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1 Visual working memory exhibits age effects that are amongst the largest observed in the
2 cognitive aging literature. In this research we investigated whether or not older adults can
3 benefit from visual symmetry and semantic availability, as young adults typically do. Visual
4 matrix pattern tasks varied in terms of the perceptual factor of symmetry (Experiment 1), as
5 well as the availability of visual semantics, or long-term memory (LTM; Experiment 2). In
6 Experiment 1, within a visual memory span protocol, four matrix pattern sets were employed
7 with discrete symmetry characteristics; random, vertical, horizontal, and diagonal symmetry.
8 Encoding time was 3 seconds with a 1 second maintenance interval. The findings indicated a
9 significant difference in span level across age groups for all of the symmetry variants. More
10 importantly, both younger and older adults could take advantage of symmetry in the matrix
11 array in order to significantly improve task performance. In Experiment 2, two visual matrix
12 task sets were used, with visual arrays of either low or high semantic availability (i.e., they
13 contained stimuli with recognisable shapes that allow for LTM support). Encoding duration
14 was 3 seconds with immediate recall. Here, the older adult sample was significantly impaired
15 in span performance with both variants of the task. However, only the younger adult
16 participants could take advantage of visual semantics. These findings show that, in the
17 context of overall impairment in individual task performance, older adults remain capable of
18 employing the perceptual cue of symmetry in order to improve visual working memory task
19 performance. However, they appear less able, within this protocol, to recruit visual semantics
20 in order to scaffold
21 performance.

22 **Introduction**

23 Visual Working Memory (VWM) is the ability to maintain and process visual details,
24 such as patterns, orientations, and colours, over the short term (i.e. periods of seconds). There
25 is substantial evidence to indicate that VWM performance demonstrates significant age
26 associated deficits (Beigneux, Plaie, & Isingrini, 2007; Bruyer & Scailquin, 1999; Johnson,
27 Logie, & Brockmole, 2010; Leonards, Ibanez, & Giannakopoulos, 2002; Logie & Maylor,
28 2009; Smith, Park, Cherry, & Berkovsky, 1990; Swanson, 2017). It is not yet known
29 precisely why visual working memory is particularly age-sensitive, although researchers have
30 recently suggested that older adults' VWM may have the same capacity as younger adults,
31 but with less precision (Ko, Duda, Hussey, Mason, Molitor, et al., 2014; Peich, Husain, &
32 Bays, 2013). It has also been shown that processing speed contributes to older adults' VWM
33 capacity (Brown, Brockmole, Gow, & Deary, 2012), particularly when there are multiple
34 objects to be encoded, retained, and recalled (Guest, Howard, Brown, & Gleeson, 2015). The
35 aim of this research was to investigate the extent to which the perceptual and semantic
36 properties of visual stimuli can influence VWM task performance across younger and older
37 adult age groups. Performance was compared on experimental variants of two previously
38 validated quantitative, capacity-based measures of VWM, in order to provide further insight
39 into *where* and *why* there are age-associated changes in VWM (Logie et al., 2015).

40 Multiple resource accounts of working memory, such as those by Baddeley (2012) and
41 Logie (2011), have made explicit the importance of domain-specific verbal and visuo-spatial
42 slave systems, which work in conjunction with relatively amodal executive attentional
43 resources. These working memory sub-systems can also interact with long-term memory to
44 take advantage of stored knowledge. The notion of a functional architecture (Hamilton et al.,
45 2003; 2011), in which a range of mechanisms underlie VWM task performance, raises
46 important questions regarding the mechanism/s responsible for age associated changes in
47 performance. One idea is that the observed age change results from a common global change
48 in cognitive processing (Baltes & Lindenberger, 1997), such as processing speed (e.g.

49 Salthouse, 1996). However, while the ‘common cause’ hypothesis can account for a
50 proportion of the variance in age-related cognitive decline, it is likely that domain-specific
51 changes are also required to be able to provide a more complete explanation of the
52 mechanisms underlying cognitive aging (e.g., Lindenberger & Ghisletta, 2009). Specifically,
53 there may be differential age-related changes in the availability of specialised cognitive
54 resources relevant to the task at hand. In the case of visual working memory, this would
55 include short-term visual storage and/or related mechanisms, such as executive attentional
56 resources and temporary activation of visual semantics (Logie, 2011).

57 Research has shown that VWM may be particularly susceptible to age-related
58 degeneration, with potential benefit from scaffolding by more generic, executive cognitive
59 functioning (e.g. Park, & Reuter-Lorenz, 2009; Reuter-Lorenz & Park, 2014). Indeed, the
60 evidence suggests that working memory task performance may vary quite idiosyncratically.
61 For example, visual matrix tasks which involve recalling an abstract black and white cell
62 matrix stimulus, with 50% black, and 50% white cells, such as the Visual Patterns Test (VPT;
63 Della Sala, Gray, Baddeley, & Wilson, 1997; Della Sala, Gray, Baddeley, Allamano, &
64 Wilson, 1999; Della Sala et al., 2009), demonstrated steeper linear declines across the adult
65 lifespan than other working memory tasks (Maylor and Logie, 2009; see also Johnson et al.,
66 2010). These included other processing-intensive working memory tasks such as a sentence
67 verification measure of verbal working memory span, a test of prospective memory, and a
68 visual memory task requiring binding of colour, shape, and location features. Visual matrix
69 tasks, like other higher-order, complex WM tasks, could be considered to exemplify the
70 problem in identifying what specific processes change with age, as the task is likely to
71 involve both domain-specific maintenance and domain-general executive resources (Cowan,
72 2016; Hamilton et al., 2003). A multiple resource account could readily ascribe age-related
73 VPT performance to the change in efficacy of a domain-specific process such as the *visuo-*
74 *spatial sketch pad* (VSSP, Baddeley, 2012) or a *visual cache* process (Logie, 2011); the
75 specialized visual storage mechanisms in these respective multiple component models of
76 working memory. However, additionally, there is consistent evidence that in children and
77 young adults the task demands are also associated with the recruitment of domain-general
78 executive resources (Brown, Forbes, & McConnell, 2006; Brown & Wesley, 2013; Hamilton
79 et al., 2003; Rudkin, Pearson & Logie, 2007).

