

# Comparisons with Similar Faces Induce Lasting Distortions in Face Memories

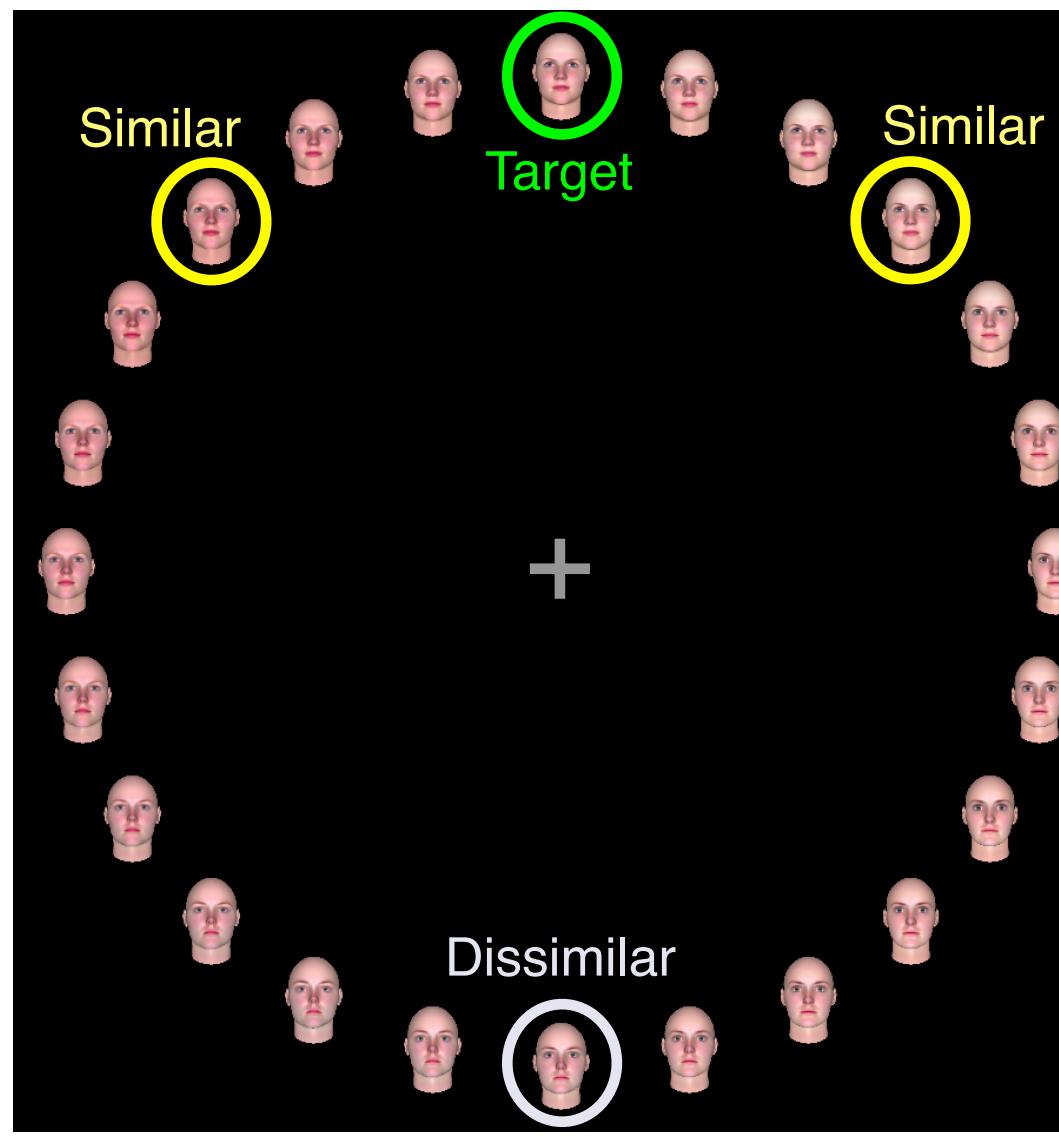
 Jerrick Teoh<sup>1</sup>, Joseph M. Saito<sup>2</sup>, & Keisuke Fukuda<sup>1,2</sup>
<sup>1</sup>University of Toronto Mississauga, <sup>2</sup>University of Toronto

## A. Similarity-induced memory bias (SIMB)

Visual working memory (VWM) representations get distorted when compared with similar perceptual inputs (Fukuda et al., 2020; Saito et al., 2020).

