered than other, equally arousing and survival-relevant, stimuli.

Keywords Adaptive memory · Evolutionary psychology · Emotion

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S. Wilson (✉) · S. Darling
Psychology & Sociology, School of Arts,
Social Sciences and Management, Queen Margaret University,
Queen Margaret University Drive,
Musselburgh, East Lothian EH21 6UU, Scotland, UK
e-mail: swilson@qmu.ac.uk

J. Sykes
School of Engineering and Computing,
Glasgow Caledonian University,
Glasgow, Scotland, UK