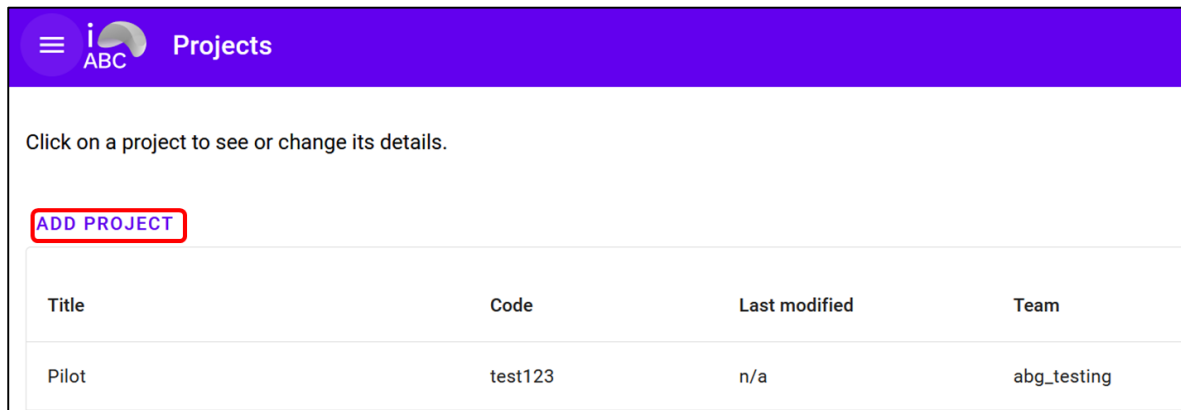


# How to set up a project in i-ABC App

1. Log in to the admin website with your credentials: <https://iabc.psychol.cam.ac.uk/admin/>
2. Create a new project by clicking the ADD PROJECT button on the Home page:



3. Give an appropriate name to your project (project names should be unique), select your team and click the ADD button:



**Create new project**

**Name**  
my\_first\_project  
The project's name

**Team**  
Adaptive Brain Lab ▼

CANCEL ADD

4. Select the project you just created from the home page, so you can start adding tasks.
5. Add a unique project code. It is recommended that project codes are alphanumeric, as they are part of the registration link sent to the participants. E.g. a project code “vmk\_learn2020” corresponds to this link: [https://iabc.psychol.cam.ac.uk/welcome/?code=vmk\\_learn2020](https://iabc.psychol.cam.ac.uk/welcome/?code=vmk_learn2020)



Project: my\_first\_project

**Project name**

my\_first\_project

**Project code**

vmk\_learn2020

6. Add the questionnaire(s) in the “About You” section:

IMPORT FROM FILE

About You

ADD QUESTIONNAIRE

Name	Kind
------	------

Add task

	Kind	Name
<input checked="" type="checkbox"/>	QN	Demographics

CANCEL
ADD

7. Add the rest of your tasks in the “Games” section. Any combination of the available tasks can be selected. Multiple copies of a task can be added by clicking again on the ADD TASK button:

Games

ADD GROUP ADD TASK

Name	Kind
------	------

Add task

	Kind	Name
<input checked="" type="checkbox"/>	iowa	Iowa Gambling
<input type="checkbox"/>	PAL	PAL
<input checked="" type="checkbox"/>	reversal	Probability Reversal
<input type="checkbox"/>	matrices	Progressive Matrices
<input checked="" type="checkbox"/>	associates	Remote Associates
<input checked="" type="checkbox"/>	SL	Sequence Learning
<input type="checkbox"/>	SRT	Serial RT
<input checked="" type="checkbox"/>	wisconsin	Wisconsin Card Sort

CANCEL
ADD

8. Tasks can be grouped for improved visualisation on the home screen of the participants.  
This can be achieved by clicking on the ADD GROUP button and then dragging and dropping the desired tasks within the group's area. The group's name can be edited in the text box.

