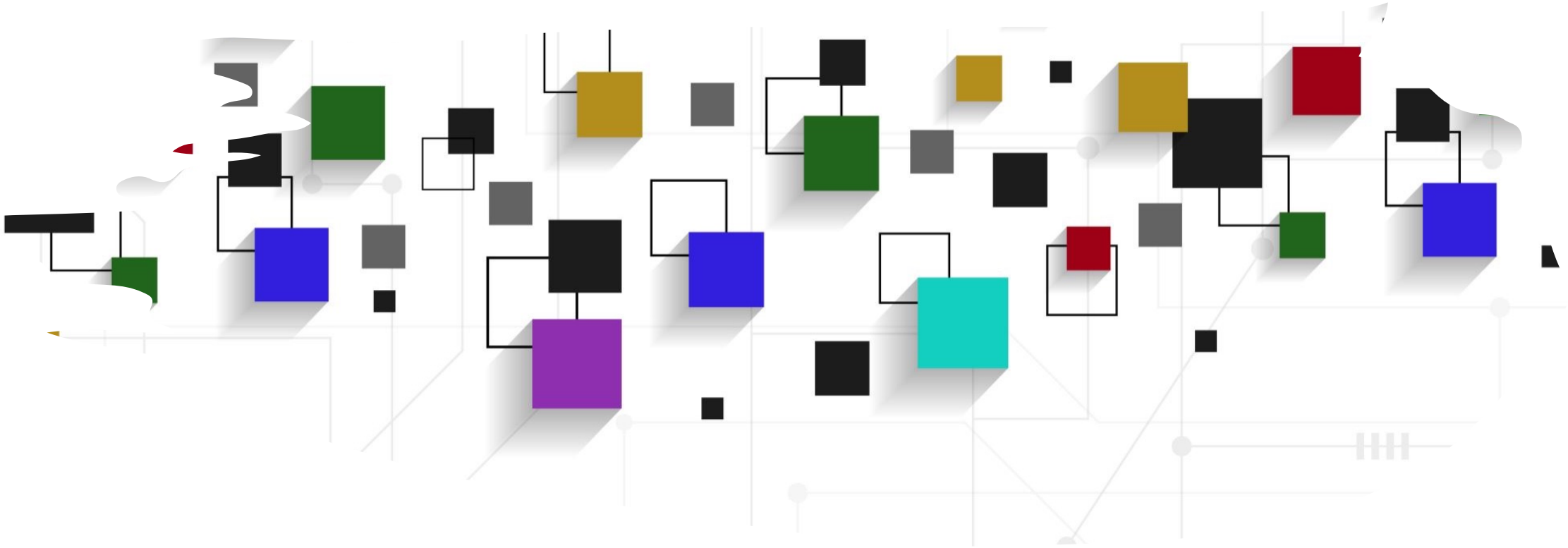


CogLab: jsPsych conditionals

WEEK 5

logistics: group project

- milestone #3 feedback returned
  - notes sent to some students to stop by office hours
- milestone #4
  - link to ONE github repository with preliminary code
  - review project document for details
  - make a list of stimuli files, plugins, etc. your experiment will need
  - the more you do now, the more we can help!

recap: Sep 21, 2023

- what we covered:
  - importing stimuli into jsPsych
  - repeating sequence of events for different items
- your to-dos were:
  - *prep:* conditional timelines and providing feedback
  - *prep:* design draft (project milestone #4)

going back to our experiment

- open Visual Studio Xcode and open the jsPsych experiment you created last week
- also open the index.html file in your browser to remind yourself of what we did!

experiment recap

training

association

x 3

sentence

space

novel word?