80 Thus, differences between younger and older adults in VPT performance could be
81 derived from age-related challenges specifically to temporary visual storage, and/or to
82 broader working memory processes such as domain-general executive attention. To explore
83 the involvement of broader working memory mechanisms to visual working memory
84 performance in young adults, Brown and Wesley (2013) employed two VPT stimulus sets
85 which varied in the extent to which the patterns could be verbalized. Brown et al. (2006)
86 previously established that the high verbalizable set led to a greater VPT task performance in
87 younger adults. Brown and Wesley showed that secondary task random tapping during the
88 maintenance interval removed this advantage. Crucially, neither a manual, non executive-
89 demanding spatial tapping task, nor articulatory suppression for limiting repetition of verbal
90 codes, removed the advantage associated with more verbalizable stimuli. Thus, the random
91 interval tapping interfered specifically with the available executive attentional resources,
92 which could ordinarily be used to access and retrieve semantic and/or verbal codes from
93 LTM (Craik & Byrd, 1982; Logie, 2016) and to integrate them with the novel VPT patterns
94 (see also Hamilton et al, 2003; Ricker, Cowan and Moray, 2010; Verhaeghen, Palfai, &
95 Johnson, 2006). Brown and Wesley concluded, therefore, that there is a cognitive cost
96 associated with strategically retrieving meaning and associating it with the otherwise abstract

97 visual material. Thus, the executive demand could therefore underlie some of the age-related
98 variance in VWM.

99 However, Sun, Zimmer, and Fu (2011) pointed to yet another potential explanation for
100 age-related changes in VWM task performance. They distinguished between two
101 characteristics of the stimuli which could contribute to task performance. The first was the
102 notion of *perceived complexity* which was dependent upon the participants' expertise or
103 familiarity with the stimuli. Whilst in principle the VPT protocol employs a novel pattern, as
104 noted above, it is clear that typical young adults will strive to employ other cognitive
105 resources to the task, such as by verbalising, or extracting meaning from, patterns or pattern
106 components (Brown et al., 2006; Brown & Wesley, 2013). However, a second construct was
107 *physical complexity*, which in a VPT stimulus could refer to the proximity, continuity, or
108 symmetry characteristics of the black cells (Attneave, 1957; Chipman, 1977).

109 The contribution of physical complexity characteristics to VWM task performance
110 therefore identifies another process which could contribute to the age associated changes
111 observed in VWM which, we understand, is yet to be specifically addressed with visual
112 matrix tasks in an older adult sample. Structure within the to-be-remembered pattern will
113 afford the opportunity for redundancy, enabling local elements of the pattern to be predictable
114 from more global characteristics (e.g. Brady & Alvarez, 2015; Gao, Gao, Tang, Shui, & She,
115 2016; Kaiser, Stein, & Peelen, 2015; Pieroni, Rossi-Arnaud, & Baddeley, 2011). Previous
116 research has focused upon the physical characteristics associated with Gestalt properties of
117 proximity, continuity, symmetry, etc. (e.g. Jiang, Olson, & Chun, 2000; Pieroni et al., 2011;
118 Rossi-Arnaud, Pieroni, & Baddeley, 2006; Rossi-Arnaud, Pieroni, Spataro, & Baddeley,
119 2012; Woodman, Vecera & Luck, 2003).

120 The research of Rossi-Arnaud and colleagues has systematically investigated the
121 contribution of symmetry in the pattern array within a context of sequential and simultaneous
122 presentation formats. In their matrix pattern protocol, an increasing number of red cells were
123 superimposed upon a 5 x 5 array of black cells. In young adult samples, within a
124 simultaneous presentation format, arrays possessing vertical, horizontal, or diagonal
125 symmetry were more effectively recalled than random arrays. In contrast, within a sequential
126 presentation context, only arrays with vertical symmetry showed an advantage over a random
127 pattern. Critically, this advantage of symmetry in simultaneous presentation contexts was not
128 dependent upon the employment of executive attention. This lack of executive demand was
129 demonstrated with the use of the dual task paradigm using a task switching secondary task
130 (Pieroni et al., 2011; Rossi-Arnaud et al., 2006). This suggested that the encoding of
131 symmetry into visual working memory was relatively 'automatic', or cost-free, as for the
132 encoding of feature binding in young adults (Allen, Baddeley, & Hitch, 2006; Baddeley,
133 Allen, & Hitch, 2011).

