# Learning Objectives

1. To work in small groups
2. To utilise all the information from the EDP course to design a study
3. To briefly present your ideas to the class

# Activity 12.0

When I am given a brief for an experiment from a researcher it can take many forms, the detail can be very intense, or it can be severely lacking. I often must create or find stimuli to use (there are stimulus databases). Here I will provide you with some details of an experiment that you will have to design, execute in PsychoPy Builder, run with a few participants and then analyse your data.

The experiment will be a **choice reaction time** task. We want to discover if stimuli that we know to move (animate) such as animals, vehicles, etc are better recalled when compared to inanimate stimuli (such as cup, desk etc).

You should present an array of 6 images on the screen briefly for an encoding period, followed by a target (animate or inanimate) and the participant must identify if that target was in the array previously seen using a keyboard response.

Using the BOSS (Bank of Standardised Stimuli) download the BOSS Norms <https://sites.google.com/site/bosstimuli/download>

Things to think about

1. IV
2. DVS
3. Study Design
4. On Screen durations for stimuli/targets
5. How will you decide upon your stimuli? What parameters might you set? (Look at the BOSS norms in the link provided), Size, shape, threatening, colour, pleasant, unpleasant, ambiguity about animate v inanimate, visual complexity, familiarity…..what could threaten the validity of your study?
6. Naming conventions for your conds files AND your components/routines/loops
7. How might you analyse the data?

# Activity 12.1

## Presentation

You have five minutes to present your study to the rest of the group.

You do not have to create the PsychoPy experiment, but you will need to present trial and flow visualisations, sample stimuli, how these were chosen (the parameters) and the information above.