ADD GROUP

ADD TASK

Name	Kind
<div> <div>=</div> <div>Learning tasks</div> <div></div> </div>	

9. Save your project by clicking on the Save icon at the bottom left corner of the screen:



10. To change any task parameters, click on the desired task to access its editable parameters.  
If any changes are made, remember to click on the Save button again before returning to the project page.
11. The project is now ready to be shared with the participants by using the corresponding registration link, e.g. [https://iabc.psychol.cam.ac.uk/welcome/?code=vmk\\_learn2020](https://iabc.psychol.cam.ac.uk/welcome/?code=vmk_learn2020)

# i-ABC: Iowa Gambling Settings

2020-04-30

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Pick the Card	The name of the game in the client app UI
Points and Badges								
	Badge points	badgePoints	Number		0	1	0.5	The number of badge points earned on the first completion of the task.
General								
	Trials per block	trialCount	Number		1	500	10	The number of trials in a block.
	Blocks	blockCount	Number		1	50	10	The number of blocks in the task
	Starting Points	startPoints	Number		100	10000	2000	The number of points the participant starts with
	Progress bar	progressBar	Boolean				true	If <b>true</b> , a progress bar is shown on the screen during all trials; if <b>false</b> , no progress bar is shown
Durations								
	Points timeout	pointsTimeout	string		1ms	10s	4s	The duration to display the Points screen
	No action timeout	noActionTimeout	string		1ms	60min	2min	The time to allow before the Where are you? screen is shown
Gain-loss Table								
	Decks	deck	String				See spec doc	A list of the gains and losses in each deck (e.g., [100,0;100;50;])
(no heading)								
	Task Instructions	instructions	string				<p>You will be presented with {{ numberDecks }} decks of cards and you must pick one of them by tapping the top card of the deck.</p> <p>Each card will give you a certain number of points, but sometimes it will take points away.</p> <p>The top - GREEN part of the card shows how much you WIN.</p> <p>The bottom - RED part of the card shows how much you LOSE.</p> <p>You'll start with {{ startPoints }} points.</p> <p>Try to score as highly as you can!</p> <p>Press Go to begin the game.</p>	The instructions at the start of the task.

## Version History

**V7.** Changed some max and min values for some settings. Added new setting for **numberCards**.

**V8.** Remove noActionTimeout.

**2019-06-21.** Changed default game name to Pick the Card

**2019-08-09.** Added instructions and badge points settings.

**2019-08-14.** Changed the trialCount to be the trials in a block. Updated table to reflect implementation of task.

**2019-08-15.** Added group headings to agree with implementation.

**2019-08-16.** Changed instructions to remove use of html markup and variable trialCount.

**2019-09-09.** Added noActionTimeout and changed durations from number to string

**2020-04-30.** Changed description and default for pointsTimeout as Next button gone; updated instructions

## i-ABC PAL Settings

2020-05-01

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Paired Learning	The name of the game in the client app UI
Points and Badges								
	Points per trial	pointsPerTrial	number		1	9999/(sum of all difficulty levels)	50	The number of points given for a correct response.
	Badge points	badgePoints	number		0	1	1	The number of badge points given the first time the task is completed.
Practice Mandatory Phase								
	Conditions	condition	List of numbers	2, 3, 4, 6, 8, 10			2	The PAL version(s) (number of stimuli) used in the phase
	Max block repeats	maxBlockRepeats	Number		1	10	4	The maximum number of times (including the first presentation) the block repeats before terminating the phase
	Feedback	feedback	Single-select list	trial, block, both, none			block	Whether the feedback in the phase is shown after a trial, after a block, after both, or not at all
Practice Optional Phase								
	Conditions	condition	List of numbers	2, 3, 4, 6, 8, 10			2	The PAL version(s) (number of stimuli) used in the phase
	Max block repeats	maxBlockRepeats	Number		1	10	4	The maximum number of times (including the first presentation) the block repeats before terminating the phase
	Feedback	feedback	Single-select list	trial, block, both, none			block	Whether the feedback in the phase is shown after a trial, after a block, after both, or not at all