134 Consequently, in a visual matrix-type task, age-related differences may be due to
135 deficits in either issues associated with the perceptual complexity of the pattern or executive
136 attentional resources required for retrieval of LTM semantics, or some combination of both.
137 One of the major accounts of cognitive differences associated with young and older adults
138 suggests that there are decreasing attentional resources available in older adulthood (e.g.
139 Braver & West, 2008; May, Hasher & Kane, 1999; Healey & Kahana, 2016; Phillips &
140 Hamilton, 2001). Healey and Kahana further suggested that a key process was the ability to
141 employ richly detailed context from LTM in order to facilitate the retrieval of the
142 memorandum, which was compromised in adult aging. Thus, if younger adults typically draw
143 upon semantics in visual matrix task performance (Brown & Wesley, 2013), and this process

144 is compromised in older adults, then this could contribute to the effects of age in VWM
145 capacity, as measured by a visual matrix task. Specifically regarding the contribution of
146 bottom-up perceptual cues such as pattern symmetry, evidence suggests that adult aging is
147 negatively associated with changes in visual function (e.g. Roudaia, Bennett, & Sekuler,
148 2008) and this has also been observed in the context of symmetry detection (Herbert,
149 Overbury, Singh, & Faubert, 2002). However, the extent to which a perceptual process such
150 as symmetry compromises a higher level cognitive task such as visual working memory is an
151 ongoing debate in the aging literature (see Houston, Bennett, Allen & Madden, 2016; La
152 Fleur & Salthouse, 2014). The primary aim of the current research was therefore to examine
153 the effects of aging, visual symmetry, and semantic coding to visual working memory task
154 performance, in order to understand the extent to which low-level perceptual processes, and
155 higher-level strategic, executively-demanding processes contribute to VWM performance in
156 younger and older adults.

157

158 **Experiment 1**

159 In the first study, younger and older adults carried out a visual matrix symmetry task
160 in which the patterns varied in their symmetry properties. The patterns were either random, or
161 vertically, horizontally, or diagonally symmetrical. It was predicted that, given the small
162 decrement in symmetry detection associated with age (Herbert et al., 2002), then there would
163 be some reduction in the efficacy in which older adults take advantage of symmetry in the
164 array pattern.

165

166 **Method**

167 **Design**

168 The experiment took the form of a cross sectional mixed factorial 2 x 4 design, and
169 investigated the effects of adult age group (younger, older) and symmetry (control: random
170 symmetry, vertical symmetry, horizontal symmetry, diagonal symmetry; repeated measures)
171 on VWM capacity, as measured by the span level achieved in each task condition.

172 **Participants**

173 The sample comprised 50 participants in total. There were 20 younger adults, who
174 were opportunistically sampled from the Department of Psychology, Sapienza, University of
175 Rome. This group had a mean age of 23.85 ($SD = 1.90$; min = 20, max = 27) years, and 7
176 were female. There were 30 older adults, drawn from the North East Age Research cohort in
177 the North East of England (Rabbitt, McInnes, Diggle, Holland, Bent, et al., 2004). The group
178 had a mean age of 81.66 ($SD = 5.69$; min = 73, max = 93) years, and 22 were female. This
179 group were all living independently in the community. This study was carried out in
180 accordance with the recommendations of Committees for Ethics, Department of Psychology
181 La Sapienza, and Department of Psychology, Northumbria University with written informed
182 consent from all subjects. All subjects gave written informed consent in accordance with the
183 Declaration of Helsinki. The protocol was approved by the two ethics committees identified
184 above.

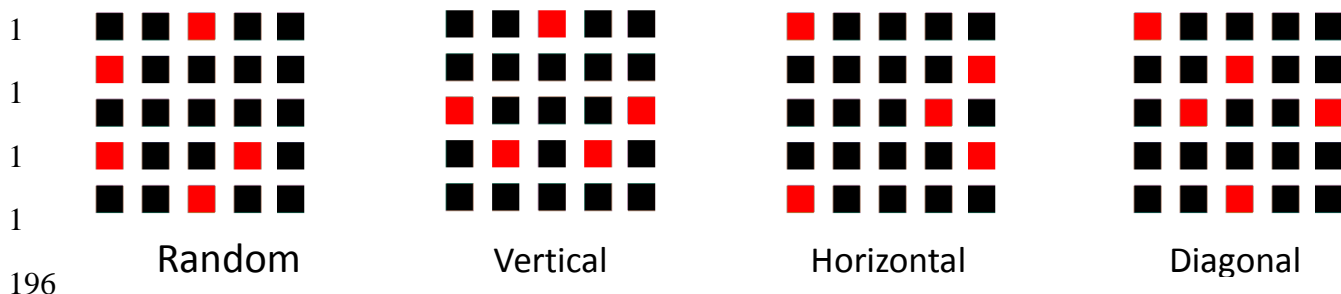
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186

187 **Materials and Procedure**

188 The Matrix Symmetry Task procedure was derived from the task stimulus arrays
 189 conventionally employed by Rossi-Arnaud and colleagues (Pieroni et al., 2012; Rossi-Arnaud
 190 et al., 2006). Examples of the arrays are shown in Figure 1 below.

191



197 *Figure 1.* The matrix symmetry task stimuli at level 5 are displayed; random array, vertical
 198 symmetry, horizontal symmetry and diagonal symmetry conditions.

