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Clinical Psychologist &
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Mindful Peak Performance

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A Wandering Mind Is an Unhappy Mind

Matthew A. Killingsworth* and Daniel T. Gilbert

Unlike other animals, human beings spend a lot of time thinking about what is not going on around them, contemplating events that happened in the past, might happen in the future, or will never happen at all. Indeed, “stimulus-independent thought” or “mind wandering” appears to be the brain’s default mode of operation (1–3). Although this ability is a remarkable evolutionary achievement that allows people to learn, reason, and plan, it may have an emotional cost. Many philosophical and religious traditions teach that happiness is to be found by living in the moment, and practitioners are trained to resist mind wandering and “to be here now.” These traditions suggest that a wandering mind is an unhappy mind. Are they right?

Laboratory experiments have revealed a great deal about the cognitive and neural bases of mind wandering (3–7), but little about its emotional consequences in everyday life. The most reliable method for investigating real-world emotion is experience sampling, which involves contacting people as they engage in their everyday activities and asking them to report their thoughts, feelings, and actions at that moment. Unfortunately, collecting real-time reports from large numbers of people as they go about their daily lives is so cumbersome and expensive that experience sampling has rarely been used to investigate the relationship between mind wandering and happiness and has always been limited to very small samples (8, 9).

We solved this problem by developing a Web application for the iPhone (Apple Incorporated, Cupertino, California), which we used to create an unusually large database of real-time reports of thoughts, feelings, and actions of a broad range of people as they went about their daily activities. The application contacts participants through their iPhones at random moments during their waking hours, presents them with questions, and records their answers to a database at www.trackyourhappiness.org. The database currently contains nearly a quarter of a million samples from about 5000 people from 83 different countries who range in age from 18 to 88 and who collectively represent every one of 86 major occupational categories.

To find out how often people’s minds wander, what topics they wander to, and how those wanderings affect their happiness, we analyzed samples from 2250 adults (58.8% male, 73.9% residing in the United States, mean age of 34 years) who were randomly assigned to answer a happiness question (“How are you feeling right now?”) answered on a continuous sliding scale from very bad (0) to very good (100), an activity question (“What are you doing right now?”) answered by endorsing one or

more of 22 activities adapted from the day reconstruction method (10, 11), and a mind-wandering question (“Are you thinking about something other than what you’re currently doing?”) answered with one of four options: no; yes, something pleasant; yes, something neutral; or yes, something unpleasant. Our analyses revealed three facts.

First, people’s minds wandered frequently, regardless of what they were doing. Mind wandering occurred in 46.9% of the samples and in at least 30% of the samples taken during every activity except making love. The frequency of mind wandering in our real-world sample was considerably higher than is typically seen in laboratory experiments. Surprisingly, the nature of people’s activities had only a modest impact on whether their minds wandered and had almost no impact on the pleasantness of the topics to which their minds wandered (12).

Second, multilevel regression revealed that people were less happy when their minds were wandering than when they were not [slope (b) = -8.79, $P < 0.001$], and this was true during all activities,

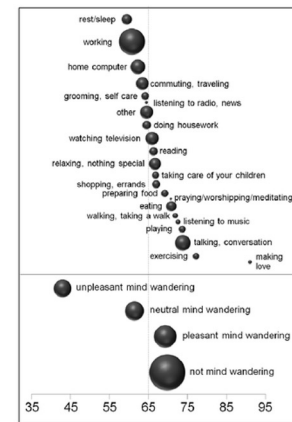


Fig. 1. Mean happiness reported during each activity (top) and while mind wandering to unpleasant topics, neutral topics, pleasant topics or not mind wandering (bottom). Dashed line indicates mean of happiness across all samples. Bubble area indicates the frequency of occurrence. The largest bubble (“not mind wandering”) corresponds to 53.1% of the samples, and the smallest bubble (“praying/worshipping/meditating”) corresponds to 0.1% of the samples.

including the least enjoyable. Although people’s minds were more likely to wander to pleasant topics (42.5% of samples) than to unpleasant topics (26.5% of samples) or neutral topics (31% of samples), people were no happier when thinking about pleasant topics than about their current activity (b = -0.52, not significant) and were considerably unhappier when thinking about neutral topics (b = -7.2, $P < 0.001$) or unpleasant topics (b = -23.9, $P < 0.001$) than about their current activity (Fig. 1, bottom). Although negative moods are known to cause mind wandering (13), time-lag analyses strongly suggested that mind wandering in our sample was generally the cause, and not merely the consequence, of unhappiness (12).

