Stimuli:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Set | Valence | Arousal | Dominance | Any issues? |
| 01 (Sebastian – George M then did harm) |  |  |  |  |
| 02 (Sebastian – George M then did harm) |  |  |  |  |
| 03 (Sebastian – George M then did harm) |  |  |  |  |
| 04 (Sebastian – George M then did harm) |  |  |  |  |
| 05 (Daksh) |  |  |  |  |
| 06 (Daksh) |  |  |  | Two pieces have a fairly high +ve correlation (just under 0.3) |
| 07 (Daksh) |  |  |  | Two pieces have a very high +ve correlation (about 0.55) |
| 08 (Kyle track 1 set). Sebastian then did vibr |  |  |  |  |
| 09 (Kyle track 2 set) Sebastian then did vibr |  |  |  |  |
| 10 (Daksh) |  |  |  | Two pieces have a fairly high +ve correlation (just under 0.4) |
| 11 (Daksh) |  |  |  | Two pieces have a fairly high +ve correlation (just under 0.3) |
| 12 (Daksh) |  |  |  |  |

Green = Positive/high/dominant

Red = -ve/low/submissive

White = neutral

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

|  |  |  |  |
| --- | --- | --- | --- |
| Set: | Keyb-harm: | Harm-vibr: | Vibr-keyb: |
| 01 | 0.0691924851158301 | -0.107620455338866 | 0.111166277065616 |
| 02 | 0.0722472585453085 | 0.0920283329084020 | 0.0809350897986053 |
| 03 | 0.0768689190942690 | 0.108752947366325 | 0.214126635921545 |
| 04 | -0.0392776759590660 | 0.0670962181907903 | 0.213519873960150 |
| 05 | 0.119735843730278 | 0.167421335885330 | 0.198049209721846 |
| 06 | -0.176211978611746 | 0.293166725791441 | 0.00587949976472830 |
| 07 | 0.236863798393946 | 0.548274001901176 | 0.204901747705491 |
| 08 | 0.0718389144133815 | 0.0696397704794014 | 0.0138814547032540 |
| 09 | 0.027825184670720 | 0.062603686687816 | 0.064788341537508 |
| 10 | 0.0484321354352735 | -0.0289856559585223 | 0.388607924888173 |
| 11 | 0.00791471361921011 | -0.0408886609558362 | 0.296830428283625 |
| 12 | -0.0516904617280334 | -0.0112797868191949 | 0.186782494266359 |

Red = correlation greater than +0.25

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 semimegasetMixer- i.e enforced equal balance in (main trial) stimuli. This meant that one semimegaset 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