Test Phase			Group					
	Conditions	condition	List of numbers	2, 3, 4, 6, 8, 10			4, 6, 8, 10	The PAL version(s) (number of stimuli) used in the phase
	Max block repeats	maxBlockRepeats	Number		1	10	4	The maximum number of times (including the first presentation) the block repeats before terminating the phase
	Feedback	feedback	Single-select list	trial, block, both, none			block	Whether the feedback in the phase is shown after a trial, after a block, after both, or not at all
General Settings								
	Encoding: Same order	encodingSameOrder	Boolean				true	For repeated blocks at the same difficulty level: If <b>true</b> , the order and placement of the stimuli is the same. If <b>false</b> , then the order and placement of the stimuli is randomised.
	Encoding: Hold duration	encodingHoldDuration	string		1ms	5000ms	500ms	The time to display the Encoding Hold screen
	Encoding: Stimulus duration	encodingStimDuration	string		1ms	10000ms	2500ms	The time to show each box “opened” on the Encoding Stimulus screen
	Encoding: Blank duration	encodingBlankDuration	string		1ms	10000ms	8000ms	The time to display a blank screen after all boxes opened
	Retrieval: Hold duration	retrievalHoldDuration	string		1ms	10000ms	1000ms	The time to display the Retrieval Hold screen
	Retrieval: Feedback duration	retrievalFeedbackDuration	string		1ms	5000ms	300ms	The time to display the Feedback screen
	Response timeout	responseTimeout	string		1ms	10000ms	7000ms	The time to allow for a response on the Retrieval Stimulus screen
	No action timeout	noActionTimeout	string		1ms	60min	2min	The time to allow before the Where are you? screen is shown
(no heading)								

	Instructions	Instructions	string			<p>You will see a selection of ‘boxes’ and they will be opened one after the other to reveal various shapes in them.</p> <p>After all the shapes have been revealed, you will be asked to sort them into the boxes you saw them in. Do this by tapping the box you think corresponds to the shape shown in the centre of your screen. You will only have 7 seconds to make a choice.</p> <p>There are 4 difficulty levels to complete. Try to progress as much as possible.</p> <p>Press Go to begin the game. If you want to run through practice again, press Practice.</p>	The instructions at the start of the task.
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## Version History

**V3.** Added noActionTimeout and changed some descriptions.

**V4.** Added in new property for name in client UI.

**V5.** Changed some property names to agree more with the names; moved noActionTimeout to App Settings document; removed ms from descriptions

**V6.** Added a maxBlockRepeat setting for the practice optional phase.

**V7.** Changed feedback to a per phase property; changed structure of settings to be organised by phases.

**2019-08-09.** Added instructions, pointsPerTrial and badgePoints settings.

**2019-08-15.** Updated to agree with implementation.

**2019-08-16.** Changed max pointsPerTrial formula. Updated units for durations.

**2019-08-23.** Added ms as unit for min and max durations.

**2019-09-04.** Changed default for Test phase to conditions 4,6,8,10

**2019-09-09.** Added noActionTimeout and changed durations from number to string.

**2020-04-30.** Added retrievalSameOrder parameter to General Settings. Changed Instructions.

**2020-05-01.** Changed retrievalSameOrder parameter to encodingSameOrder parameter.





## Probability Reversal Settings

2019-08-16

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Pick the Object	The name of the game in the client app UI
Points and badges								
	Points per trial	pointsPerTrial	number		1	100	10	The number of points given for a response with “correct” feedback.
	Badge points	badgePoints	number		0	1	.5	The number of badge points given the first time the task is completed.
General settings								
	Trials per phase	trialCount	Number		1	100	40	The number of trials in each phase of the task.
	Probability ratio	probabilityRatio	number		0	1	0.8	The probability of accurate feedback for the first selected stimulus in the discrimination phase; the probability of accurate feedback for the other stimulus is (1 – this value).
	Progress bar	progressBar	Boolean				true	If <b>true</b> , a progress bar is shown on the screen during all trials; if <b>false</b> , no progress bar is shown
Durations								
	Feedback duration (ms)	feedbackDuration	Number		1	5000	1000	The length of time that the feedback is shown for
	Response timeout (ms)	responseTimeout	Number		1	10000	5000	The amount of time allowed for a response on each trial
(no heading)								
	Instructions	instructions	string				<p>You will see two patterns on the screen. Select one of them.</p> <p>You will get feedback if you pressed the correct pattern.</p> <p>Your task is to choose the pattern that is most often correct and this rule may change.</p>	The instructions at the start of the task.