Third, what people were thinking was a better predictor of their happiness than was what they were doing. The nature of people’s activities explained 4.6% of the within-person variance in happiness and 3.2% of the between-person variance in happiness, but mind wandering explained 10.8% of within-person variance in happiness and 17.7% of between-person variance in happiness. The variance explained by mind wandering was largely independent of the variance explained by the nature of activities, suggesting that the two were independent influences on happiness.

In conclusion, a human mind is a wandering mind, and a wandering mind is an unhappy mind. The ability to think about what is not happening is a cognitive achievement that comes at an emotional cost.

References and Notes

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- We thank V. Pitiyanath for engineering www.trackyourhappiness.org and R. Hackman, A. Jenkins, W. Mendes, A. Oswald, and T. Wilson for helpful comments.

Supporting Online Material

www.sciencemag.org/cgi/content/full/330/6006/932/DC1
Materials and Methods
Table S1
References

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Downloaded from www.sciencemag.org on November 11, 2010

46.9%

An illustration of two hands holding a smartphone. The phone's screen displays a checklist with three items. The first two items have green checkmarks, and the third has an empty checkbox. The background is a solid teal color.

Where was your attention?

What are you doing?

How happy are you (1 to 100)?



“In conclusion, a human mind is a wandering mind, and a wandering mind is an unhappy mind.

The ability to think about what is not happening is a cognitive achievement that comes at an emotional cost.”

46.9%



The Myth Of Multitasking



Elon Musk ✓

@elonmusk

Following




Am considering taking Tesla private at \$420. Funding secured.