<response>

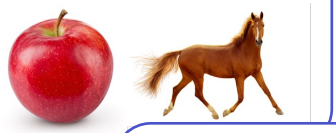
word

<response>

x 3

priming

+



prime

target

A / L

where we left off…

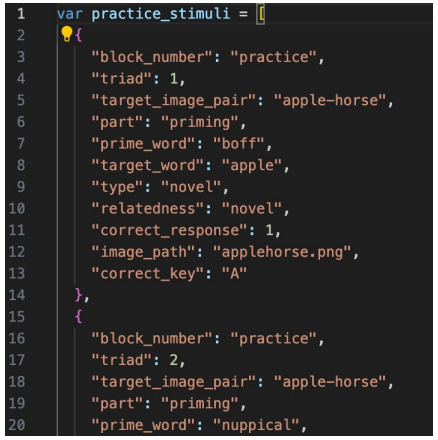
- use the <script> tags as before
- change the stimulus parameters for the image plugin trial to the column that stores the names of the images that need to be displayed

```
<!DOCTYPE html>
<html>
  <head>
    <title>My experiment</title>
    <script src="https://unpkg.com/jspsych@7.3.3"
    <script src="https://unpkg.com/@jspsych/plugi
    <link href="https://unpkg.com/jspsych@7.3.3/c
    <script src="https://unpkg.com/@jspsych/plugi
    <script src="jspsych/modified-image-plugin.js
    <script src ="sentences.js"></script>
    <script src ="association.js"></script>
    <script src ="priming.js"></script>
  </head>
```

```
var practice_stimuli = [
{
  "block_number": "practice",
  "triad": 1,
  "target_image_pair": "apple-horse",
  "part": "priming",
  "prime_word": "boff",
  "target_word": "apple",
  "type": "novel",
  "relatedness": "novel",
  "correct_response": 1,
  "image_path": "applehorse.png",
  "correct_key": "A"
},
{
  "block_number": "practice",
  "triad": 2,
  "target_image_pair": "apple-horse",
  "part": "priming",
  "prime_word": "nuppical",
```

```
var image = {
    type: jsPsychImageKeyboardResponse,
    stimulus: jsPsych.timelineVariable('image_path'),
    choices: "NO_KEYS",
    trial_duration: 500,
    stimulus_width: 500,
    maintain_aspect_ratio: true,
    prompt: "<span style = 'font-size:200%'><br><br></span>"
};
```

modifying prime and target trials: 1

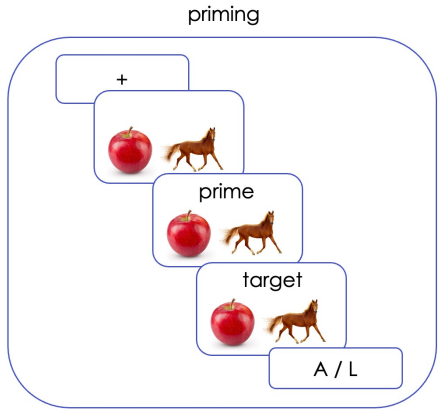


```
var practice_stimuli = [
  {
    "block_number": "practice",
    "triad": 1,
    "target_image_pair": "apple-horse",
    "part": "priming",
    "prime_word": "boff",
    "target_word": "apple",
    "type": "novel",
    "relatedness": "novel",
    "correct_response": 1,
    "image_path": "applehorse.png",
    "correct_key": "A"
  },
  {
    "block_number": "practice",
    "triad": 2,
    "target_image_pair": "apple-horse",
    "part": "priming",
    "prime_word": "nuppical",
```

- inside priming.js, what column names contain the words to be displayed on prime and target trials?
  - prime_word
  - target_word
- modify the prompt parameter accordingly

```
var prime = {
  type: jsPsychImageKeyboardResponse,
  stimulus: jsPsych.timelineVariable('image_path'),
  trial_duration: 300,
  choices:"NO_KEYS",
  stimulus_width: 500,
  maintain_aspect_ratio: true,
  prompt: jsPsych.timelineVariable('prime_word')
}

var target = {
  type: jsPsychImageKeyboardResponse,
  stimulus: jsPsych.timelineVariable('image_path'),
  choices:['A', 'L'],
  stimulus_width: 500,
  maintain_aspect_ratio: true,
  prompt: jsPsych.timelineVariable('target_word')
}
```

creating a priming procedure



- create a timeline variable priming_proc that has a sequence of events that all use the priming.js file
- testing hack: reduce trial_duration for fixation, image, prime & target trials
- run this priming procedure
- save and reload index.html in your browser

```
var priming_proc = {
  timeline: [fixation, image, prime, target],
  timeline_variables: practice_stimuli,
  randomize_order: true
};
```

```
jsPsych.run([priming_proc]);
```