## **Version History**

**V1.** Initial version of new format.

**V2.** Removed noActionTimeout.

**2019-06-25.** Change the default task name to Pic the Object.

**2019-08-07.** Changed the description of the probability ratio to agree with the implementation. Changed description for trialCount.

**2019-08-09.** Changed description for trialCount. Added Instructions, pointsPerTrial and badgePoints settings.

**2019-08-09(b).** Changed definition of trialCount back to be trials per phase.

**2019-09-15.** Added group headings to agree with implementation.

**2019-08-16.** Changed instructions.

# i-ABC Progressive Matrices Settings

2020-04-30

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Matrix Puzzles	The name of the game in the client app UI
Points and Badges								
	Points per trial	pointsPerTrial	number		1	900	80	The number of points given for a correct response.
	Badge points	badgePoints	number		0	1	.5	The number of badge points given the first time the task is completed.
General Settings								
	None of the above	noneOfTheAbove	Boolean				False	If <b>true</b> , a 'None of the above' button is included as a response option. If <b>false</b> , it is not included
	Don't know	dontKnow	Boolean				False	If <b>true</b> , an 'I don't know' button is included as a response option. If <b>false</b> , it is not included
	Next button	nextButton	Boolean				True	If <b>true</b> , a 'NEXT' button is used on the screen; this must be pressed to move onto the next trial or the End of Task screen. If <b>false</b> , no NEXT button is used and a press of any other button on the screen will move onto the next trial
	Time limit	timeLimit	string		0ms	60min	30s	The time limit (s) allowed for a response on each trial. If 0, there is no time limit.
	No action timeout	noActionTimeout	string		1ms	60min	2min	The time to allow before the Where are you? screen is shown
	Inter-trial delay	interTrialDelay	string		0ms	10s	1s	The time to present a blank screen between each trial. If 0, there is no blank screen shown
(no heading)								
	Instructions	instructions	string				<p>You will be shown an incomplete 3x3 grid of shapes. From the options at the bottom of the screen, select which shape best completes the grid.</p> <p>Try to be as accurate as possible.</p> <p>You will have 30 seconds for each puzzle.</p> <p>Press Go to begin the game.</p>	The instructions at the start of the task.

## **Version History**

**v1.** Initial version of new format settings.

**V2.** Removed setting for performance feedback.

**2019-06-11.** Remove noActionTimeout

**2019-08-09.** Added instructions, pointsPerTrial and badgePoints setttings.

**2019-08-15.** Added group headings to agree with implementation.

**2019-08-20.** Changed instruction text.

**2019-09-09.** Added noActionTimeout and changed durations from number to string.

**2020-04-30.** Added new setting for inter-trial delay and changed defaults for noneOfTheAbove and dontKnow parameters; updated Instructions

## Remote Associates Settings

2019-08-15

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Word Game	The name of the game in the client app UI
Points and Badges								
	Points per trial	pointsPerTrial	number		1	300	30	The number of points given for a correct response.
	Badge points	badgePoints	number		0	1	.5	The number of badge points given the first time the task is completed.
Durations								
	Word time (s)	wordTime	number		10	500	30	The time that the stimulus words are shown on each trial.
	Typing time (s)	typingTime	number		10	500	60	The time that the text box is visible and will allow typing a response.
Word Sets								
	Word Sets	wordSets	string				See spec doc	Format TBD.
(no heading)								
	Instructions	instructions	string				<p>In this task you will be shown three words. There is a fourth word which links the three of them. For example:</p> <p>'paint/doll/cat'</p> <p>The word which links these is house : 'house paint', 'doll house' and 'house cat'.</p> <p>'stool/powder/ball'</p> <p>The word which links these is foot : 'foot stool', 'foot powder' and 'foot ball'.</p> <p>Some of the associations are very tricky, so don't worry about leaving answers blank if you can't get them. Press Next once you have typed in your response. You will have [typingTime] seconds to answer each puzzle.</p>	The instructions at the start of a task.