9:48 AM - 7 Aug 2018

6,749 Retweets 31,392 Likes



3.4K 6.7K 31K

 Tweet your reply



Elon Musk ✓ @elonmusk · 10m

Shareholders could either to sell at 420 or hold shares & go private

355 445 2.2K





A, B, C...Z

1, 2, 3...26

A1, B2, C3...Z26

can't brain today



i has a tired

17.95

Minutes Left in the Sudoku Task

Sudoku

Words

Visual1

Number Series1

Visual2

Number Series2

	1	9
8	2	

	6	
9	7	4

5	4	
	3	6

		1
		2

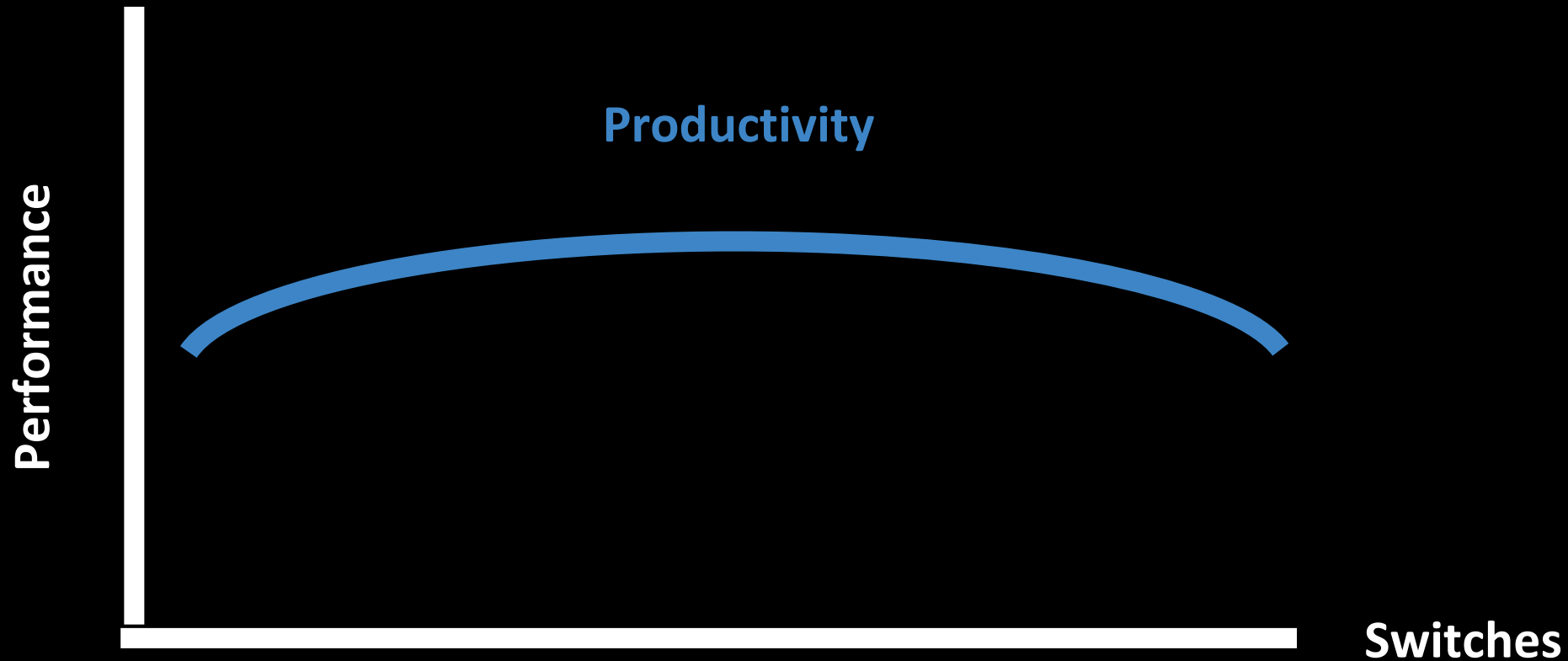
5		3
7		1

8		
6		

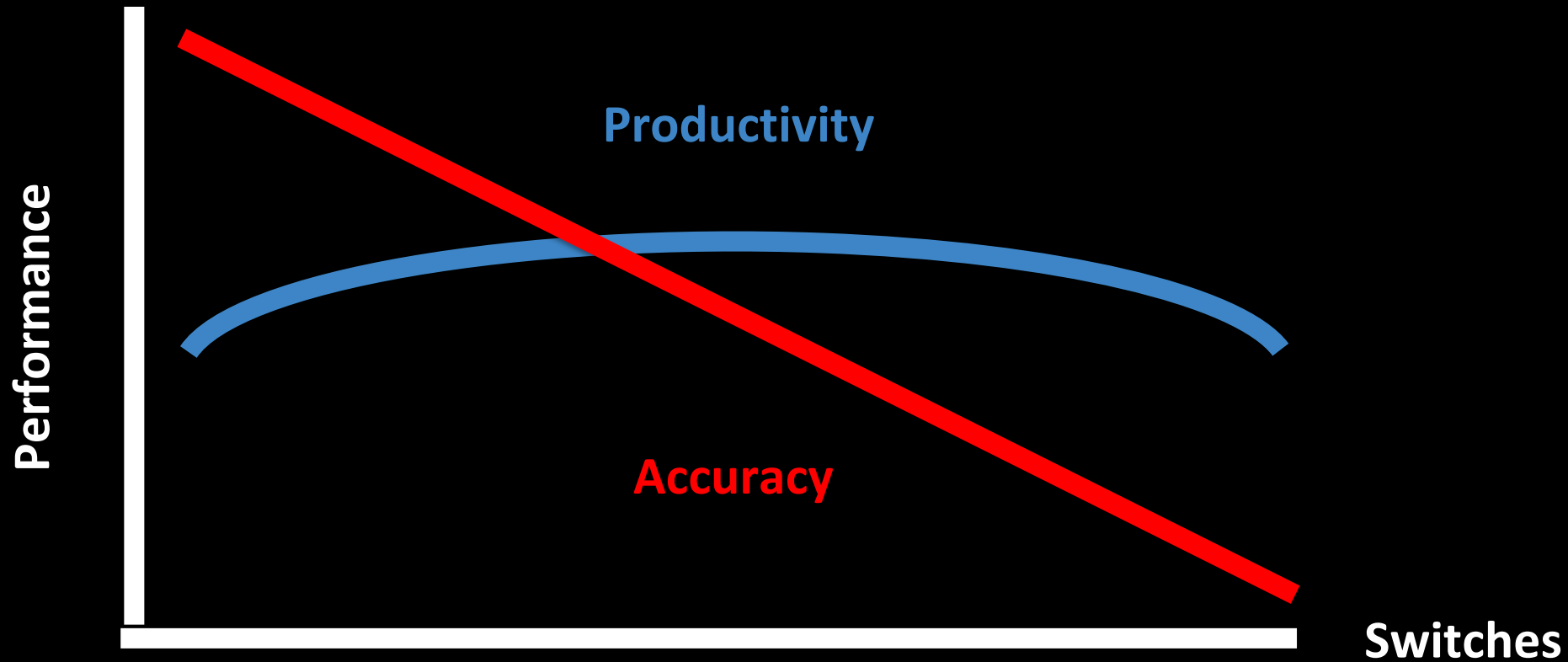
7	5	
	8	3

1	3	8
	4	

	9	2
7	1	



Adler & Benbunan-Fich (2012)



Adler & Benbunan-Fich (2012)



A blurred office scene with people working at desks. In the foreground, a man in a light blue shirt is looking down at a device. In the background, a woman in a yellow jacket is working at a desk with a laptop. There are coffee cups and papers on the desks. A wall with colorful sticky notes is visible in the background.

Manage Digital Technology

/the social dilemma

OFFICIAL SELECTION 2020
sundance
film festival

Climate Change Is Eating Shoreline
The ocean is slowly consuming them, and
the people with it.



96 times/day

Asurion (2019)

Today

Notifications



Mail



Chris 12m ago

Important Message

This email is important, so you're receiving this notification!

64 seconds

Jackson, Dawson & Wilson (2002)

8.5 hours

Jackson, Dawson & Wilson (2002)