199 The tasks were carried out in either group circumstances with adequate spacing between the
 200 young adult participants, or in single participant contexts with the older adult sample. In both
 201 contexts the task procedures were carried out under the supervision of the researchers. For all
 202 participants, task variant order was randomly allocated in a block-wise manner. In a given
 203 trial, the stimulus array was simultaneously presented on a screen for 3 seconds, and 2
 204 seconds after the presentation the participants either identified the array configuration by
 205 pointing to blocks on a 5 x 5 wooden block array and recorded by the researcher (Rome), or
 206 by pointing to and marking cells on an A4 sheet with a blank array of 5 x 5 cells outlined
 207 (Newcastle). Participants were allowed to change their mind before confirming their
 208 response. After an initial practice of three trials at span level 1 (one red square), the ascending
 209 span procedure advanced with the progression criterion of two fully correct at each level with
 210 3 trials per level (This was also the case with progression from the practice level). Thus, the
 211 task commenced from Level 1, one red square, on the 5 x 5 black cell array. Span was taken
 212 as the maximum level at which two fully correct responses were achieved. Figure 1 shows
 213 examples of the symmetry formats at Level 5. Feedback was not given on trial performance.

214

215 **Analyses**

216 The mean span data were analyzed using a 2 (age group) x 4 (symmetry) mixed
 217 factorial Analysis of Variance (ANOVA). Post hoc tests were Bonferroni-corrected.

218

219 **Results**

220 The data are displayed in Figure 2, which illustrates that older participants had
 221 numerically lower matrix span scores across all symmetry task conditions, relative to the
 222 younger adult age group. Indeed, the ANOVA revealed a significant effect of age group,
 223 $F(1,48) = 37.75, p < .001, \eta_p^2 = .44$, with means (and SEs) of 6.63 (.30) and 4.25 (.24) for

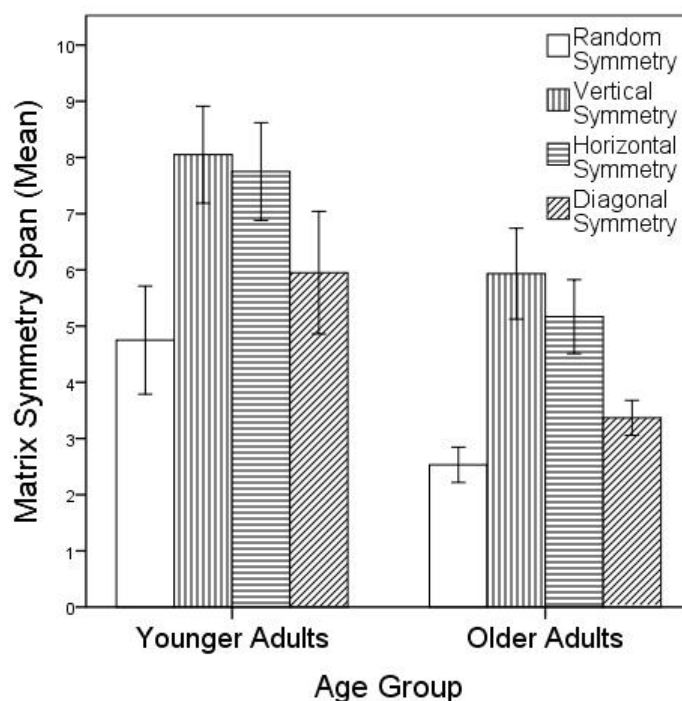
224 the younger and older adult groups, respectively. There was also a significant effect of
 225 symmetry condition, $F(3,46) = 37.56$, $p < .001$, $\eta_p^2 = .71$ ($M_{\text{RANDOM}} = 3.64$, $SE = .22$;
 226 $M_{\text{VERTICAL}} = 6.99$, $SE = .30$; $M_{\text{HORIZONTAL}} = 6.46$, $SE = .27$; and $M_{\text{DIAGONAL}} = 4.66$, $SE = .24$).
 227 Importantly, there was no significant interaction between age group and symmetry condition,
 228 $F(3,46) = 0.47$, $p = .71$, $\eta_p^2 = .03$. Post hoc analysis with Bonferroni correction revealed that
 229 performance in the random symmetry condition was significantly lower than the three
 230 symmetry conditions (all $p \leq .001$). The vertical symmetry condition performance was
 231 significantly greater than the diagonal condition ($p < .001$), but not different from the
 232 horizontal condition ($p = .114$). Performance in the horizontal condition was significantly
 233 greater than the diagonal condition ($p < .001$). The lack of significant interaction effect,
 234 however, indicates that the older adult group was equally able to take advantage of the
 235 symmetry conditions.

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240

241 *Figure 2.* The effect of symmetry on matrix span as a function of age group.
 242 The mean (± 1 SE) matrix symmetry span performance is shown across the four symmetry
 243 conditions and the two age groups.

244

245 Table 1a identifies the effect size (Cohen's d , $M_1 - M_2 / \text{pooled standard deviation}$)
 246 associated with these age differences. It is clear that there are large effect sizes associated
 247 with each individual task condition. Table 1b also shows that the effect sizes of the
 248 performance advantages for each symmetry condition are particularly large, with older adults
 249 consistently demonstrating a mean effect size of ~ 0.4 above the young adult group.