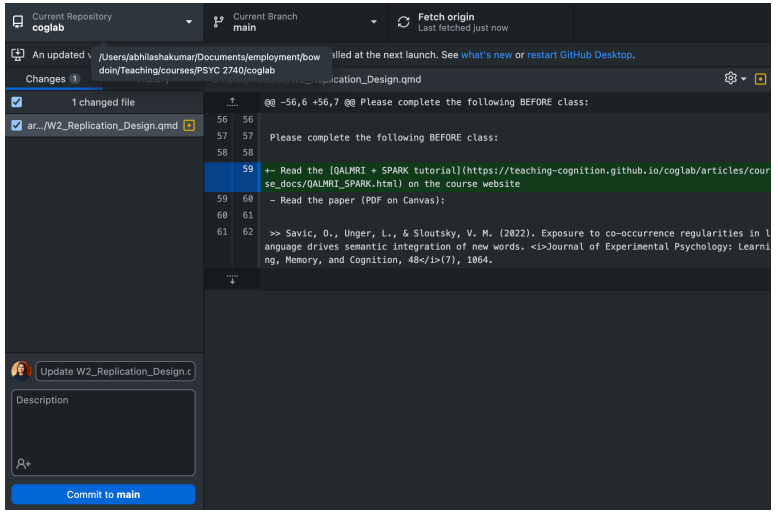
sum of the parts!

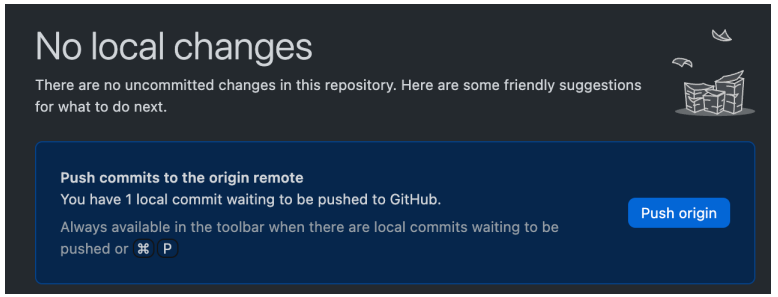
- now, we have a version of the experiment where training sentences are presented, free association happens, and the priming task is conducted
- modify the run statement to see the current experiment workflow

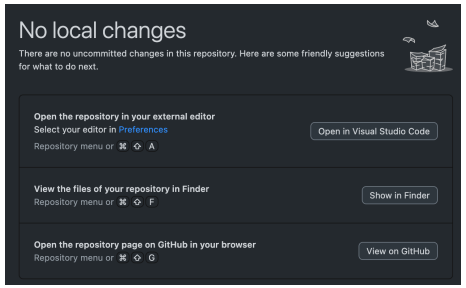
```
jsPsych.run([training_plus_association, priming_proc]);
```

saving your progress so far...

- save your index.html file
- open GitHub Desktop
- review changes, commit, and push
- check if changes have reflected online!

