

ManyOtters1 – A Pilot Study on Long-Term Memory in Otters Using Puzzle Feeders

ManyOtters, Caroline M. DeLong¹, Dierdre B. Yeater², Heather M. Manitzas Hill³, & David B. Hamilton⁴

¹ Department of Psychology, Rochester Institute of Technology, NY ² Department of Psychology, Sacred Heart University, CT ³ Psychology Department, St. Mary's University, TX ⁴ Seneca Park Zoo, Rochester, NY

Introduction

- · ManyX groups take the big team science approach to investigating animal cognition, for example ManyPrimates, ManyDogs, ManyFishes, and ManyBirds (e.g., Lambert et al., 2022; ManyDogs et al., 2022; ManyPrimates et al., 2019).
- The ManyOtters group seeks to promote studies with larger sample sizes and a variety of species of otters, while developing a collaborative network of scientists. We are seeking new members!
- Our pilot study focused on long-term memory in otters.
- The novel object recognition task, used to test memory in many species, was not an effective or engaging memory test for a river otter (Wegman & DeLong, 2023).
- Novel extractive foraging tasks (puzzle feeders) are engaging for a variety of otter species (e.g., Ladds et al., 2017; Saliveros et al., 2020) and can be used to test long-term memory.

Research Goal

Our goal was to pilot foraging puzzles modeled after Ladds et al. (2017), Saliveros et al. (2020), and foraging puzzles used in a canine cognition study (Yeater et al., 2024) to establish the protocol for the first ManyOtters project.

Subjects

- · Housed at SeaWorld Texas (SWT, San Antonio, TX)
- Asian small-clawed otters (Aonyx cinereus), N = 7, socially housed •Wonton (male, 15), Saki (female, 15) •Lucas (male, adult), Dustin (male, adult), Eleanor (female, adult) •James (male, 6), Juliet (female, 13)
- African spotted-necked otters (Hydrictis maculicollis), N = 2 •Jojo (male, 18) and Kapuki (female, 11)
- · Housed at Seneca Park Zoo (SPZ, Rochester, NY)
- North American River Otter (Lontra canadensis), N = 1, solo housed •Sailor (male 17)



Procedure

- · One puzzle per session, 10-20 min with puzzle
- Two presentations per puzzle, 2 months apart (First exposure, Re-exposure)
- · Puzzles varied in "difficulty" (number of steps needed to extract food)
- Number of available puzzles = Number of otters in social grouping



Figure 3. The foraging puzzles used for all the otters. Puzzles outlined in blue were used at the SPZ and the other puzzles were used at SWT. The puzzles in the top row were modeled after Saliveros et al. (2020), the puzzles in the middle row were modeled after Ladds et al. (2017), and the puzzles on the bottom are commercially available dog feeding enrichment devices used in a canine cognition study (Yeater et al., in progress). Puzzles were baited with fish, squid, oysters, ground beef, or lobster. Puzzles to be used in the larger study include all puzzles, except Saliveros 4, Ladds 1, & Dog casino.

Results

Table 1

Number of Otters That Solved Each Foraging Puzzle

								Foragin	g Puzzla	;				
Subject	Species	Sex	Ladds1	Ladds2	Ladds3	Ladds4	Sal1	Sal2	Sal3	Sal4	Dog1	Dog2	Dog3	Dog4
James	Asian	М	0,0	1,1	1,1	1,1	1,1	1,1	1,1	1,1	NP	NP	NP	NP
Juliet	Asian	F	0,0	0,0	0,0	0,0	1,1	1,1	0,0	0,0	NP	NP	NP	NP
Saki	Asian	F	0,0	0,0	0,0	1,0	1,1	1,1	1,0	1,1	NP	NP	NP	NP
Wonton	Asian	М	0,0	0,0	0,0	0,0	1,1	1,1	1,1	1,0	NP	NP	NP	NP
Eleanor	Asian	F	0,1	1,0	0,0	0,1	1,1	1,0	1,0	1,0	NP	NP	NP	NP
Dustin	Asian	М	0,0	0,0	0,1	1,1	1,1	1,1	1,1	0,1	NP	NP	NP	NP
Lucas	Asian	М	0,0	1,1	1,1	1,0	1,0	1,1	1,1	1,1	NP	NP	NP	NP
JoJo	AfSpotted	Μ	0,0	1,1	0,1	1,1	1,1	0,1	1,1	1,1	NP	NP	NP	NP
Kapuki	AfSpotted	F	0,0	0,0	0,0	0,0	1,1	1,1	0,1	1,1	NP	NP	NP	NP
Sailor	NARO*	М	0,0	0,1	NP,0	0,0	1,1	1,0	NP,1	NP,NP	1,NP	1,1	1,1	1,1
# of otters successful - 1st			0	4	2	5	10	9	7	7	1	1	1	1
# of otters successful - 2nd			1	4	4	4	9	8	7	6	NP	1	1	1

Note. First exposure, Re-exposure after 2 months, 1 = Solved, 0 = Not solved, NP indicates foraging puzzle was not presented to otter. Asian = Asian small-clawed otter. AfSpotted = African spotted necked otter. NARO = North American river otter. *NARO 1st & 2nd presentation used two different platform attachment methods (not used for memory interval dataset). See Figure 3 to view each foraging puzzle.



Figure 4. James solving the Saliveros 4 puzzle by reaching his paw into the opening.



Figure 5. James and Juliet both Figure 6. James attempting solved the Saliveros 2 puzzle. to solve the Ladds 1 puzzle One otter by reaching in with a by pushing the puzzle paw and another by flipping the against the wall. puzzle over ("other" strategy).

Results

Average Solution Time and Solution Strategies Utilized Avg. Solution Avg. Solution Md Solution Foraging Puzzle Otters Time P1 Time P2 Strategies

Table 2

	Solved P1&P 2	(\$)	(s)	Utilized P1	Utilized P2
Ladds1	0	NS	NS	NS	NS
Ladds2	3	245.7	137	6	4
Ladds3	2	76	60.5	5	3
Ladds4*	2	51	358	3.5	6.5
Saliveros1	8	2.1	2.4	2	2
Saliveros2	8	8.8	6	2.5	2
Saliveros3	5	18.8	9.8	2	2
Saliveros4*	7	45.9	56.6	3	4



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and fewer or similar strategies at re-exposure. *Orientation of puzzle changed for Ladds4 and placement of food for Saliveros4 changed

Figure 7 (A) Lucas, Dustin, and Eleanor with the Saliveros 3 nuzzle. They are using the nose and naw strategies. (B) James solved the Saliveros 4 puzzle by bringing it into the water (an example of the "other" strategy). He solved the same puzzle using the paw strategy (he stole Juliet's puzzle). (C) Eleanor and Dustin showing two paw strategies to open Ladds 4.

Md Solution

Strategies

Conclusions and Future Plans

- Puzzle success and solution time depended on puzzle complexity. A variety of strategies were deployed by the otters and individual differences were observed
- · Evidence for long-term memory: Decreased/similar solution times occurred for 5 of 5 puzzles (presented consistently) solved for both presentations by individual otters.
- We are seeking new members who wish to join ManyOtters to be a part of the larger study! Please contact us at manyottersproject@gmail.com. Find us on Instagram: manyottersproject or the web: https://manyotters.github.io/

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