

Investigating how people form beliefs about generics

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Generics are statement of the form "Birds can fly" and "Lions have manes." We are studying the semantics of those statements (i.e. when those statements are believed to be true) using psychological experiments. One idea we would like to test is that learning processes play an important role in how we come to believe certain generics. In this project, you would help us develop an online experiment (sort of like a game) where participants will be able to interact with an environment, discover information about the objects inside it, and evaluate or verify generic statements about those objects. The experiment's UI should have a graphical component, which could be very simple (such as turning over cards with images) but could also be more creative. Finally, the experiment will need to be hosted online and be able to collect the data provided by participants.