**Research Question**  
Does SIMB occur with face memories, irrespective of how they enter VWM?

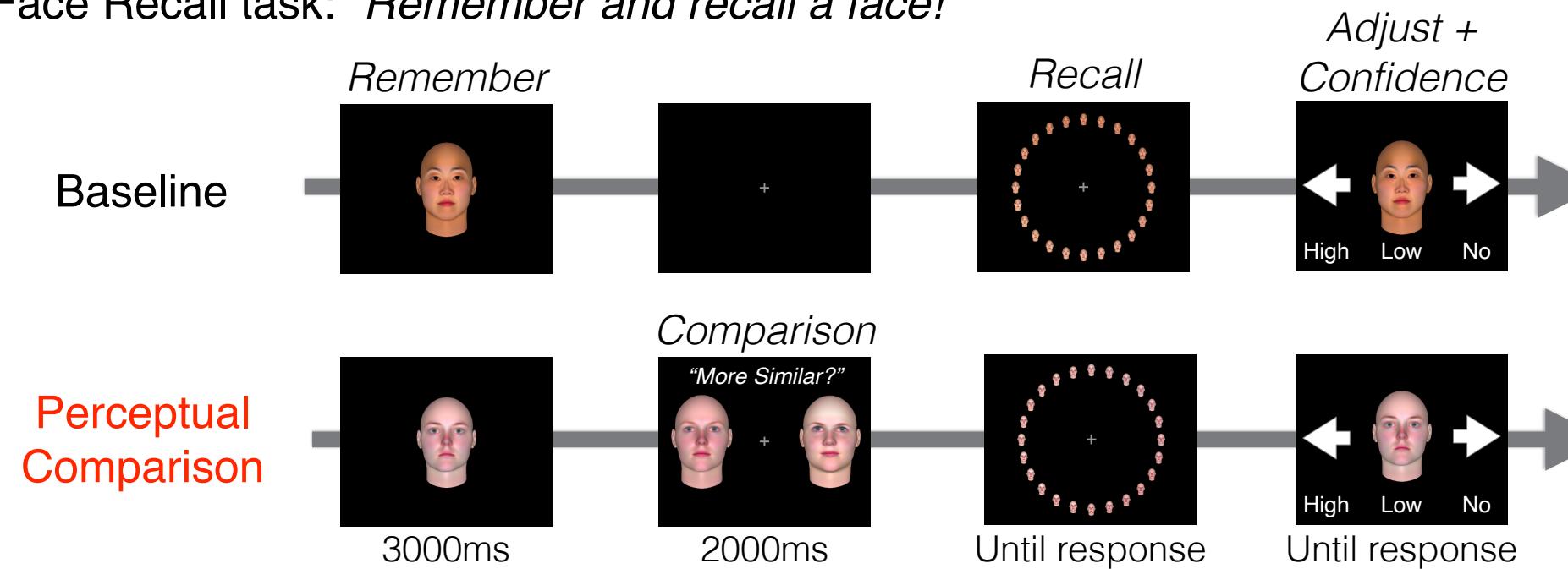
## B. Continuous Face Stimuli (Face wheel)