## **Version History**

**v1.** First version of new format settings.

**V2.** Removed noActionTimeout

**2019-06-25.** Changed default name to Word Game

**2019-08-09.** Added instructions, pointsPerTrial and badgePoints settings.

**2019-08-13.** Removed difficultyLevels settings.

**2019-08-15.** Added group headings assuming implementation details.

## PL Sequence Learning Settings

Version of 2019-09-23

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Symbol Learning	The name of the game in the client app UI
Points and Badges								
	Points per trial	pointsPerTrial	number		1	30	5	The number of points given for a correct response.
	Badge points	badgePoints	number		0	1	1	The number of badge points given the first time the task is completed.
Practice Mandatory Phase			Group					
	Conditions	condition	string	any			Key for Random design	A list of the keys for the designs used.
	Symbol sets	symbolSets	List of letters	A, B, C, D			D	The symbol sets to choose from
	Blocks	blockCount	Number		1	5	1	The number of blocks in the phase
	Trials per block	trialCount	Number		1	50	5	The number of trials in a block
	Feedback	feedback	Single-select list	Trial, block, both, none			block	Whether the feedback in the phase is shown after a trial, after a block, after both, or not at all
Practice Optional Phase			Group					
	Conditions	condition	string	any			Key for Random design	A list of the keys for the designs used.
	Symbol set	symbolSets	List of letters	A, B, C, D			D	The symbol sets to choose from
	Blocks	blockCount	Number		1	5	1	The number of blocks in the phase
	Trials per block	trialCount	Number		1	50	5	The number of trials in a block
	Feedback	feedback	Single-select list	Trial, block, both, none			block	Whether the feedback is shown after a trial, after a block, after both, or not at all



Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
Test Phase			Group					
	Conditions	condition	string	any			Keys for zero, first and second-order designs	A list of the keys for the designs used.
	Symbol sets	symbolSets	List of letters	A, B, C, D			A, B, C	The symbol sets to choose from
	Blocks	blockCount	Number		1	100	5	The number of blocks in the phase
	Trials per block	trialCount	Number		1	1000	60	The number of trials in a block
	Feedback	feedback	Single-select list	Trial, block, both, none			block	Whether the feedback is shown after a trial, after a block, after both, or not at all
	Adaptation	adaptation	Boolean				no	Yes, if the task adapts across runs; No if the task does not adapt
	PI low threshold	lowThreshold	Number		0	1	0.7	The lowest value of the Performance Index in the last block to increase the Markov order of the next run
	PI high threshold	highThreshold	Number		0	1	1	The highest value of the Performance Index in the last block to increase the Markov order of the next run
General Settings			Group					
	Number of test phases	numberRuns	Number		1	100	4	The number of <b>test</b> phases required to complete a task
	Repeat time	repeatTime	number		0	1440	30min	The length of time required before the task is allowed to be started again.
	Min gap size	minGapSize	Number		1	100	9	The minimum number of symbols that can occur in each trial
	Max gap size	maxGapSize	Number		1	100	13	The maximum number of symbols that can occur in each trial
Task Durations								
	No action timeout	noActionTimeout	string		1ms	60min	2min	The time to allow before the Where are you? screen is shown
	Stimulus duration	stim	string		1ms	1000ms	100ms	The time to display the stimulus item
	Inter Stimulus Interval	isi	string		1ms	5000ms	400ms	The time to display the red fixation point
	Circle duration	circle	string		1ms	5000ms	300ms	The time to display the highlight following a response
	Trial feedback duration	feedback	string		1ms	5000ms	150ms	The time to display the feedback after a response
	Inter Trial Interval	iti	string		1ms	5000ms	500ms	The time to display the fixation point at the start of a trial
	Response timeout	responseTimeout	string		1ms	10000ms	2000ms	The time to allow for a response
	Jitter length	jitterLength	string		0	1000ms	0	The size of the temporal jitter
	Jitter steps	jitterSteps	number		1	100	5	The step size of the temporal jitter

Task Display								
	Max jitter	maxJitter	Number		0	TBD	0	The maximum spatial jitter in both x and y directions in pixels.
	Min stimulus size	minStimSize	Number		1	10000	10	The smallest allowable stimulus size
	Max stimulus size	maxStimSize	Number		1	10000	10	The largest allowable stimulus size
(no heading)								
	Instructions	instructions	string				<p>In this game, you will see symbols appear one after the other. You will then be asked to predict the next symbol in the sequence.</p> <p>Try to be as accurate as possible. Select a symbol at each prompt. If you are not sure, then make a guess.</p> <p>Press Go to practice that now.</p>	The instructions at the start of the task.
The Designs								
	Transition probabilities	transitionprobabilities	string				See SL spec doc	The transition probabilities used for each design
	Criteria	criteria	Single-select list	count, divergence			count	The criterion used to select the best sequence.
	Count	count	number		1	2000	200	The number of sequences that should be generated.
	Divergence	divergence	number		.001	1	0.05	The KL Index that should be achieved by the sequence.