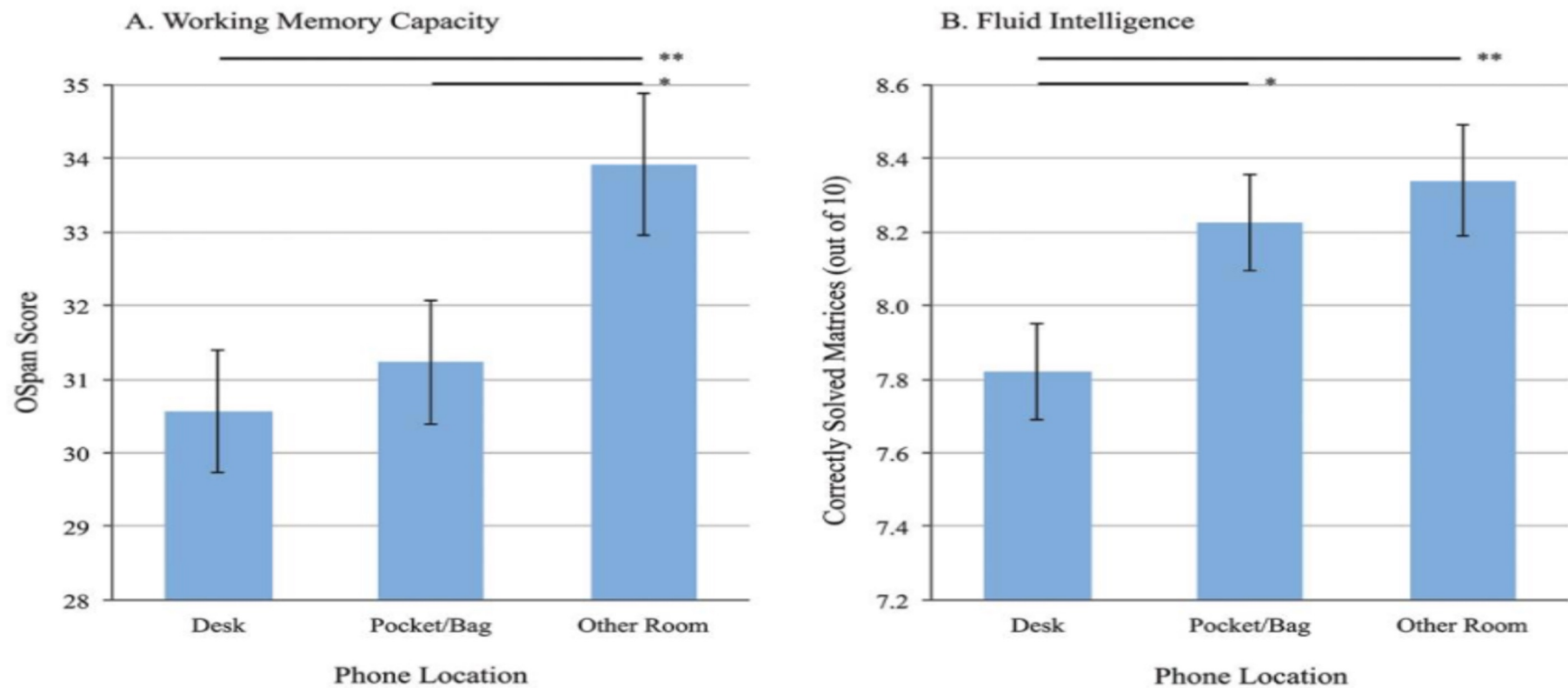


Figure 1. Experiment 1: effect of randomly assigned phone location condition on available WMC (OSpan Score, panel A) and functional Gf (Correctly Solved Raven’s Matrices, panel B). Participants in the “desk” condition (high salience) displayed the lowest available cognitive capacity; those in the “other room” condition (low salience) displayed the highest available cognitive capacity. Error bars represent standard errors of the means. Asterisks indicate significant differences between conditions, with $*p < .05$ and $**p < .01$.

A woman with long brown hair in a ponytail, wearing a white long-sleeved shirt, is sitting at a wooden desk in profile, eyes closed, in a meditative state. A laptop is open on the desk to her left. In the background, there is a white shelving unit with a vase of green plants and a small red object on top. The scene is softly lit, suggesting a calm indoor environment.

Meditation



“Attention Training”