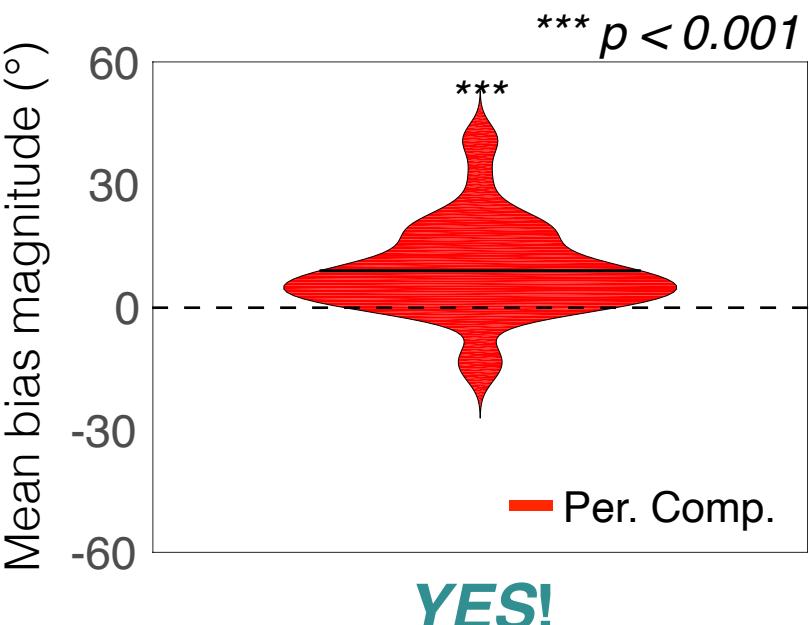
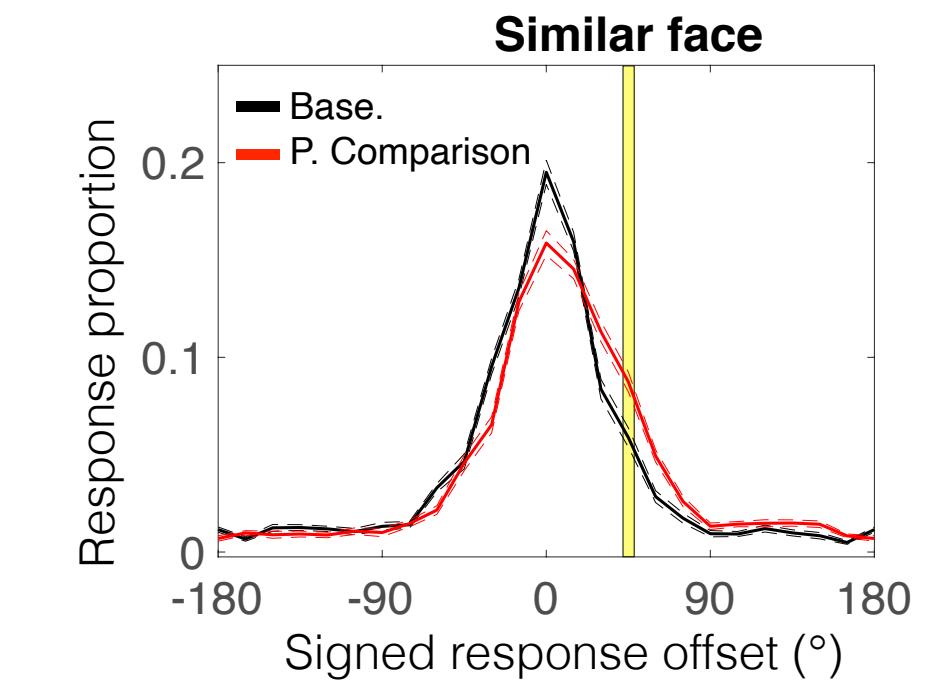
8 separate face wheels were created for 4 races (African, East Asian, European, and South Asian) and 2 genders (male and female) using FaceGen modeller (Singular Inversions, 2021)

## C. Experiment 1: Encoded through Perception

Face Recall task: *“Remember and recall a face!”*



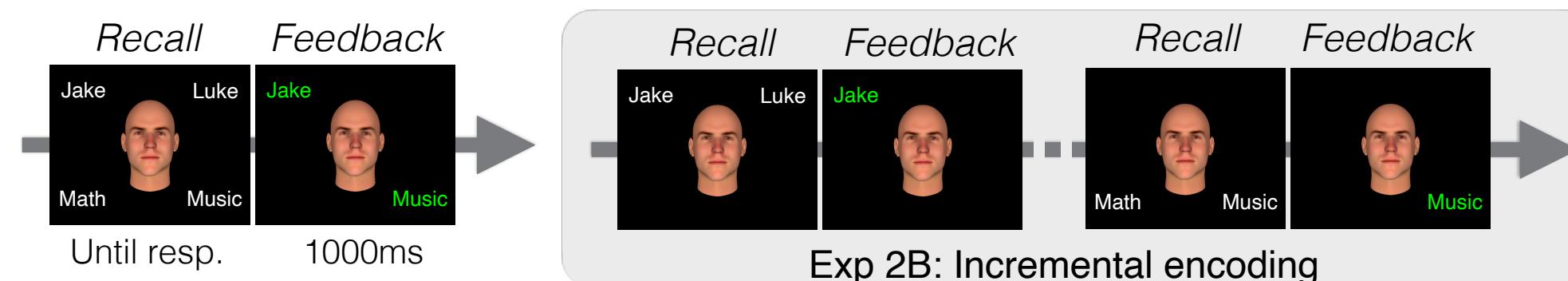
## D. SIMB for perceptually-encoded face memories?



