**The Cambridge Shopping Task**

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| Log in | See example slide; the task is initiated by pressing the start button. |
| Craving | * Drug users only. * **1st question:** which drug would they use now; follow up craving. * The answer will be typed in the answer field and will be used for the follow up question about craving, which appears on a separate slide. * The answer is provided on a visual analogue scale. The cursor should not be visible. Participants should draw a line using the mouse or their finger. * **2nd question:** craving of drug of dependence (according to group status). * The answer is provided on a visual analogue scale; again, the cursor is NOT shown. |
| Online shopping question | * All participant will be asked: How often to do shop online? (multiple choice) |
| Title | See Title slide – the task should be initiated by pressing the ENTER button (not the space bar). |
| Phase 1: | * Introduction slides (1 – 4) * Participants can move on by pressing the next button. |
|  | Example slides of the task’s layout (phase 1) are provided.   * The screen should include a large number of equally sized tiles (ca. 4 rows of tiles); we will have to see how many tiles fit on the screen. The tiles should not be too small so that the text on the tile is easy to read. * The tiles should be rounded as the tiles of most smartphone apps. * The tiles should all have the same light colour (if you can use the colour of the example, this would be great), the text of the category should be written in black (non-serif fonts, e.g., Arial). Please note: the top level (where all the different categories are listed) should have one fixed light colour scheme to may it recognisable as the top level. * Participants should be able to scroll from left to right and up and down. * Categories shown on the screen should not repeat but they may be shown again when participants scroll; ideally those categories that participants have not yet opened, or not recently opened will be shown next. * The display of categories on the screen in random but the three class A drug categories (cocaine, crack, heroin) should always be displayed on the first screen when the participants start the task. * There should be a line dividing the header from the tiles. Contrary to what we discussed previously; the line should not have any further function. |
|  | * When participants tick on a tile, it is framed (see example) and then participants see a set of new tiles that belong to that category. * Each category should be associated with a different light (!) colour. I would probably define the order of colours up front and allocate them to the categories that participants open to ensure that similar colours are not associated with two consecutive categories. * The tiles of the categories should not carry information about items. The items should be very blurred and not be recognisable. |
|  | * To explore the tiles of a selected category, participants can scroll up/down and left/right. Perhaps the arrows (next and back) are not needed if we use the same logic as in the general outline. |
|  | * When participants click on a category tile, they can open it and see what it contains. * The item that they see will be picked randomly from the item pool that belongs to that particular category. * They can select the item by adding it to their trolley (add to basket) or they can press the next to move back to the category tiles (back button). * The items do not have price tags but participants can infer the price by the amount to which their budget declines whenever they select the item. |
|  | * The content of the trolley should not be displayed all the time. Participants can check their purchases, if they want, by clicking on the trolley icon in the top right corner. They will then see a list of the items they selected, and they have the option to remove each of them from the trolly. * There is also an option that says “continue shopping”. |
|  | * The timer in the top left corner is set to 15 minutes and starts when participants pressed the next button on the last instruction slide “Please press the next button, when you are ready to start.” * The time will count down in real time; it would be useful to see the seconds counting down as well (not only the minutes because this increases time pressure). |
|  | * Participants will receive a budget of £1000 to spend. To avoid that the entire budget is spent on just a few items, we will adjust prices once participants have spent £750, which means that the items that they then select will be charged at a cheaper rate (without the participant being made aware of it). |
|  | * Phase 1 ends with the slide: Thank you, time is up. * This slide should stay on the screen until the ENTER button is pressed. |
| Intermediate questions: | * Satisfaction rating (all participants). Answer on a visual analogue scale (not satisfied at all, very satisfied) * Drug users will be asked an additional question: How much do you want to use xxxx right now? (Answer on a visual analogue scale) |
| Phase 2 | * Introduction: Important notice slide * 6 introduction slides |
|  | * Phase 2 consists of 5 blocks and 3 experimental conditions: non-degraded (block 1-3), partially degraded (block 4), and fully degraded (block 5). * Each block consists of 20 signalled, one-second trials. * On each trial, participants are presented with a shopping trolley on top of which is a light bulb, after 250ms, the light bulb turns either blue or orange for a duration of 500ms, which is the time window for participants to press the button to claim the next item. * The blue and orange light will signal whether the next item will be from the participant’s order (goal narrowed item) or whether it will be an item that they have not selected (and ideally, not even looked at because this is a category they are not interested in). * The items will be selected randomly. If drug users picked drugs, the likelihood of drug items are selected should be high. This also applies to control participants who selected drug/alcohol items. * For items that participants have not selected (and ideally not even looked at), these items should NEVER contain drugs/alcohol/related-paraphernalia. * Other customers’ items should be selected at random from categories participants’ did not look at (or did not select from); not two of the same items should be presented in succession (perhaps we should set a rule that a particular category should not repeated for 3-5 trials). * In the first three (non-degraded) blocks, a button-press leads to a successful claim on 60% of trials, but not pressing the button will never lead to a successful claim. * A successful claim will be indicated by the item appearing on top of the trolley, surrounded by green ticks and a message: You’ve got it! on top, which will stay on the screen for 250ms before the turned off light is shown again for another 250 ms. * This action-outcome contingency will be established over the first 3 blocks (non-degradation), before in block 4 the contingency is partially-degraded by introducing free rewards in 30% of trials, and then fully-degraded in block 5. * IMPORTANT: partial degradation will only happen if the response rate is >50%. I may have to change the instructions slides to encourage participants to respond as often as they can. * GENERAL COMMENT: The free rewards should be introduced for all items, irrespective of whether these are goal-narrowed items (from the participant’s trolley) and from the other items (which the participant did not even open). * Phase 2 ends with the slide: Well done … |
| Ratings during block 1 – 5 | * After each block, participants are were asked to indicate on a continuous scale how likely their actions were associated with a reward (0–never, 100–always). * Only at the end of block 1, participants will be asked about the meaning of the light signal. |
| Intermediate questions at the end of phase 2 | * Satisfaction rating (all participants). Answer on a visual analogue scale (not satisfied at all, very satisfied) * Drug users will be asked an additional question: How much do you want to use xxxx right now? (Answer on a visual analogue scale) |
| Phase 3 | * Intro phase 3, when participants press next, then they will find themselves at the layout of phase 1 (overall categories). * Phase 3 ends with the slide: Time’s up. |
| End of the task | * Thank you for shopping with us. |