250

251 *Table 1. Matrix Symmetry Task effect sizes associated with age group and task manipulation*

Table 1a. Effect of age in each stimulus condition	Effect Size
Random Matrices	$d = 1.356$
Vertical Symmetry Matrices	$d = 1.021$
Horizontal Symmetry Matrices	$d = 1.377$
Diagonal Symmetry Matrices	$d = 1.413$
Table 1b. Effects of symmetry condition	Effect Size
Younger Adults	
Random vs Vertical Symmetry	$d = 1.615$
Random vs Horizontal Symmetry	$d = 1.464$
Random vs Diagonal Symmetry	$d = 0.522$
Older Adults	
Random vs Vertical Symmetry	$d = 2.026$
Random vs Horizontal Symmetry	$d = 1.870$
Random vs Diagonal Symmetry	$d = 0.982$

252

253 Thus, despite a general decline in matrix symmetry task performance, there is no
 254 evidence for a decline in the ability to take advantage of physical complexity, at least in the
 255 form of symmetry, in the older adult group.

256

257 **Discussion**

258 The results of Experiment 1 show a clear effect of age on matrix symmetry task
 259 performance (e.g., Brown et al., 2012; Logie & Maylor, 2009; Johnson et al., 2010).
 260 However, in terms of task performance across different symmetry conditions, there was
 261 improvement in all symmetry conditions, with large effect sizes for all of these in both age
 262 groups. Thus, although it was predicted that there may be a weaker advantage in performance
 263 for older adults when the task array condition was symmetrical, this was not supported. The
 264 older adult group was as effective as the younger adult group in taking advantage of
 265 symmetry in the array pattern, across the different forms of symmetry investigated. Even
 266 though they began from a relatively impaired baseline performance level in the control
 267 condition, they received as much benefit from all forms of symmetry, as compared with the
 268 younger adults. Furthermore, the effect sizes associated with these advantages in the older
 269 adult group were all very large. Thus, despite a decline in individual task performance, the
 270 older adults were able to effectively take advantage of symmetry in the memory array
 271 patterns. Therefore, the use of low-level physical properties of the VPT stimuli, in this case

272 symmetry, does not seem to offer an explanation for the mechanisms underlying the effect of
273 age on task performance.

274

275 **Experiment 2**

276 In Experiment 2, younger and older adults again carried out a visual matrix task,
277 however this time the matrix sets had been constructed either to constrain or enhance
278 semantic affordance (Orme, 2009; Orme, Brown, & Riby, 2017; Riby & Orme, 2013; see
279 also Brown et al., 2006). Previous research suggests that older adults are impaired in
280 accessing and retrieving LTM semantic content to support visual matrix recall (e.g. Burke &
281 Light, 1981; Craik & Byrd, 1982; Healey & Kahana, 2016). Also, incorporating semantics in
282 this visual working memory task appears to come at a cognitive cost (Brown & Wesley,
283 2013). Thus, it was predicted that younger adults would be more effective than older adults in
284 taking advantage of the semantic affordance provided by the high semantic matrices set.

285

286 **Method**

287 **Design**

288 The experiment took the form of a cross sectional mixed factorial 2 x 2 design, and
289 investigated the effects of adult age group (younger, older) and semantic affordance (low,
290 high; repeated measures) on VWM capacity, as measured by the span level achieved in each
291 task condition.

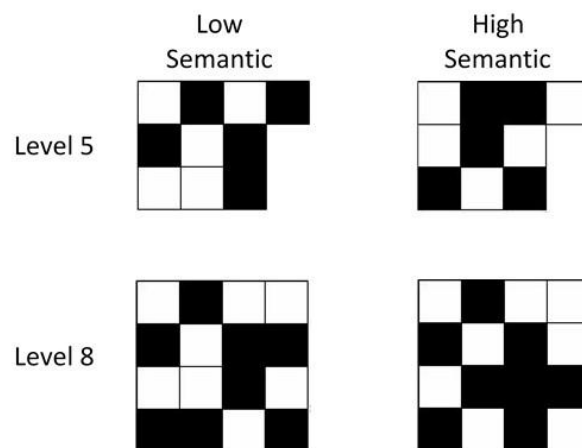
292 **Participants**

293 In total, 70 participants were recruited. A young adult group (n = 40) was
294 opportunistically drawn from the Department of Psychology, Northumbria University. This
295 group had a mean age of 19.5 (*SD* = 1.06 yrs; min = 19, max = 24), 32 of whom were female.
296 The older age group comprised the same 30 older participants described in Experiment 1. All
297 subjects gave written informed consent in accordance with the Declaration of Helsinki. Ethics
298 permission was granted by the ethics committees of the Departments of Psychology at
299 Northumbria University. No remuneration was given to participants and participation was
300 voluntary, with the right to withdraw at any point in the procedure emphasised to participants.

301 **Materials and procedure**

302 **Visual Matrix Task**

303 Orme (2009) asked participants to indicate how much of the visual matrix pattern to
304 which they felt they could apply meaning, on a scale of 1 (none of the pattern) to 7 (all of the
305 pattern; see also Brown et al., 2006). This was defined as all or parts of the pattern
306 resembling “familiar objects or symbols”, or where they recognized shapes or configurations
307 which could be difficult to explicitly name. From an initial set of over 1000 matrix stimuli,
308 Orme constructed two sets of visual matrix stimuli systematically varying in their semantic
309 affordance. Examples of the stimuli are shown in Figure 3. All stimuli possessed an equal
310 number of black and white cells.



311

312 *Figure 3.* Examples of low and high semantic visual matrix stimuli at levels 5 and 8.