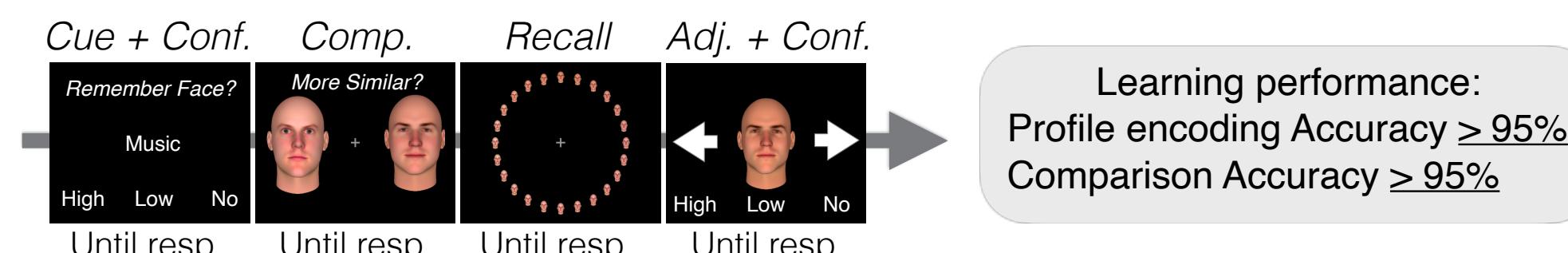
\*\*\*  $p < 0.001$   
**YES!**

## E. Experiments 2A & 2B: Retrieved from VLTM

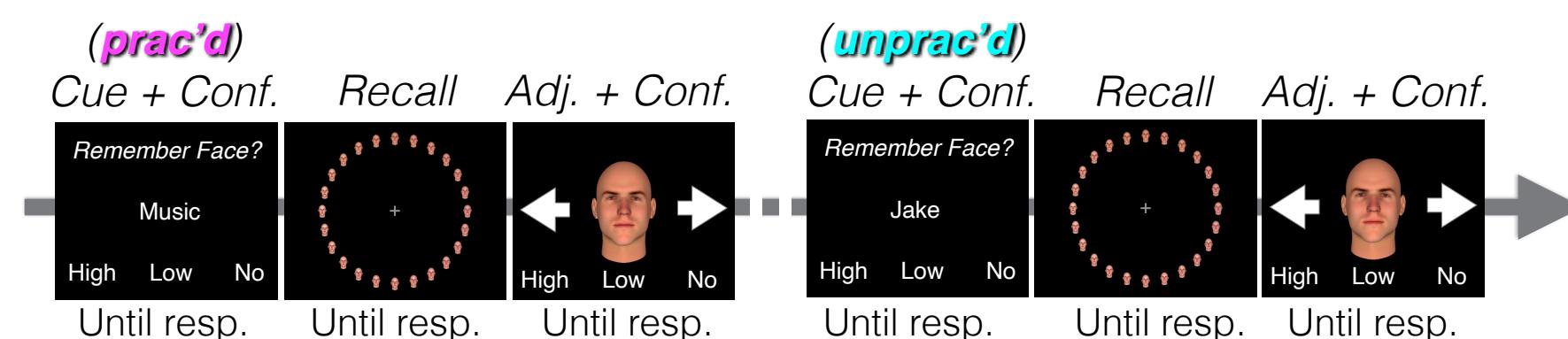
Profile Encoding Task: *“Remember the name and major of a face!”*