Attention

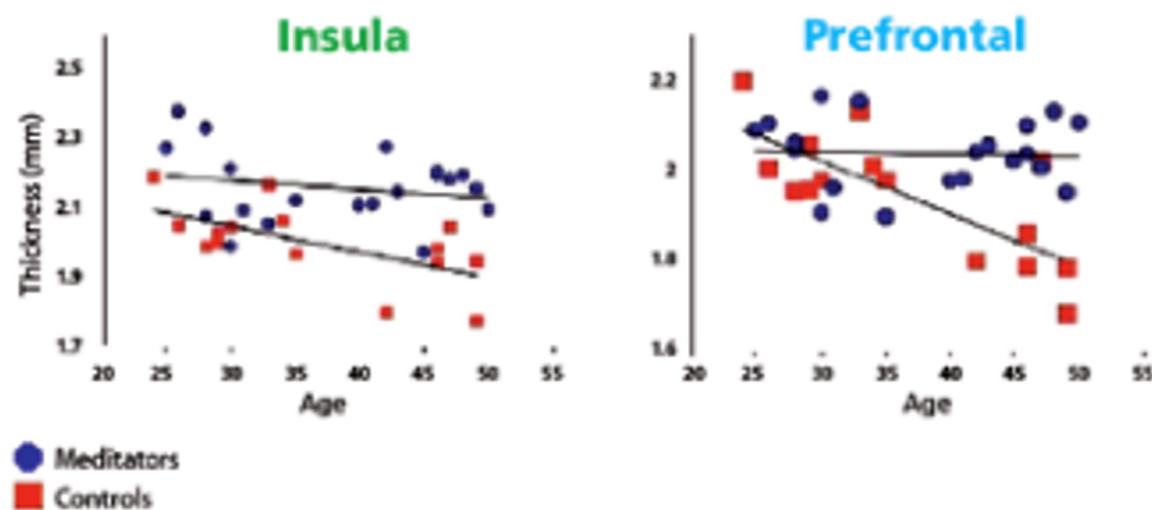
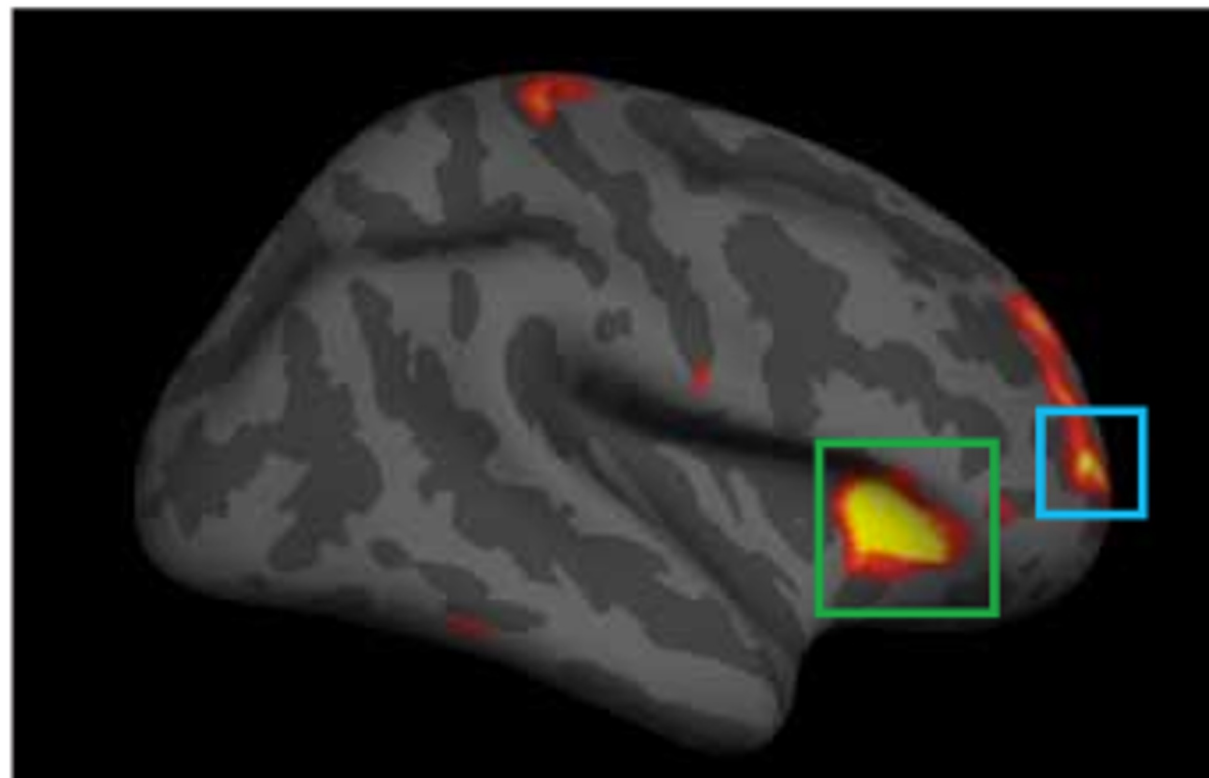
Planning & reasoning

