



Online experiments Binus University Workshop Day 2

https://osdoc.cogsci.nl/binus2022

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Today (day 2)

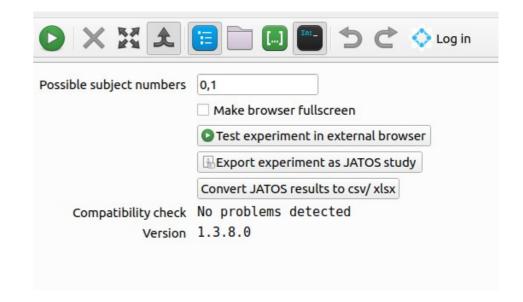


- Before the break
 - A general introduction to online experiments
 - Working on the Cats, Dogs, and Capybara tutorial
- After the break
 - Managing your online experiment on MindProbe.eu (a JATOS server)
 - Continue working on your own experiment

OSWeb



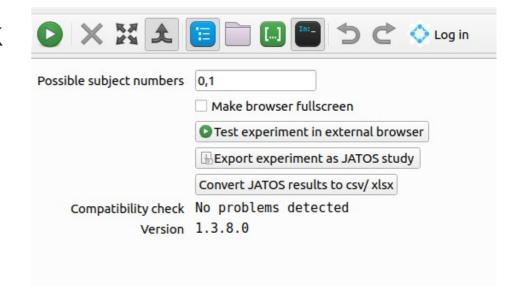
- A JavaScript implementation of the OpenSesame runtime
- You can directly run your experiment in a browser
 - For testing purposes only!



OSWeb



- Supports a subset of functionality
- Built-in compatibility check
 - Useful but incomplete!
- A list of supported functionality on the documentation site [1]



JavaScript



- JavaScript is the language of the web
- Inline JavaScript is supported
- But more limited than inline Python script
- You don't need JavaScript today
- ... but for those who are interested a few words

```
process_number_input - inline javascript
  Executes JavaScript code (ECMA 5.1)
Prepare
console.log(vars.response)
if (vars.response in [0, 1, 2, 3, 4, 5, 6,
    vars.sona_id += vars.response.toString()
 else if (vars.response === 'backspace') {
    vars.sona_id = vars.sona_id .toString()
```

JavaScript



- The vars object provides access to experimental variables
- The Canvas object provides a stimulus displays
- The workspace is not shared between scripts
 - You have to attach objects to the **persistent** object
- Extensively documented! [1]

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