313

314 The general procedure was similar to the Study 1 general protocol, where the tasks
 315 were carried out in either group circumstances with adequate spacing between the young
 316 adult participants, or in single participant contexts with the older adult sample. In both
 317 contexts the task procedures were carried out under the supervision of the researchers. For all
 318 participants, task variant order was randomly allocated. For a given trial, the stimulus was
 319 presented for 3 seconds on a monitor. After a maintenance interval of 1 second, the
 320 participant indicated their recall of the black cell locations by touching a cell on the blank
 321 visual matrix pattern on the screen, which turned the white cell black. Participants were
 322 allowed to change their decision, by touching the same cell again. After practice trials at
 323 Levels 2 and 3 the participants progressed through the ascending span protocol, with a
 324 progression criterion of minimally 1 correct out of the 3 trials at each level including the
 325 practice levels (Della Sala et al., 1997, 1999; Brown et al., 2006). Span was taken as the
 326 maximum level at which 1 correct response was achieved. Figure 3 identifies examples at
 327 level 5 and Level 8, note that as the Level increases there is a commensurate increase in array
 328 size. Feedback was not given on trial performance.

329

330 **Analyses**

331 The mean span data were initially analyzed using a 2 (age group) x 2 (semantic
 332 affordance) mixed factorial Analysis of Variance (ANOVA). Post hoc tests were Bonferroni-
 333 corrected.

334

335 **Results**

336 The data are displayed in Figure 4 below, which shows a decrease in visual matrix
 337 performance in older adult participants, relative to the younger adult age group, across both
 338 semantic conditions. However, while younger adults appear to improve from low to high
 339 semantic affordance, older adults do not appear to do so. Indeed, the ANOVA revealed a
 340 significant effect of age group, $F(1,68) = 81.57, p < .001, \eta_p^2 = .55$, in which younger adults
 341 outperformed older adults, with means (and SEs) of 8.18 (.19) and 5.58 (.22), respectively. In
 342 addition, there was a significant effect of semantic affordance, $F(1,68) = 21.28, p < .001, \eta_p^2$

343 = .24, with means (and *SEs*) of 7.21 (.16) and 6.54 (.17), respectively, for the high and low
 344 semantic conditions. Importantly however, there was a significant interaction between age
 345 group and semantic affordance, $F(1,68) = 6.48$, $p = .013$, $\eta_p^2 = .09$ (see Figure 4).

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361 *Figure 4.* The effect of semantic affordance on matrix span as a function of age.

362 The mean (± 1 SE) visual matrix span performance is shown across the two semantic
 363 affordance conditions and the two age groups.

364

365

366 Post hoc simple effects analysis indicated that young adults significantly differed in
 367 their performance across the two semantic affordance conditions, $t(39) = 5.14$, $p < .001$,
 368 ($M_{\text{HIGH}} = 8.69$, $SE = .21$; $M_{\text{LOW}} = 7.66$; $SE = .22$). However, the older adult group showed no
 369 significant difference between the two conditions, $t(29) = 1.51$, $p = .143$ ($M_{\text{HIGH}} = 5.72$, $SE =$
 370 $.24$; $M_{\text{LOW}} = 5.43$, $SE = .25$). Table 2a below also identifies the effect sizes (Cohen's *d*)
 371 associated with these age differences. It is clear that there is a particularly large effect size
 372 associated with age in the high semantic affordance condition. Figure 4 and Table 2b below
 373 indicate that the significant interaction effect results from the relative lack of semantic benefit
 in the older adult group.

374

375

376 *Table 2.* Visual Matrix Task effect sizes associated with age group and task manipulation

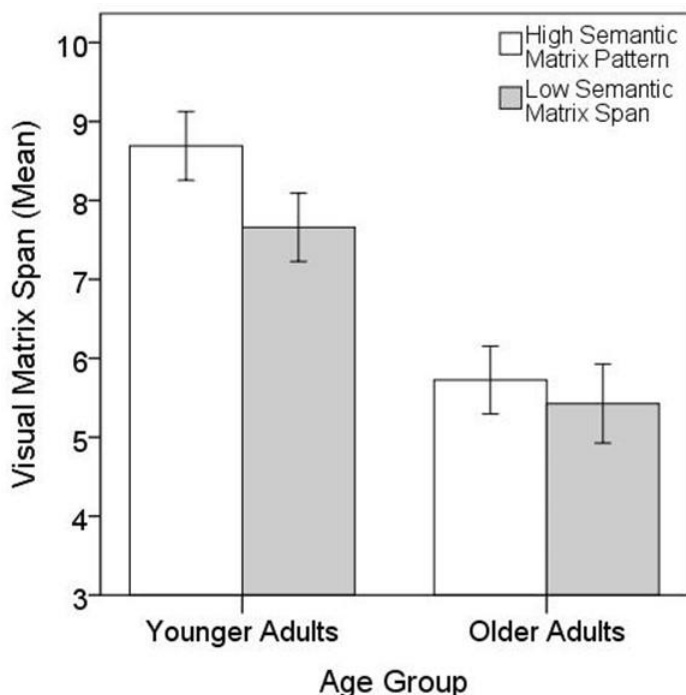


Table 2a. Young vs older age	Effect Size
Visual Matrix High Semantic Span	$d = 2.317$
Visual Matrix Low Semantic Span	$d = 1.629$

Table 2b. Low vs high semantic stimuli	Effect Size
Younger Adults	$d = 0.754$
Older Adults	$d = 0.233$

