<table>
<thead>
<tr>
<th>Time</th>
<th>Speaker(s)</th>
<th>Title/Abstract</th>
</tr>
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<tbody>
<tr>
<td>14:00–14:30</td>
<td>Alicia Aranda Díaz &amp; Lorena Ayerbe Carrascosa</td>
<td>Effects of positive reinforcement on memorizing ratio</td>
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**Friday, May 24 — aula 13B**

<table>
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<tr>
<th>Time</th>
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<tbody>
<tr>
<td>13:00–13:30</td>
<td>Daniel Lamana &amp; Inés Nieto</td>
<td>A failure to replicate the overshadowing effect in face recognition</td>
</tr>
<tr>
<td>14:00–14:30</td>
<td>Marta Rodríguez &amp; Sofía Villahermosa</td>
<td>Cain, M.S. et al. (2012). Action video game experience reduces the cost of switching tasks. Attention, Perception, &amp; Psychophysics, 74, 641–647</td>
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**Friday, May 31 — aula 13B**

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<tr>
<td>15:30–16:00</td>
<td>Álvaro Hernando González &amp; Rodrigo Lozano Serrano</td>
<td>Mikolajczak, M. et al. (2012). Sensitive but not sentimental: Emotionally intelligent people can put their emotions aside when necessary. Personality and Individual Differences, 52, 537–540</td>
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<td>Time</td>
<td>Presenter(s)</td>
<td>Reference</td>
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**Wednesday, June 12 — aula 13B**

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