**Sequence Lexical Decision Instructions**

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**Explanation of the task**

This is a simple auditory lexical decision experiment. They will hear an item and then have to press a button to indicate if it was a word or a non-word.

The main thing to explain to the subject is that some of the words will be unclear whether they are existing words or not e.g. necessary vs. decessary. They should say “no” to decessary and “yes” to necessary.

**The words should sound clear and undistorted. The words should not be high pitched!! If the auditory word is distorted with crackles, or if the word gets clipped before it ends, check that the audio library is set to “souddevice” (see below, step 4).**

The experiment is split into 2 blocks, and each block should last about 2 minutes. Each block contains the same trials in a randomised order.

**Please run 1x sequence-1\_LD.psyexp and 1x sequence-2\_LD.psyexp. They balance whether the subject uses the left or right hand to indicate “word” and “non-word”.**

At the beginning of the experiment there are a set of instructions explaining the task.

The log files will be saved in the /data folder. And the stimuli are located in the /stimuli folder. If you ESC the experiment before it ends, the log files are saved automatically with information about the trials that were completed.

**Experimenter instructions**

1. Open PsychoPy3 (it can be downloaded here: <https://www.psychopy.org/download.html>).
2. Open “sequence-1\_LD.psyexp” or “sequence-2.\_LDpsyexp” by clicking File > Open, and then navigating to the sequence folder. You should see the following dialog box:

Graphical user interface, text, application, table, Excel

Description automatically generated

1. Check the PsychoPy version. Go to “experiment settings” by clicking on the icon that looks like a blue cog inside a dialog window. Under the “Basic” tab, the PsychoPy version should be set to 2020.2.

Graphical user interface

Description automatically generated

4) Check the audio settings. Select the “Audio” tab in the same dialog box, and check that the audio latency is set to priority “3” and the audio library is set to “sounddevice”.

Graphical user interface, text, application

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1. Run the experiment by clicking the green “play” icon.

Icon

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5) After a few seconds a dialog box will appear. Here you should write the subject number and the recording session. The block type (1 / 2) should already be populated.

Graphical user interface, text, application

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6) Now the whole screen should go grey and the instructions should be presented on the screen. The subject should read the instructions and then press the space bar to continue.

7) When the block ends, it will say that it is over and to press the SPACE bar to exit.