## Version History

**V7.** Changed some parameters names; added noActionTimeout, tidied up descriptions.

**V8.** Added new property of the name of the game in the client app ui.

**V9.** Moved numberRuns to General Task Settings. Moved adaptation to test phase settings. Moved repeatTime and noActionTimeout to App Settings document. Changed Design to a string and removed max and min from descriptions. Removed Condition from the two practice phase settings as these are always 3.

**V10.** Changed description of iti.

**V11.** Changed Feedback to be a phase-specific setting.

**2019-06-27.** Changed default and description for **Condition** in the Test Phase. Add new section for **Design**. Added **repeatTime** setting back in.

**2019-07-01.** Changed various descriptions. Changed numberTestPhases back to numberRuns. Changed adaption to use yes/no instead of true/false

**2019-07-03.** Added **maxJitter** into the Task Display settings.

**2019-07-09.** Removed pixels from spatial jitter settings as this will need to be relative to symbol size, not in pixels.

**2019-08-09.** Added instructions, pointsPerTrial and badgePoints settings.

**2019-08-15.** Updated to reflect implementation. Changed Markov designs section to refer to transition probabilities.

**2019-08-16.** Changed default condition for two practice phases. Changed units on durations.

**2019-08-23.** Added ms as unit for min and max durations.

**2019-09-09.** Changed durations from numbers to strings; changed jitterSteps to be number instead of string (so no units)

**2019-09-23.** Updated Conditions and Design properties.

## PL Serial RT Settings

Version of 2019-09-23

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Tapping Learning	The name of the game in the client app UI
Points and Badges								
	Points per trial	pointsPerTrial	number		1	20	5	The number of points given for a correct response.
	Badge points	badgePoints	number		0	1	1	The number of badge points given the first time the task is completed.
Practice Mandatory Phase			Group					
	Conditions	condition	string	any			Key for Random design	A list of the keys for the designs used.
	Blocks	blockCount	Number		1	5	1	The number of blocks in the phase
	Trials per block	trialCount	Number		1	50	5	The number of trials (stimulus presentations) in a block
	Feedback	feedback	Single-select list	trial, block, both, none			block	Whether the feedback in this phase is shown after a trial, after a block, after both, or not at all
Practice Optional Phase			Group					
	Conditions	condition	string	any			Key for Random design	A list of the keys for the designs used.
	Blocks	blockCount	Number		1	5	1	The number of blocks in the phase
	Trials per block	trialCount	Number		1	50	5	The number of trials (stimulus presentations) in a block
	Feedback	feedback	Single-select list	trial, block, both, none			block	Whether the feedback in this phase is shown after a trial, after a block, after both, or not at all
Test Phase			Group					
	Conditions	condition	string	any			Key for the zero-order design	A list of the keys for the designs used.
	Blocks	blockCount	Number		1	100	4	The number of blocks in the phase
	Trials per block	trialCount	Number		1	1000	100	The number of trials (stimulus presentations) in a block
	Feedback	feedback	Single-select list	trial, block, both, none			block	Whether the feedback in this phase is shown after a trial, after a block, after both, or not at all
	Adaptation	adaptation	Boolean				no	Yes, if the task adapts across runs; No, if the task does not adapt
	PI low threshold (ms)	lowThreshold	Number		0	10000	0	The lowest value of the Performance Index in the last block to increase the Markov order of the next run
	PI high threshold (ms)	highThreshold	Number		0	10000	500	The highest value of the Performance Index in the last block to increase the Markov order of the next run

