# Learning Objectives

1. To learn some more code elements
2. To work on your assessment with in-class support

# Activity 9.0

## Providing average reaction times for conditions at the end of an experiment.

**To add average reaction times, you will need to use a small amount of code**.

You will be using a version of an experiment that combines both the Simple Reaction Time (Week 1) and Choice Reaction Time (Week 2 and Week 5). Remember that we discussed how we respond faster to a simple single stimulus when compared with having to make a choice.

Figure . Trial Visualisations for SRT & CRT

Part 1 – SRT

ISI (dur varies)

Stimulus (until keypress)

Blank screen (200ms/ 0.2sec)

Part 2 - CRT

Stimulus Conditions

Circle/Square

Fixation

(300ms/0.3sec)

Stimulus

(until keypress)

Blank screen

(200ms/ 0.2sec)

**Procedure**

In Part 1 of the experiment (Simple Reaction Time) the participant will see a fixation cross presented for a random duration between 1500ms to 4000ms, followed by a circle stimulus and they are required to press the b key on stimulus presentation. A blank screen is then shown for 200ms.

In Part 2 (Choice Reaction Time) the participant will be presented with a fixation cross for 350ms, followed by either a circle or a square. In response they should press the z key for a circle, and the m key for a square. A blank screen is shown for 200ms.

In total the participant will see 12 SRT and 12 CRT trials.

# Activity 9.1

## Work on your assessment in class

If you have completed this activity you should work on your assessment in-class where you can ask for support from your tutor.