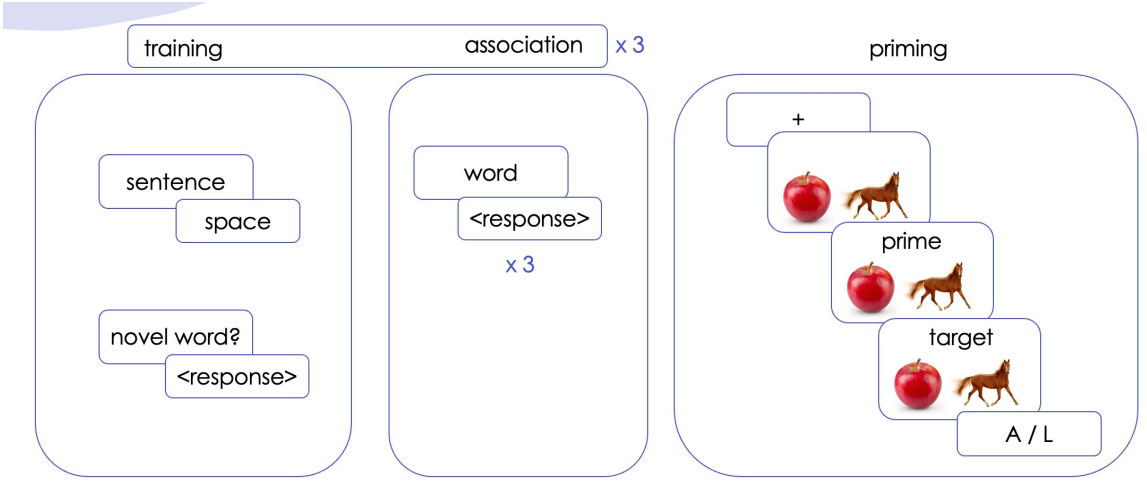






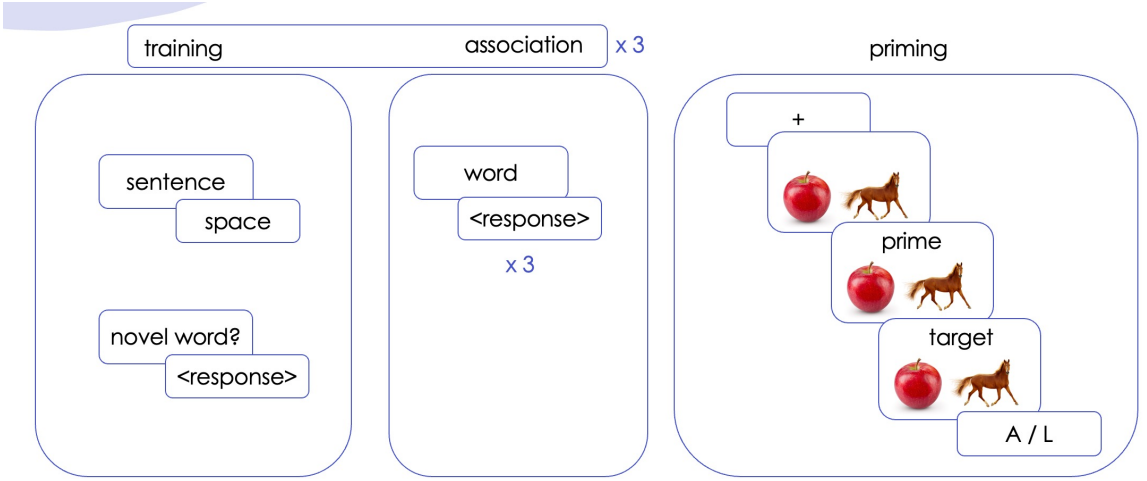
outstanding issues

- fixing position & style of prime/target words
- adding instruction screens
- attention checks
- feedback
- recording data



today's agenda: outstanding issues

- fixing position & style of prime/target words
- adding instruction screens
- attention checks
- feedback
- recording data



prime/target presentation

- previously, we had added breaks (
) and styling () to the prompt
- we need to add this back in a way that is compatible with the value returned by the jsPsych.timelineVariable() function

before

```
var target = {
  type: jsPsychImageKeyboardResponse,
  stimulus: "applehorse.png",
  choices:['A', 'L'],
  stimulus_width: 500,
  maintain_aspect_ratio: true,
  prompt: "<span style= 'font-size:170%'>apple<br><br></span>"
}
```

after

```
var target = {
  type: jsPsychImageKeyboardResponse,
  stimulus: jsPsych.timelineVariable('image_path'),
  choices:['A', 'L'],
  stimulus_width: 500,
  maintain_aspect_ratio: true,
  prompt: jsPsych.timelineVariable('target_word')
}
```

