Predicting the memory performance of others
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QUESTIONS
1. How accurate are predictions of others’ memories?
2. On what basis do learners make these judgments?

BACKGROUND
- Teachers, politicians, and advertisers need to predict how well cues support others’ memories
- A variety of intrinsic, extrinsic, and mnemonic cues influence learners’ judgments about their own memory (Koriat, 1997)
- Different cue characteristics are beneficial for own-generated memory cues than other-generated memory cues (Tullis & Benjamin, 2015)
- Learners struggle to disregard idiosyncratic personal experiences in taking the perspective of others (Keysar, Lin, & Barr, 2003)

EXPERIMENT 1: JOLS & RECALL
- Both cue generators and learners above chance at predicting learners’ memory
- But, predictions about others’ memory are less accurate than predictions about your own memory
  - However, judging others’ memories confounded with generating the cue

EXPERIMENT 1: BASIS FOR JOLS
- Actual recall predicted by 3 cue characteristics
- Both groups’ JOLS are correctly sensitive to these
- But, cue generators also influenced by cue generation time—irrelevant to actual recall
- Does this explain comparatively poor generator JOLS?

EXPERIMENT 2: JOLS & RECALL
- New Observe group: Rate existing cues for another learner without generating them
- Predictions about others’ memory are still less accurate
- But, no difference between cue generators and passive observers
  - Difficulty observed in Experiment 1 was truly about predicting others’ memory, not the cue generation process

EXPERIMENT 2: BASIS FOR JOLS
- Observers’ JOLS are (correctly) insensitive to cue generation time
- Yet, observer JOLS are as poor as generators’
- Difficulty in predicting others’ memory is not about undue influence of cue generation time

CONCLUSION
- Learners can predict others’ future memory, but not as well as they can predict their own
- Difficulty in predicting others’ memory may be lack of access to relevant information about the learner, not misleading effects of irrelevant personal experiences such as cue generation

REFERENCES

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