

EEC: SuperLab Instructions.

For your session you will need to create a time perception task using SuperLab. This study will involve two phases:

1. For the **training** phase of the experiment, you will be displaying a target image (a pink oval shape) to participants for either a short (400ms) or long (1600ms) period of time.
2. In the **test phase** participants will be presented with the same pink oval shape for a variety of time periods and they will have to judge whether the display was closer to the long or short display from the training phase.

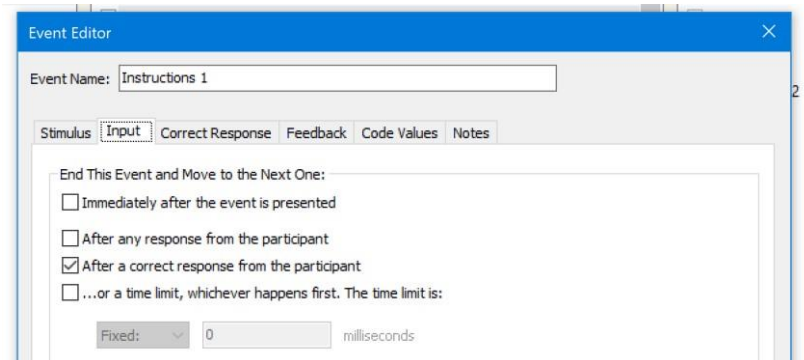
Before you start remember - save your work often!

SuperLab setup:

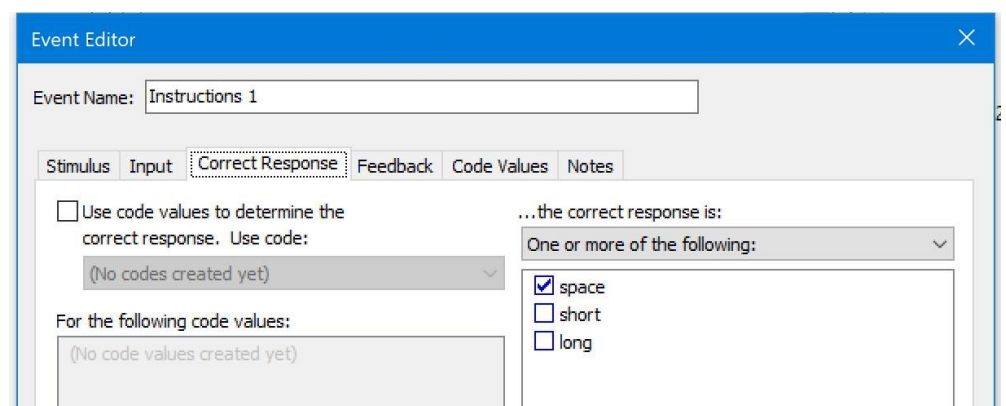
1. Find the SuperLab 4.5 programme on the computer and open it.
2. The very first thing that you should always do in SuperLab is to define the keys that you are going to be using when collecting data using the programme.
 - Click on the *Experiment* tab at the top of the screen; select *Participant Input*; tick the box for *Keyboard-single keys*.
 - On the *Responses* tab to the right, click *New*. For the *Name* type 'Space', make sure the cursor is in the box next to 'The following key' and press to space bar (you will see the cursor move but won't see anything type in the box). Click OK.
 - Now add two more keys: the '*Short*' response using the 'a' key and the '*Long*' response using the 'l' key as above. Press *Done*.
3. Create your initial Instructions Text:

- Create first Block (click on the box below *Blocks* so that it has a blue surround). Hover over the *green plus sign* above and it should say *New Block*; click it and name it *Block 1* then *Done*.
- Create first Trial (as above but now for the *Trials* box). Name it *Trial 1* then *Done*.
- Create first Event - (as above but now for the *Events* box). In the *Stimulus* tab name it *Instructions 1*. Now change the 'Event Type' to *Text* and enter your instructions

(see Appendix A for instructions). Under the *Input* tab tick the box next to *After a correct response* from the participant (note: you have to tick the box before you can untick the other box – the programme does not let you have no boxes ticked at the same time); in the *Correct Response* tab