modifying prime plugin

- instead of directly assigning prompt the value returned by the timelineVariable, we instead assign it the value from a function that returns a string of formatted primes

```
var prime = {
  type: jsPsychImageKeyboardResponse,
  stimulus: jsPsych.timelineVariable('image_path'),
  trial_duration: 300,
  choices:"NO_KEYS",
  stimulus_width: 500,
  maintain_aspect_ratio: true,
  prompt: function(){
      return "<span style= 'font-size:200%'><br>" + String(jsPsych.timelineVariable('prime_word')) + "<br></span>";
  },
}
```

modifying target plugin

- repeat for target plugin
- save and reload

```
var target = {
  type: jsPsychImageKeyboardResponse,
  stimulus: jsPsych.timelineVariable('image_path'),
  choices:['A', 'L'],
  stimulus_width: 500,
  maintain_aspect_ratio: true,
  prompt: function(){
      return "<span style= 'font-size:200%'><br>" + String(jsPsych.timelineVariable('target_word')) + "<br></span>";
  },
}
```

outstanding issues / today's agenda

- fixing position & style of prime/target words
- adding instruction screens
- attention checks
- feedback
- recording data

adding instruction screens

- adding instructions is a crucial part of guiding the participant through your experiment
- load the instructions plugin
- add three instruction trials
  - at the start of the experiment
  - before association
  - before priming

```
var initial_instructions = {
  type: jsPsychInstructions,
  pages: [
  'page 1 instructions',
  'page 2 instructions',
  'page 3 instructions.'
  ],
  show_clickable_nav: true
}

var association_instructions = {
    type: jsPsychInstructions,
    pages: [
    'Done with sentences. Association time.',
    ],
    show_clickable_nav: true
  }

var priming_instructions = {
    type: jsPsychInstructions,
    pages: [
        'Priming task about to begin.'
    ],
    show_clickable_nav: true
  }
```

incorporating instruction trials

- initial_instructions can directly be part of the jsPsych.run() call
- association_instructions need to be displayed at the end of each sentence block
- priming_instructions need to be displayed at the end of the training_plus_association sequence
- save and reload

```
jsPsych.run([initial_instructions, training_plus_association, priming_proc]);
```

```
var training_plus_association ={
  timeline: [training_procedure, association_instructions, association_procedure],
  repetitions: 3
}
```

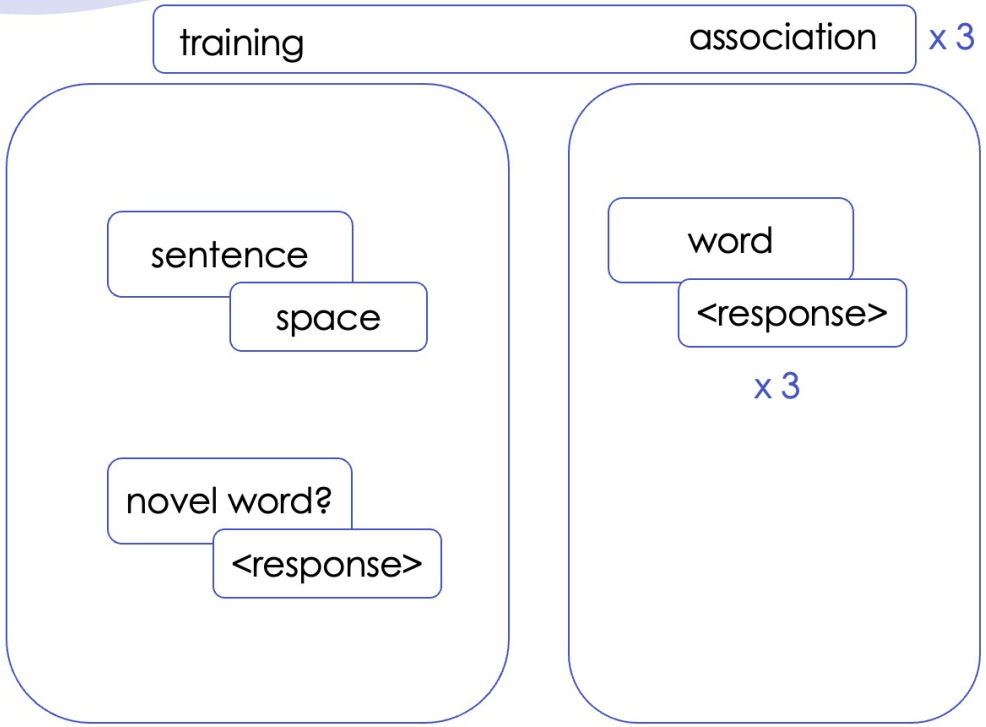
```
jsPsych.run([initial_instructions, training_plus_association, priming_instructions, priming_proc]);
```