377

378

379 **Discussion**

380 The results of Experiment 2 indicated that there was a very large age associated
381 difference in baseline visual matrix task performance (Beigneux, Plaie, & Isingrini, 2007;
382 Brown et al., 2012; Bruyer & Scailquin, 1999; Johnson, Logie, & Brockmole, 2010; Logie &
383 Maylor, 2009), and that this existed across both semantic affordance conditions. However, as
384 indicated by the interaction effect, and as shown in Figure 4, it was also apparent that
385 improvement in the high semantic condition was only present in the younger adult age group.
386 This contrast was also evident in the difference in effect sizes presented in Table 2. Thus,
387 only the younger adult age group was able to take advantage of the high semantic affordance
388 set of matrices stimuli. Previous research suggested that the benefit of semantic affordance
389 comes at a cognitive cost, specifically upon domain-general executive resources in working
390 memory (Brown & Wesley, 2013). The present study provides novel evidence that older
391 adults appear less able to engage the cognitive processes required in order to gain a benefit of
392 the availability of LTM-based semantics, in the context of this age-sensitive visual working
393 memory task.

394

395 **General Discussion**

396 Visual Working Memory tasks such as the VPT evidence age-associated deficits that
397 are amongst the largest observed in the memory literature (Johnson et al., 2010; Logie &
398 Maylor, 2009). What is not so clear is the explicit identification of the cognitive processes
399 which underlie such a large change. Within a conceptualisation of VWM task performance in
400 terms of generic executive attentional resources combined with domain-specific activations
401 (e.g. Baddeley, 2012; Li, et al., 2015; Logie, 2011; Shipstead et al., 2016; Swanson, 2017),
402 this research focused upon two factors which could contribute to the observed age effects.
403 The first factor was associated with physical complexity (Sun et al., 2011), and to what extent
404 older adults could take advantage of the reduced complexity present in symmetrical pattern
405 arrays (Rossi-Arnaud et al., 2006, 2012). Second, we investigated the extent to which older
406 adults were able to take advantage of enhanced semantic affordance opportunities in the
407 pattern arrays (Brown & Wesley, 2013; Hamilton et al., 2003; Ricker et al., 2010). This

408 second approach reflected the notion of perceived complexity (Sun *et al.* 2013) and the
409 importance of LTM access, retrieval and scaffolding of abstract, ‘novel’ matrix patterns.

410 First, the results indicated very large effect sizes associated with age, and as such
411 replicate the Logie and Maylor (2009; also Johnson *et al.*, 2010) adult lifespan data.
412 Interestingly, there was significant variability in the effect sizes associated with age, with
413 vertical symmetry matrix pattern performance evidencing an effect size less than half that
414 observed with the visual matrix high semantic task, for example. Overall, though, the
415 findings support the strong effect of age on VWM that has previously been observed (e.g.,
416 Swanson, 2017). However, the most important aim for the present research was to determine
417 the extent to which older and younger adults differed in their use of perceptual and semantic
418 affordance within the matrix pattern stimuli.

419 Regarding perceptual affordance, the older adult group were no less efficient in
420 utilizing the perceptual cues of pattern symmetry in order to improve their performance in the
421 matrix symmetry task. The effect sizes associated with these advantages were particularly
422 large in the older participant group. Thus, even though symmetry perception has previously
423 exhibited a small decline in performance (Herbert *et al.*, 2002) the older adult group were
424 able to effectively use this information and maintain less physically complex pattern
425 representations in VWM. This makes sense when interpreted in the context of recent findings
426 that, at the neural level, VWM representations are noisier, or less distinctive, with age (e.g.,
427 Grady, 1996; Park *et al.*, 2004; Spreng, Wojtowicz, & Grady, 2010). Less physically complex
428 patterns may therefore help to alleviate the problem. What is unclear, however, is whether the
429 benefit is relatively automatic, or cost-free, in terms of cognitive resources, or whether older
430 adults are explicitly using the symmetry to aid recall (i.e. top-down rather than bottom-up).
431 This question would be a useful avenue for future research.

432 In contrast, it is clear, that in the context of taking advantage of the semantics within
433 the visual matrix patterns, there was a reliable difference between the two age groups. This
434 was indicated primarily by the significant interaction between age group and semantic
435 affordance in which the older adult group did not significantly enhance their visual matrix
436 performance in the high semantic condition, while the younger adults were able to do so (see
437 also Brown *et al.*, 2006; Brown & Wesley, 2013; Orme, *et al.*, 2017; Orme & Riby, 2013).
438 Additionally, the effect size associated with semantic affordance was much smaller in the
439 older age group. Thus, unlike the younger adults, we infer that the older age group was
440 unable to access, retrieve, and/or associate pertinent LTM semantics in order to scaffold their
441 VWM performance. This could have arisen from a decrease in the executive attentional
442 control needed to retrieve from LTM (Unsworth, Fukuda, Awh & Vogel, 2014). Unsworth *et al.*
443 (2014) built upon earlier work (Unsworth, Spiller & Brewer, 2010) in differentiating the
444 contribution of generic attentional control (as measured by 3 tasks requiring varying
445 inhibitory control) from the more specific attentional control needed to access and retrieve
446 from LTM. However, the function and target of the retrieval process does differ in the
447 protocol in the present study from that employed by Unsworth and colleagues. In order to
448 assess efficacy in the LTM retrieval process, Unsworth and colleagues (Unsworth *et al.*,
449 2014; Unsworth *et al.*, 2010) presented stimuli for later recall from secondary memory, e.g.
450 paired associates lists, delayed free recall lists, immediate free recall measures of non-recency
451 items. Thus, in all of these protocols the participant is accessing and retrieving from a *recent*
452 partially activated secondary memory or LTM. In the visual matrices task, as currently
453 administered, the participant either has to associate automatically activated semantic
454 representations, or actively search for *pre-existing* LTM semantic information, which can
455 both give meaning and support to the ‘novel’ visual pattern (Brown & Wesley, 2013). Healey

