Participants viewed a series of morphed faces and rated faces as happy or angry in a 2-AFC button-press paradigm. Based on these responses, we established each participant’s baseline point of subjective equality (PSE), where they perceived the face equally happy and angry. Then participants were adapted to a series of either 100% happy or 100% angry faces on these responses, we established each participant’s baseline point of subjective equality (PSE), where they perceived the face equally happy and angry. Then participants were adapted to a series of either 100% happy or 100% angry faces. After adaptation, the same morph appears to be both happier and angrier. This was used to examine how the seen emotion in a face is altered by congruent angry or happy faces, while the other face was neutral. PSE change was calculated as the difference between the pre- and post-adaptation responses. A t-test was then used to determine if the change in PSE was significantly different from zero. The effect of adaptation on PSE was then tested using a 2 (happy, angry) x 2 (congruent, incongruent) mixed-design ANOVA. A significant interaction between adaptation and congruence would suggest that the adaptation effect is dependent on the emotional content of visual information, while changes in the cortisol stress response may be more susceptible to the influence of emotional sounds. More research is needed to elucidate these influences and underlying mechanisms.}

**METHODS**

Participants viewed a series of morphed faces and rated faces as happy or angry in a 2-AFC button-press paradigm. Based on these responses, we established each participant’s baseline point of subjective equality (PSE), where they perceived the face equally happy and angry. Then participants were adapted to a series of either 100% happy or 100% angry faces on these responses, we established each participant’s baseline point of subjective equality (PSE), where they perceived the face equally happy and angry. Then participants were adapted to a series of either 100% happy or 100% angry faces. After adaptation, the same morph appears to be both happier and angrier. This was used to examine how the seen emotion in a face is altered by congruent angry or happy faces, while the other face was neutral. PSE change was calculated as the difference between the pre- and post-adaptation responses. A t-test was then used to determine if the change in PSE was significantly different from zero. The effect of adaptation on PSE was then tested using a 2 (happy, angry) x 2 (congruent, incongruent) mixed-design ANOVA. A significant interaction between adaptation and congruence would suggest that the adaptation effect is dependent on the emotional content of visual information, while changes in the cortisol stress response may be more susceptible to the influence of emotional sounds. More research is needed to elucidate these influences and underlying mechanisms.

**SAMPLE REFERENCES**


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