outstanding issues / today's agenda

- fixing position & style of prime/target words
- adding instruction screens
- attention checks
- feedback
- recording data

logic of attention check

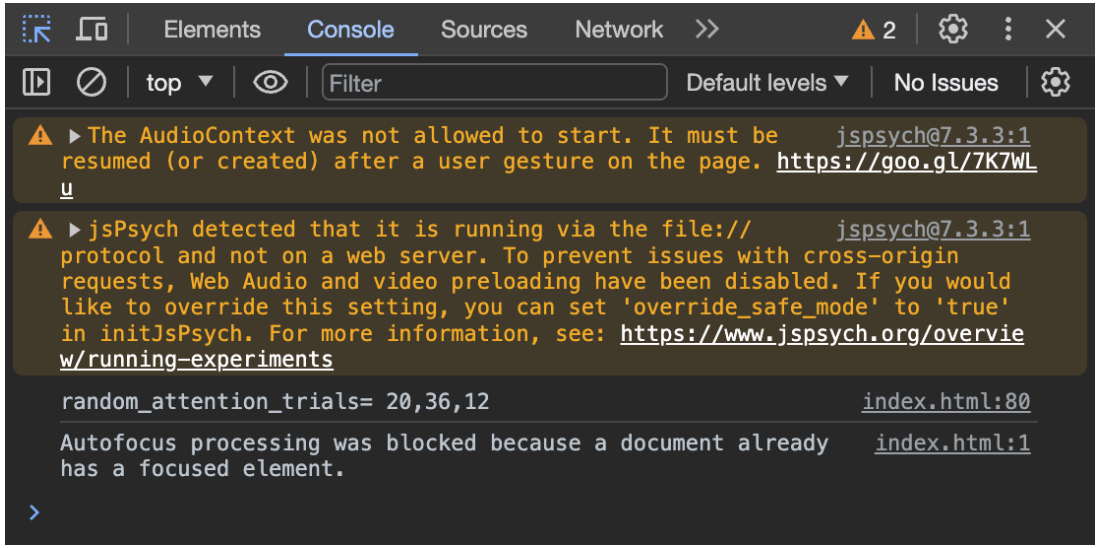
- we want the attention check to appear at random points during the experiment
  - "each block contained attention check questions and a free association task"
  - "attention checks followed three randomly selected Training sentences"
- this means attention checks are conditional



choosing random trials

- we need to randomly select any three trials from all the sentence trials
- we have 40 sentences, and counts start at 0 and end at 39 in JavaScript
- we define a variable that uses the jsPsych.randomization.sampleWithoutReplacement() function to get 3 random numbers between 0 and 40
- we also print the values to the console so we can look at them in the inspector!
- save and reload page, and open the inspector via Command + Option + I

```
var random_attention_trials = jsPsych.randomization.sampleWithoutReplacement([...Array(40).keys()], 3);

console.log("random_attention_trials= " + random_attention_trials);
```



range of random trials

- currently, the attention check could happen even on the first sentence trial, which would be strange
- we can restrict this by modifying our code slightly
- we sample from 0 to 34 and add 5 to the random sample
  - minimum / maximum?
- save and reload, open inspector

```
var random_attention_trials = jsPsych.randomization.sampleWithoutReplacement([...Array(40).keys()], 3);

console.log("random_attention_trials= " + random_attention_trials);
```

```
var random_attention_trials = jsPsych.randomization.sampleWithoutReplacement([...Array(35).keys()].map(x => x + 5), 3);

console.log("random_attention_trials= " + random_attention_trials);
```

