Stimuli:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Set | Valence | Arousal | Dominance | Any issues? |
| 1 (Sebastian – George M then did harm) |  |  |  |  |
| 2 (Sebastian – George M then did harm) |  |  |  |  |
| 3 (Sebastian – George M then did harm) |  |  |  |  |
| 4 (Sebastian – George M then did harm) |  |  |  |  |
| 5 (Daksh) |  |  |  |  |
| 6 (Daksh) |  |  |  | Two pieces have a fairly high +ve correlation (just under 0.3) |
| 7 (Daksh) |  |  |  | Two pieces have a strong correlation. |
| 8 (Kyle track 1 set). Sebastian then did vibr |  |  |  |  |
| 9 (Kyle track 2 set) Sebastian then did vibr |  |  |  |  |
| 10 (Daksh spare set 1) |  |  |  | Two pieces have a fairly high +ve correlation (just under 0.4) |
| 11 (Daksh sp. Set 2) |  |  |  | Double-check arousal.  Two pieces have a fairly high +ve correlation (just under 0.3) |
| 12 (Daksh sp. Set 3) |  |  |  | Double-check valance/arousal  (Valance is mixture of positive and -ve, “pain and healing” |

Green = Positive/high/dominant

Red = -ve/low/submissive

White = neutral

Piano track 1 (and poss 2..?) – shift piano to later so we get more overlap w/ harp?

^Perhaps remove first 7.768s of each (from original file)

^Check timing on accompanying vibr piece (think it is OK..)

Prepped pieces and done corr analysis. Still need to check a few things etc.

R values: (Bumped up by fade-in/fade-out?)

0.0691924851158301 -0.107620455338866 0.111166277065616

0.0722472585453085 0.0920283329084020 0.0809350897986053

0.0768689190942690 0.108752947366325 0.214126635921545

-0.0392776759590660 0.0670962181907903 0.213519873960150

0.119735843730278 0.167421335885330 0.198049209721846

-0.176211978611746 0.293166725791441 0.00587949976472830

0.236863798393946 0.548274001901176 0.204901747705491

0.0718389144133815 0.0696397704794014 0.0138814547032540

0.0108120823565513 -0.0392440411096264 -0.0438428052979068 set 9 one slightly off- redo

0.0484321354352735 -0.0289856559585223 0.388607924888173

0.00791471361921011 -0.0408886609558362 0.296830428283625

-0.0516904617280334 -0.0112797868191949 0.186782494266359

Set 9- removed first 4.119s

Balance conditions:

Megasets: after setting them up to be balanced (all pieces considered), and after deciding practice pieces, I then ran “megasetMixChecker” to check that the balance conditions hold even excluding practice pieces. ALSO, I enforced similar rules for the demimegasetMixer- i.e enforced equal balance in (main trial) stimuli. This meant that one demimegaset had 8 pieces, whereas the other had 7- I gave the 3 practice pieces to the latter, so that each participant would be attending exactly 8 times counting the practice trial.

**MEGASETS:**

Currently have:

Megaset A = Set04 (practice); Set02, 07, 09, 10, 11 used for main trials. ALSO ADDED SET01 FOR ADDITIONAL P2 PRACTICE

Megaset B: Set01 (practice); Set03, 05, 06, 08, 12 for main trials. ALSO ADDED SET04 FOR ADDITIONAL P2 PRACTICE