Short-term memory

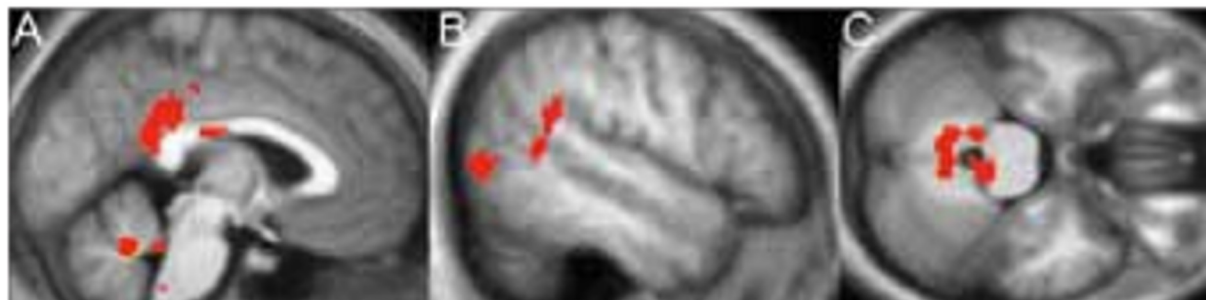
Emotion regulation

Impulse control

Self-awareness

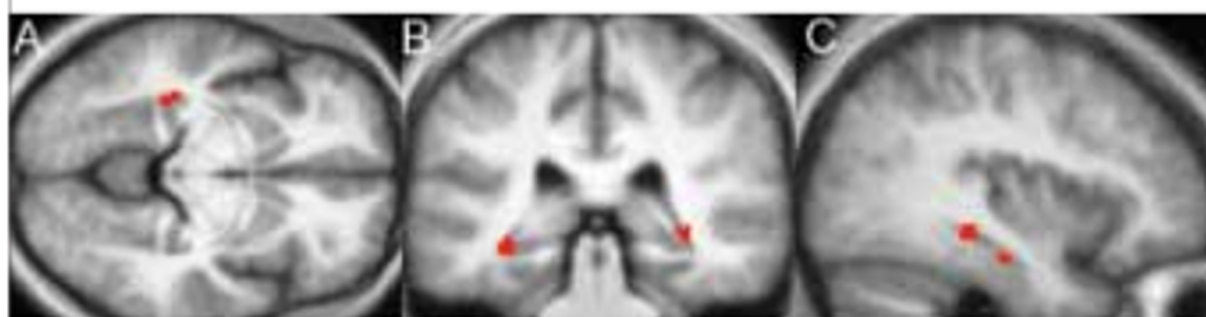


Cortical areas are thicker in meditators. Image © Sara Lazar.



Areas that showed increase in gray matter concentration following eight weeks of mindfulness-based stress reduction.

A: posterior cingulate cortex and cerebellum,
B: temporo-parietal junction,
C: cerebellum and brain stem.



Brain scans of the hippocampus, showing the regions that were affected by meditation.

Images adapted from Britta Hölzel, et al., *Psychiatry Research: Neuroimaging*
Vol. 191 (1), January 30, 2011, pp. 36-43.

Images © Britta Hölzel.



TOOLS OF TITANS

THE TACTICS, ROUTINES AND HABITS
OF BILLIONAIRES, ICONS
AND WORLD-CLASS PERFORMERS

FROM #1 *NEW YORK TIMES* BEST-SELLING AUTHOR

TIM FERRISS



Pro Tips

Tie in with existing routine



Start small and build up



Use an app (or MP3)



A group of business professionals in an office setting. A man in a dark suit is clapping his hands, smiling broadly. A woman in a light pink shirt is also clapping and smiling. Another man in a grey suit is looking at a laptop screen and smiling. The scene is brightly lit, suggesting a positive and collaborative work environment.

Unitasking

Mindful use of technology

Daily meditation



DEEP WORK

'Cal Newport is a clear voice in a sea of noise,
bringing science and passion in equal measure'

Seth Godin, author of *Linchpin*



'Engaging and
substantive'
*Wall Street
Journal*

RULES FOR
FOCUSED
SUCCESS
IN A
DISTRACTED
WORLD

Cal Newport

Author of *So Good They Can't Ignore You*

- Mindful Peak Performance™
- Welcome To The Challenge (2:59) ✓
- Day 1 - Laser Focus (6:15) ✓
- Day 2 - Hijack Proofing™ (6:50) ✓
- Day 3 - Attentional Muscle Training™ (5:07) ✓
- Maintaining A Daily Meditation Routine (5:49) ✓
- Day 4 - Distraction Proofing™ (4:33) ✓
- Day 5 - Stay On Your Mat™ (4:37)
- Day 6 - Take The Stairs (5:46)
- Day 7 - Own The Morning™ (2:29)
- Mid-Challenge Check-In (1:58)
- Day 8 - First Thing's First (3:07)
- Day 9 - The 80/20 Rule (3:55)
- Day 10 - The Deep Flow Formula™ (5:47)
- Day 11 - Pace Yourself (5:18)
- Day 12 - Procrastination Busting™ (5:36)
- Day 13 - Focus On What Matters™ (7:29)
- Day 14 - The Aristotle Effect™ (8:08)
- Integration & Next Steps (4:32) ✓

Search through course...