keeping track of the sentence number

- once we have the random trials chosen, we need to have an attention check at those times
- so we need to keep a count of sentences
- for this, we modify the sentence plugin trial track the trials where sentences are presented using the on_finish parameter
- save and reload
- open the inspector

```
var sentence_number = 0;

var sentence = {
  type: jsPsychHtmlKeyboardResponse,
  stimulus: jsPsych.timelineVariable('sentence'),
  choices: [' '],
  trial_duration: 100,
  on_finish: function(data) {
        sentence_number = (sentence_number + 1)
        console.log("sentence_number= " + sentence_number);
    }
  }
```

```
sentence_number= 1    index 2.html:91
sentence_number= 2    index 2.html:91
sentence_number= 3    index 2.html:91
sentence_number= 4    index 2.html:91
sentence_number= 5    index 2.html:91
sentence_number= 6    index 2.html:91
sentence_number= 7    index 2.html:91
sentence_number= 8    index 2.html:91
sentence_number= 9    index 2.html:91
```

restricting the trial number range

- our random_attention_trials will always be within 5 and 39 by design, but our sentence_number keeps increasing across blocks
- solution: we divide the index by 40 and keep the remainder, using the % operator
- save and reload

```
var sentence = {
  type: jsPsychHtmlKeyboardResponse,
  stimulus: jsPsych.timelineVariable('sentence'),
  choices: [' '],
  trial_duration: 100,
  on_finish: function(data) {
      sentence_number = (sentence_number + 1) % 40;
      console.log("sentence_number= " + sentence_number);
  }
}
```

```
sentence_number= 34    index 2.html:91
sentence_number= 35    index 2.html:91
sentence_number= 36    index 2.html:91
sentence_number= 37    index 2.html:91
sentence_number= 38    index 2.html:91
sentence_number= 39    index 2.html:91
sentence_number= 0     index 2.html:91
sentence_number= 1     index 2.html:91
sentence_number= 2     index 2.html:91
sentence_number= 3     index 2.html:91
sentence_number= 4     index 2.html:91
sentence_number= 5     index 2.html:91
sentence_number= 6     index 2.html:91
```

defining a conditional timeline

- we can now define a conditional timeline and use the sentence_number and the random_attention_trials to only display the attention trial if the sentence_number is in the random_attention_trials
- add attention_conditional to the training_procedure
- save and reload

```
var attention_conditional = {
    timeline: [attention],
    conditional_function: function() {
      if(random_attention_trials.includes(sentence_number)) {return true;}
      else {return false;}
}
}
```

```
  var training_procedure = {
  timeline: [sentence, attention_conditional],
  timeline_variables: sentences,
  randomize_order: true
};
```

outstanding issues / today's agenda

- fixing position & style of prime/target words
- adding instruction screens
- attention checks
- feedback
- recording data

creating the feedback screen

- we first define a slow_experiment_trial that displays feedback to the participants

```
var slow_experiment_trial = {
  type: jsPsychHtmlKeyboardResponse,
  stimulus:  "<b>Too slow</b>! <br><br> Please try to respond faster.",
  choices: "NO_KEYS",
  trial_duration: 1000
}
```

providing feedback on priming trials

- if we want to provide feedback, we have to retrieve the data provided by the participant on the specific trial
- we define a conditional priming_feedback trial to only run the slow_experiment_trial plugin if RT on the last trial is > 800 ms

```
var priming_feedback = {
  timeline: [slow_experiment_trial],
  conditional_function: function(){
      // get the data from the previous trial,
      // and check if rt is greater than 800 ms
      var rt = jsPsych.data.get().last(1).values()[0].rt;
      if (rt > 800){
          return true;
      } else {
          return false;
      }
  }
}
```