General Task			Group					
	Number of test phases	numberRuns	Number		1	100	3	The number of <b>test</b> phases required to complete a task
	Repeat time (min)	repeatTime	number		0	1440	30	The length of time required before the task is allowed to be started again.
	Stimulus type	stimulusType	Single-select list	row, grid			row	Whether the stimuli are laid out in a row or in a 2x2 grid
Durations			Group					
	No action timeout	NoActionTimeout	string		1ms	60min	2min	The time to allow before the Where are you? screen is shown
	Stimulus duration	stim	string		1ms	5000ms	2000ms	The time to display the flash
	Trial feedback duration	feedback	string		1ms	5000ms	300ms	The time to display the Trial Feedback screen
	Response timeout	responseTimeout	string		1ms	10000ms	2000ms	The time to allow for a response on the Response screen
	Inter Trial Interval	iti	string		1ms	5000ms	220ms	The time to display the Hold screen
	Jitter length	jitterLength	string		0	1000ms	55ms	The step size of the temporal jitter applied to the iti.
	Max jitter	maxJitter	string		0	1000ms	220ms	The maximum temporal jitter of the iti.
(no heading)								
	Instructions	instructions					<p>In this game there are four boxes on your screen and each time one of the four will flash for a very short time.</p> <p>You will have to respond by tapping on the respective location after every flash. Please be accurate and as fast as possible.</p> <p>Press Go to practice that now.</p>	The instructions at the start of the task.
The Designs								
	Transition probabilities	transitionProbabilities	string				See SRT spec doc	The transition probabilities used for each design

## Version History

**V5.** Added noActionTimeout; changed some property names; tidied up descriptions.

**V6.** Added in new property for name in client app UI

**V7.** Moved numberRuns (not numberTestPhases) to General Task Settings. Moved adaptation to test phase settings. Moved repeatTime and noActionTimeout to App Settings document. Changed Design to a string and removed ms from descriptions.

**V8.** Change feedback to be a per-phase property.

**2019-06-27.** Changed default and description for **Condition** in the Test Phase. Add new section for **Design**. Added **repeatTime** back in.

**2019-07-01.** Changed various descriptions. Added noActionTimeout back in and renamed numberTestPhases back to numberRuns. Changed adaption to use yes/no instead of true/false

**2019-07-08.** Changed description of jitterLength and maxJitter to refer to iti, not stimulus.

**2019-08-09.** Added instructions, pointsPerTrial and badgePoints settings.

**2019-08-15.** Re-arranged to agree with current implementation. Changed Markov designs section to refer to transition probabilities.

**2019-08-16.** Changed duration units.

**2019-08-23.** Added ms as unit for min and max durations.

**2019-09-04.** Changed default for numberRuns to 3.

**2019-09-09.** Changed durations from number to string.

**2019-09-23.** Updated Conditions and Design properties.

**Wisconsin Card Sort Specs**  
**2019-08-09**

Group Name	Name	Property Name	Type	Items	Min	Max	Default	Description
	Name in client UI	name	string				Match the Cards	The name of the game in the client app UI
	Points per trial	pointsPerTrial	number		1	150	15	The number of points given for a correct response.
	Badge points	badgePoints	number		0	1	.5	The number of badge points given the first time the task is completed.
	Trials per rule	trialsPerRule	number		1	100	10	The number of trials (cards to be sorted) using a single rule
	Rule order	ruleOrder	string				colour,shape,number, colour,shape,number	An ordered list of the sorting rules to be used in the task
	Target cards	targetCards	string				blue-A-1, orange-B-2, yellow-C-3, green-D-4	A list of the target cards, ordered from left to right, used in the task.
	Progress bar	progressBar	Boolean				true	If <b>true</b> , a progress bar is shown on the screen during all trials; if <b>false</b> , no progress bar is shown.
	Feedback duration (ms)	feedbackDuration	number		1	5000	500	The length of time to show the feedback screen.
	Response timeout (ms)	responseTimeout	number		1	10000	5000	The amount of time allowed for a response on each trial.
	Instructions	instructions	string				Match the top card to one of the four cards below. Pick the target card by touching on it.  You will receive feedback whether your choice was correct or not.  Try to be as accurate as possible.	The instructions at the start of the task.

## Version History

**2019-06-11.** Removed noActionTimeout and renamed feedbackTime to feedbackDuration for consistency with other task.

**2019-08-09.** Added instructions, pointsPerTrial and badgePoints settings.