

The effects of mood and emotion on a real-world computer system and network environment

ABSTRACT:

Background

Radin (1990) found unusual effects on a RNG embedded in a computer system. A study by the author (2015) revealed unconscious PK effects on computers and electronics was reduced using relaxation techniques.

Aim

This study explores whether the mood and emotion of a computer operator can produce errors in a network simulating a real-world working environment.

Method

130 participants completed normal computer tasks while a separate network system was continuously monitored for errors. Experimental and control groups completed the same tasks, but the experimental group was obstructed with inoperative software designed to induce anxiety. Rewards were used to motivate participants to complete the timed tasks quickly. Participants self-rated anxiety levels.

Custom network software logged errors and avoided automatic error correction. Participants were not aware of the network and did not interact with it, but those with higher anxiety were expected to unconsciously produce more errors in the network.

Sessions were also run when no user was present. There were three categories of data: sessions with high anxiety, lower anxiety, and no users. Errors were collected from the network for each group.

Results and Conclusion

Participants who reported higher anxiety during their session produced more errors than those who reported less anxiety ($p < .038$; Effect size: $d = 0.45$; power: .61). Sessions run with participants did not produce more errors than random sessions without participants ($p = 0.353$). Real-world computer networking environments and other electronics may be affected by the mood of high anxiety workers. This should be considered when designing a work environment and providing technical support to computer users.

Keywords

Psychokinesis, Technology, Emotion, Computer, Network

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