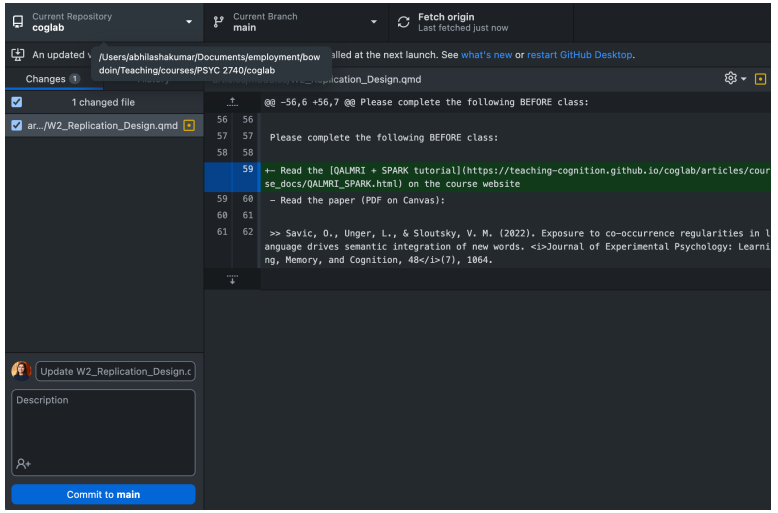
add feedback to priming procedure

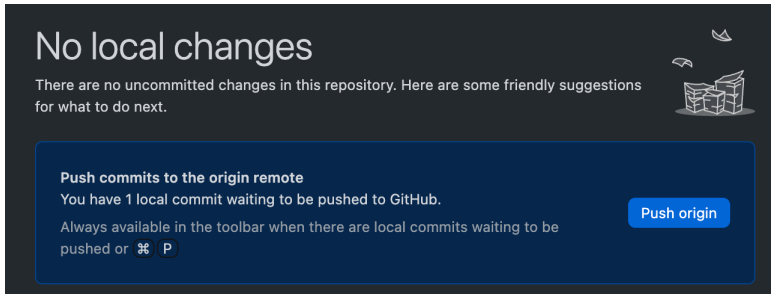
- we add priming_feedback to our priming procedure
- we modify the jsPsych.run() sequence to test the new priming procedure
- save and reload

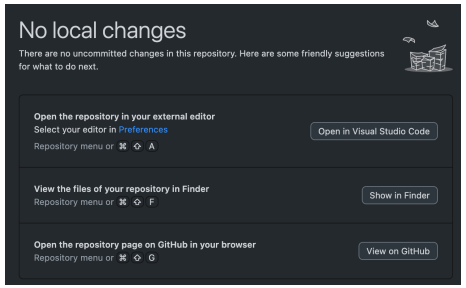
```
  var priming_proc = {
    timeline: [fixation, image, prime, target,priming_feedback],
    timeline_variables: practice_stimuli,
    randomize_order: true
};


//jsPsych.run([initial_instructions, training_plus_association, priming_instructions, priming_proc]);
jsPsych.run([priming_proc]);
```

saving your progress so far...

- save your index.html file
- open GitHub Desktop
- review changes, commit, and push
- check if changes have reflected online!







outstanding issues / today's agenda

- fixing position & style of prime/target words
- adding instruction screens
- attention checks
- feedback
- recording data

complete experiment procedure

- initial instructions
- training plus association
  - sentences
  - some attention trials
  - association instructions
  - association trials
- priming procedure
  - priming instructions
  - fixation
  - image
  - prime
  - target
  - feedback

```
jsPsych.run([initial_instructions, training_plus_association, priming_instructions, priming_proc]);
```

HW: what data do we need for each plugin?

- initial instructions
- training plus association
  - sentences
  - some attention trials
  - association instructions
  - association trials
- priming procedure
  - priming instructions
  - fixation
  - image
  - prime
  - target
  - feedback

```
jsPsych.run([initial_instructions, training_plus_association, priming_instructions, priming_proc]);
```

HW: what does jsPsych automatically record?

- head over to the plugins page
- navigate to the pages for the plugins we are using
- look at the Data Generated sub-heading
  - Nellaphen: instructions, sentences
  - Semantic Snakes: attention, association
  - Berries: priming procedure
- make note of what is being recorded and what else may be needed

next class

- **before** class
  - *prep:* class HW (data being recorded + data needed)
  - *try:* Week 5 quiz
  - *apply:* project milestone #4 (design draft)
  - *apply*: September class survey (extra credit)
- **during** class
  - recording data
  - going online!