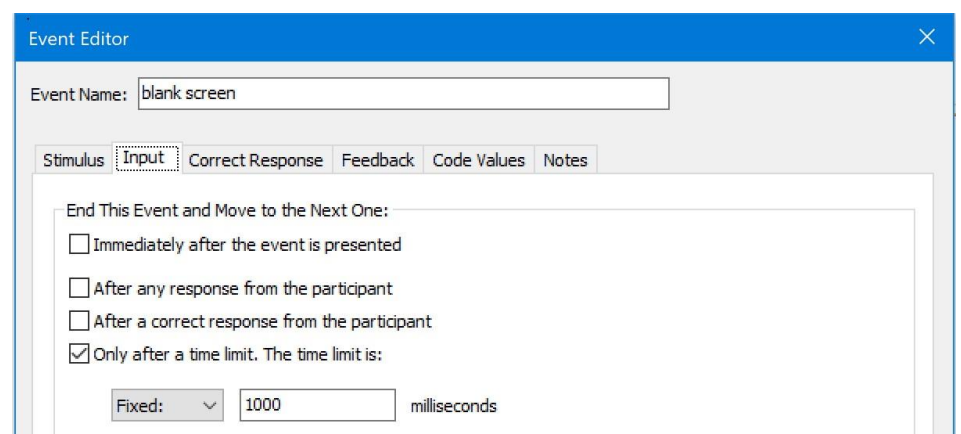


select *One or more of the following* as the *Space Bar*.



- Link the Block, Trial and Event; to do this highlight *Block 1* by clicking it (it should turn into a blue line) and ticking the small box next to *Trial 1*; now link *Trial 1* to *Instructions 1* in the same way.

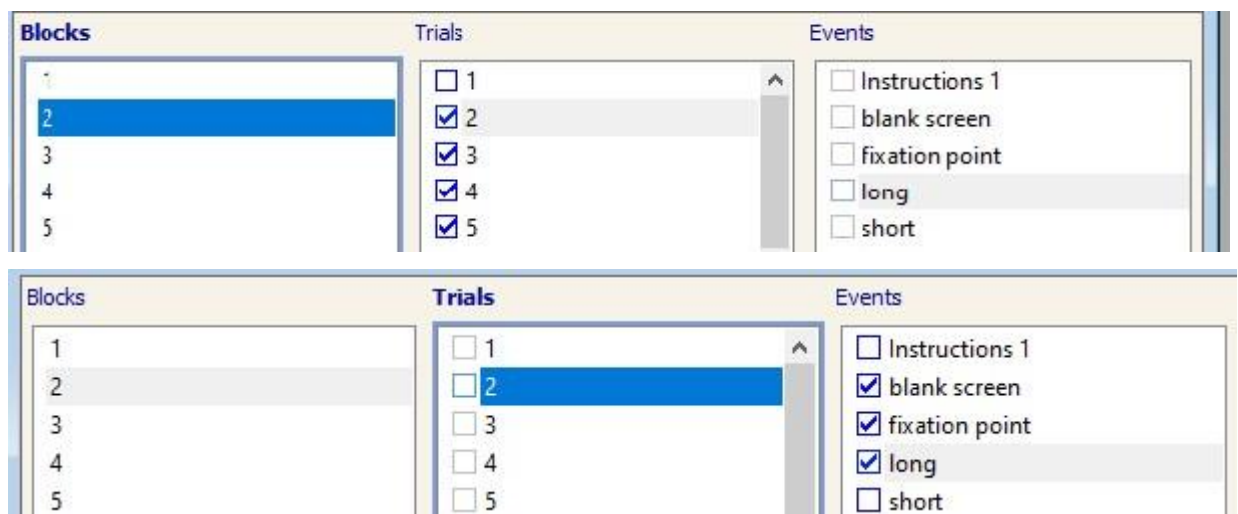
4. Create a new event called *Blank Screen*, a text event that will simply display a blank screen to the participant. On the *Input* tab select *Only after a time limit* and



enter a time of *1000ms* into the box; click OK.

5. Create a new event called *Fixation Point* and do as above but set the time limit to *400ms*; click OK.
6. Create a new event called *Short*. Change *Event Type* to *Picture File* and click *Select File*; select the Pink Oval image and click *Open*; on the *Input* tab select *Only after a time limit* and change the time to *400ms*; set *Correct Response* as *Short*; click OK.
7. Create a new event called *Long* as above. Set the time to *1600ms*; set the *Correct Response* as *Long*; click OK.
8. Creating your Practice Phase:
 - Create a new block called *Practice Block*
 - Create 10 new trials (*Trial 2 – Trial 11*).
 - Attach the *Blank Screen* and *Fixation Point* events to *Trials 2 – 11* by highlighting them and ticking the boxes next to the events.
 - Now attach the *Short* and *Long* events to alternating trials (so *Short* should be attached to *Trial 2*, *Long* to *Trial 3*, *Short* to *Trial 4* etc.).