456 and Kahana (2016; p. 30;) refer to this as the “...*rich ensemble of activated representations*
457 ...” (see also Verhaeghen et al., 2006). However, whether the semantics were automatically
458 or strategically activated, the benefit of semantics appears to draw upon central executive
459 resources (Brown & Wesley, 2013), either for binding the semantics and novel
460 representations together, or for developing or switching between strategies. Challenged
461 executive attentional resources may therefore underlie the findings currently observed with
462 the semantic version of the task (Braver & West, 2008; Phillips & Hamilton, 2001).
463 Furthermore, even within younger adults, reported strategy use varies markedly (Brown &
464 Wesley, 2013). Thus, future research could usefully investigate the strategies spontaneously
465 used across the two age groups, as this is likely to impact the performance levels achieved.

466 Another mechanism which may underlie the apparent difficulty for older adults
467 effectively to use semantics is processing speed (Salthouse, 1996). Previous evidence using
468 the modified Visual Patterns Test (Brown et al. 2006), which limits meaning and verbal
469 coding, showed that processing speed was the greatest predictor of performance in older
470 adults (Brown et al., 2012). This could reflect limitations in the speed of encoding and/or
471 rehearsal, but could also be implicated in the ability to identify and/or actively bind semantic
472 and novel representations. Indeed, recent research has identified that processing speed is
473 implicated in age effects in visual short-term memory, specifically in more complex (multiple
474 object) visual arrays (Guest et al., 2015). In the present context, if even visual semantics can
475 be activated relatively automatically at encoding (Brown & Wesley, 2013; Logie, 2011), age-
476 related slowing could reduce the efficiency with which those representations are activated
477 and/or enter the VWM system. However, it is important to note that, in Brown et al. (2012),
478 although processing speed was the strongest predictor of performance, central executive
479 capacity, specifically when working with visuo-spatial material (i.e., ‘visuo-spatial
480 organization’), was also uniquely predictive of VWM performance. Notably, this was not the
481 case for executive attention ability, as measured with a verbal-based task (verbal fluency).
482 Thus, visuo-spatial organisation was specifically implicated, and could be related to strategy
483 selection and implementation, such as drawing upon visual semantics. This supports our
484 argument above, that executive attentional capacity may be implicated in the current pattern
485 of findings. Thus, it is possible that both executive attentional functioning and processing
486 speed make significant contributions to visual working memory performance in older age
487 (Brown et al., 2012; Salthouse, 1996; Salthouse, Atkinson, & Berish, 2003). Future research
488 could consider the extent to which attentional resources, for example in the form of strategy
489 selection and implementation, or verbal recoding, is the challenge for the older adult group in
490 this visual matrix task, or whether processing speed can account for the lack of semantic
491 recruitment. Manipulation of the encoding and maintenance durations would perhaps enable
492 the processing speed account to be assessed.

493 The relatively small age-associated effect sizes of the low semantic vs the high
494 semantic task performance is also of interest. This suggests that in visual memory protocols
495 which are less demanding of executive attention, age associated change may be smaller
496 (Phillips & Hamilton, 2001). This is evidenced in the findings of Peich et al. (2013), who
497 investigated adult age associated change within task performance when the protocol requiring
498 fine detailed representation of either single or multiple visual stimulus arrays. The
499 participants were required to remember either the color or orientation of the stimuli. This
500 qualitative, representational visual memory task is less likely to draw upon the executive
501 attention control processes discussed immediately above. The authors found significant age
502 associated changes, but of a much smaller order than that observed in the current visual
503 matrix high semantic condition, certainly when considering recall of the visual properties of
504 single stimulus arrays.

505 One should note that although there is strong evidence in these current findings that the
506 two visual working memory tasks make qualitatively different demands upon the broader
507 functional architecture of working memory it is possible that in older adult group there was
508 the possibility of some transfer of learning across the two tasks. In addition, without a
509 detailed knowledge of the cognitive profile of the older adult group, there may be some
510 constraint in identifying the precise age related effects.

511 In conclusion, the aim of the research was to identify, through experimental
512 manipulation, the impact of varying semantic and perceptual opportunities upon the
513 scaffolding of visual working memory task performance. The results indicated that the older
514 adult group were less effective at utilizing semantic opportunities to improve and scaffold
515 performance of a visual matrix working memory task. This could, at least in part, be due to
516 some generic constraint in executive attentional resources. Challenges to a specific attentional
517 control process; accessing and retrieving pertinent information from LTM, is one such
518 candidate. In contrast, the older adult age group demonstrated evidence of being effective in
519 making use of perceptual cues and the redundancy afforded by symmetry in visual arrays.
520 However, whether the symmetry was actively used by the older adults to scaffold VWM
521 performance, or whether the benefit was more automatic, remains to be seen. Thus, within the
522 same group of older adult participants, experimental manipulations of the memory array
523 format led to systematic differences in the strength of the age-associated mnemonic
524 differences. Importantly, the effects presently observed were all in the context of spontaneous
525 task performance with these particular stimulus comparisons. Future work could therefore
526 usefully address how these factors affect older adults' performance under different task
527 instructions or with other stimulus variants.

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