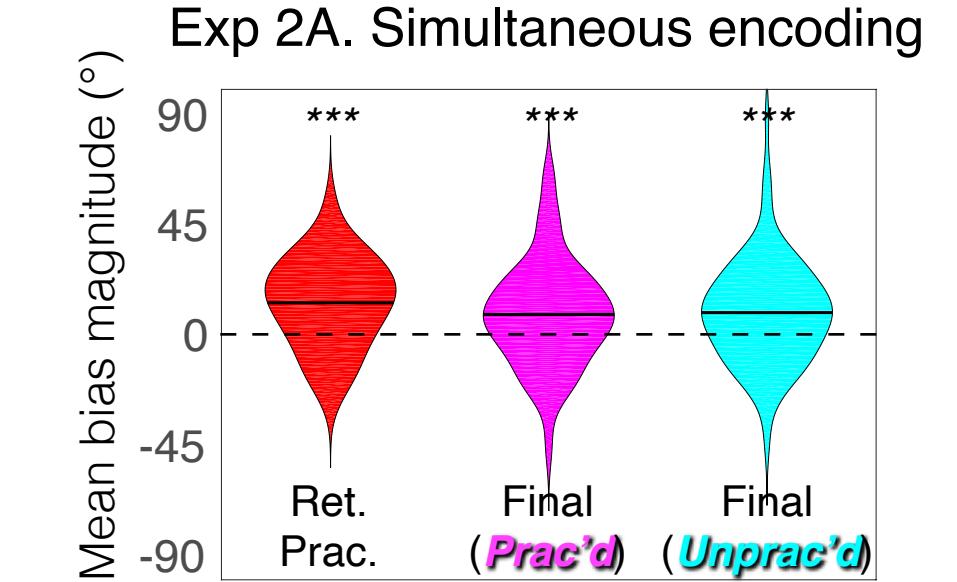
Retrieval Practice Task: *“Retrieve the cued face and recall it!”*



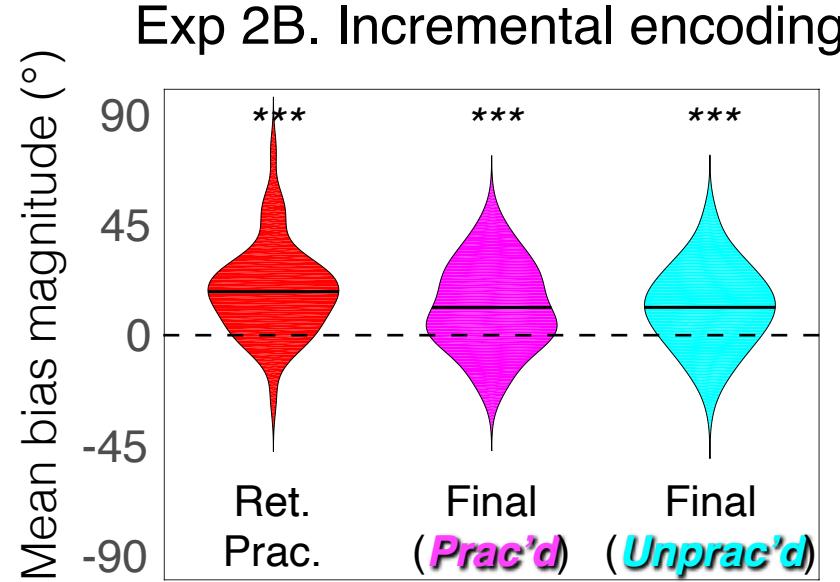
Final Recall Task: *“Retrieve the cued face and recall it!”*



## F. SIMB for retrieved face memories?



**YES!**



**YES!**

## G. Discussion & Future directions

- Face VWMs were distorted towards a similar looking face when they were encoded perceptually and retrieved from VLTM.
- Once distorted, face VLTMs remained distorted across **time** and **retrieval contexts**.
- Do perceptual comparisons have to be **explicit** to induce SIMB?

## H. References

Fukuda, K., Pereira, A. E., Saito, J. M., Tang, T., Tsubomi, H., & Bae, G.-Y. (2020). Working memory content is distorted by its use in perceptual comparisons. *PsyArXiv*. <https://doi.org/10.31234/osf.io/96axn>

Saito, J. M., Kolisnyk, M., & Fukuda, K. (2020). Perceptual comparisons modulate memory biases induced by overlapping visual input. *PsyArXiv*. <https://doi.org/10.31234/osf.io/dqng3>