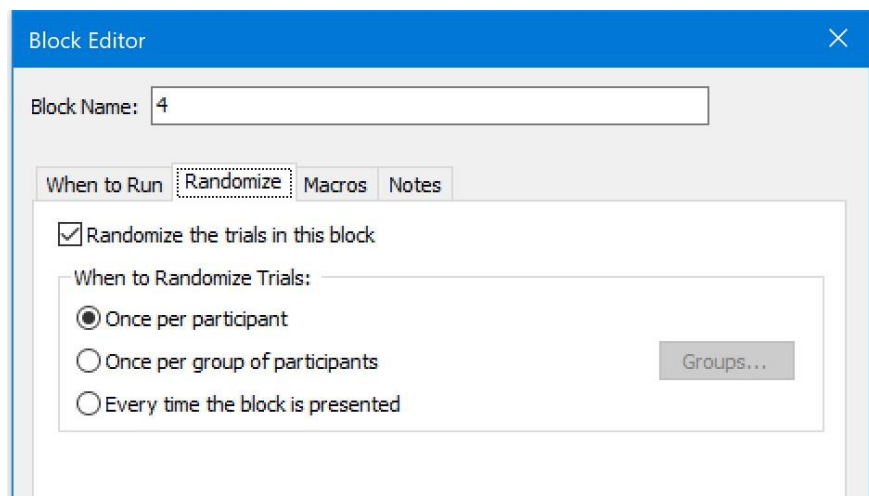
- Your programme should now be looking something like this:



9. Create a new block and call it *Instructions 2*; Create a new trial and a new event with the same name, and link them all together. Change the event to *Text* and enter the instructions (see Appendix A) and select *Space Bar* as the correct response.

10. Creating your Test Phase:

- Create a new block called *Test Block*; when you create it select the *Randomize* tab and tick *Randomize the trials in this block*; click *OK*.



- Create 22 new trials (Trials 13 – 34); link all of these to Test Block.
- Create a new event called *Pink 400*; Change *Event Type* to *Picture File* and click *Select File*; select the Pink Oval image and click *Open*; on the *Input* tab set the display time to 400ms; do NOT set a correct response for this (or any of the events below).
- Create new events called *Pink 800*, *Pink 1000*, *Pink 1200*, and *Pink 1600*, attach the oval image to them and set the times to match each name.
- Attach Trials 13 – 15 to Pink 400; 16 – 18 to Pink 800; 19 – 21 to Pink 1200; 22 – 24 to Pink 1600; and 25 – 34 to Pink 1000 (it is the 1000ms events we are interested in, so we have ten of them and three of all the others as distractors).
- Create an event called *Response*; change *Stimulus* to *Text* and enter the instructions from Appendix A; set the Input to *After any response from the participant*; click *OK*.
- Attach *Blank Screen*, *Fixation Point*, and *Response* to trials 13 – 34.

11. Creating your finish page.

- Create a block called *Finish Block*; create a Trial called *Finish trial*; create an event called *Finish*; select *Stimulus* as text and write a nice finish page for your participants. Link these together.

You should now have something that resembles this:

Blocks	Trials	Events
1	☐ 23	☐ Instructions 1
2	☐ 24	☒ blank screen
3	☐ 25	☒ fixation point
4	☐ 26	☐ long
5	☒ 27	☐ short
	☐ 28	☐ instructions 2
	☐ 29	☐ pink 800
	☐ 30	☐ pink 1000
	☐ 31	☒ pink 1200
	☐ 32	☐ pink 400
	☐ 33	☐ pink 1600
	☐ 34	☒ response
	☐ 35	☐ Finish

To run the study and test it use the green Play button at the top of the screen. To collect data, make sure that you have the data box ticked, and always change the name of the file (usually to a participant number) – the file name SuperLab uses is a default name and so will continually write over saved data unless you tell it to save as a new name.

Appendix A

Instructions 1

You will be shown a pink oval that will stay on the screen for either a long period of time (1600ms) or a short period of time (400ms). Please press the coloured button that corresponds to the length of time the oval is displayed (red = long; blue = short).

This first trial is a practice trial; the oval will alternate between long and short displays.

Press SPACE BAR to begin

Instructions 2

You will now be shown a number of pink ovals but their presentation will be randomised and they will be displayed for varying lengths of time.

Your task is to press the key that best corresponds to the display length (long or short).

Again, please press the red key for a long display and the blue key for a short display.

Press SPACE BAR to begin

Response

Was the oval on the screen for:

A long time (press red key)

A short time (press blue key)