

## Study Protocol

Sessions started with informed consent and orientation to the study.

### Emotion vocabulary assessment

- **Materials:** 27 laminated index cards with emotions written on them; scoring manual; scoring sheet; computer for audio-recording
  - Emotions: amazed, angry, annoyed, bored, calm, disappointed, disgusted, embarrassed, excited, grumpy, happy, hate, jealous, lonely, love, nervous, pleased, proud, relaxed, sad, safe, scared, sorry, surprised, thankful, upset, and worried.
  - Make sure that the deck of cards has been shuffled multiple times prior to starting the task so that the presentation of the cards is random.
- **Prep/Things to keep in mind:**
  - Avoid providing corrective or praising feedback in this task. You want to keep them motivated but not bias their answers. Use positive but not excessive responses. For example, you might say things like “ok” or “let’s try another,” or “you’re doing good work.”
  - Just look at the scoring sheet while they are speaking (i.e., don’t give them feedback via eye contact), and try to resist nodding / giving other forms of feedback. We want them to talk about whatever they are thinking.
  - Make sure you say each word out loud and show the card to the participant.
  - Score each definition using the pre-determined coding system (score of 0, 1, or 2); if uncertain about the score for a definition, star the word on the scoring sheet.
  - If they give a 1 response (valence consistent but overly vague), be sure to prompt them by saying “can you say more about that?” If they give a 0 response (“I don’t know” or something that is totally unrelated to the emotion), prompt them to try again by asking questions like “just do your best, what does \_\_\_ mean?” or “can you think of any words that mean something similar to \_\_\_ or any time you felt \_\_\_? What about times when people in movies or books felt \_\_\_?” [Note, use these specific forms of encouragement (synonyms / situations) sparingly. We want to measure how much people generate these types of “definitions”, so try not to influence them too much.]
- **Prep the audio recorder** before you give the instructions (open new audio recording).
- **Instructions:** *The second game is called the Word Definitions Game! In this next game, I’m going to say a word and I want you to do your best to tell me what the word means. Just like the other games, I won’t be able to talk to you about the game until we’re all done with the study. Also, we should only spend a few minutes on this game, so try to give each definition in about 30 seconds or less. Are you ready to start? Great! [start audio here] Here’s the first one. What does \_\_\_\_\_ mean?*
  - Feel free to speed them if they’re slow: *Remember, we only have a few minutes for this game, so try to give your definitions quickly!*
- **When Task is Finished:**
  - Stop and save the audio recording (name it WordDefine\_### and put it in the WordDefine folder).

### Emotion Differentiation Task (Picture Rating Game)

- **Materials:** Matlab
- **Say:** *The next game is the Picture Rating Game!*
- **Prep/Things to Keep in Mind:**

- Navigate to the Desktop/FeelzGames/PicRatingGame folder using the command line at the top or the folder tree at the left of the Matlab screen.
- When you're in the right folder, type **PicRatingGame** and press enter
- Enter their subject ID and press enter
- Enter 1 to run the practice
- Identify whether you're using a laptop or an iMac using the appropriate number
- Press shift at each screen to read through the practice screens. **If you notice that the participant is only repeatedly clicking right in the middle, encourage them to use the scale properly ("I'm just noticing that you're not moving the slider. It's ok if you only feel medium for those emotions, but make sure you move the slider to the correct rating depending on how you feel").**
- Press shift to start the task