Welcome To The Challenge



Video 1 Welcome To The Challenge

Watch later Share

Watch on YouTube

The video player shows a man with grey hair and a white shirt sitting on a brown leather sofa. He is smiling and gesturing with his right hand. A large red play button is centered over the video. The background is a light blue wall with a green plant on the left. The video player interface includes a title bar with the course logo and name, and control buttons for 'Watch later' and 'Share' in the top right corner. At the bottom left, there is a 'Watch on YouTube' button.

Mindful Peak Performance™ 14 Day Challenge - Day 1



External  Inbox x



hello@mindfulpeakperformance.co via s15.avl3.acemsrc.com
to me ▾

Thu, 25 Aug, 12:35



Hi ,

Welcome to Day 1 of the Mindful Peak Performance™ 14 Day Challenge.

I'm looking forward to supporting you over the next 14 days to double your productivity and learn to focus on what really matters.

In an increasingly distracted world, being able to focus is a superpower. And knowing what is worth focusing *on* is simply life-changing!

FIRST THINGS FIRST

Set your day up for success in just 3 easy steps, without getting overwhelmed, by focusing on the most important and urgent tasks first.

Step 1: Use the Eisenhower Matrix below to prioritise your tasks for today.

Step 2: Write down your Top 5 Action Tasks for the day

Step 3: Stay focused on just these tasks and tick them off one by one

	URGENT	NOT URGENT
IMPORTANT	DO Do it now.	DEFER Schedule a time to do it.
NOT IMPORTANT	DELEGATE Who can do it for you?	DELETE Eliminate it.

TODAY'S TOP 5 ACTION TASKS

<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	



DR RICHARD CHAMBERS

Mindful Peak Performance™

14 Day Challenge



The Deep Flow Formula™



Own The Morning™



Mastering a Daily Meditation Routine

Procrastination Busting



Laser Focus™ Hijack Proofing™ & Distraction Proofing™

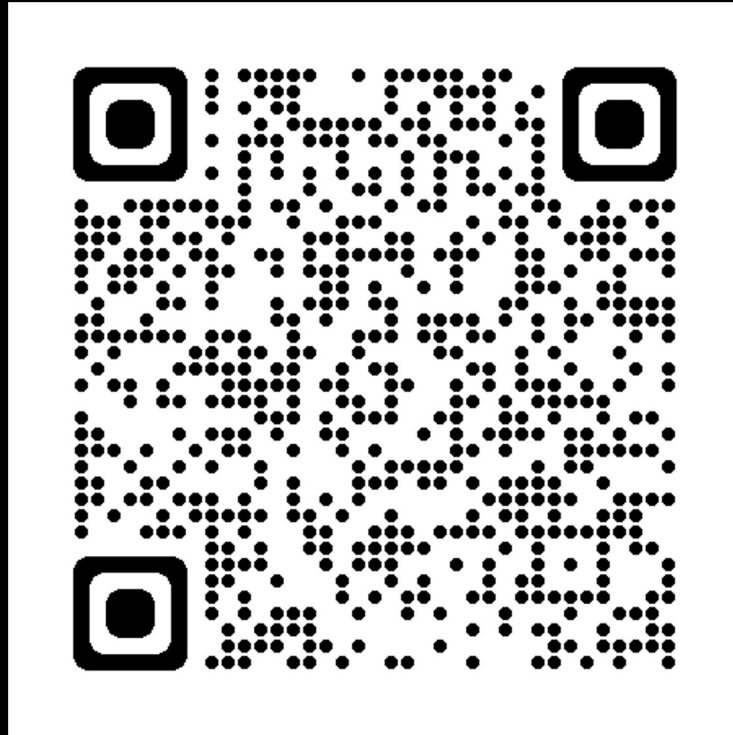


Mindful Peak Performance™ 14 Day Challenge Facebook Group

Mindful Productivity Habits™ Meditation Bundle



FAAA50



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