

psiTurk: A framework for running behavioral experiments

Author One
Institute of Psychology

Author Two
Freud's Institute

psiTurk is really great and you should use it.

Introduction, AC

GET DATA, FAST psiTurk takes the hassle out of collecting behavioral data online. Test your code, post HITs, serve secure ads, pay participants. psiTurk lets you focus on your research rather than software development.

Amazon Mechanical Turk (AMT) is an online platform that lets you post a wide variety of tasks to a large pool of participants. Instead of spending weeks to run experiments in the lab, it lets you collect data of a large number of people within a couple of hours. Workers get paid a fixed amount for each HIT which is determined by the requester. Requesters can also make bonus payments to specific workers. Amazon collects a 10% fee for each payment. AMT provides some very basic templates that you can use to design HITs (particularly questionnaires), but these will most likely not serve your purposes as an experimenter. The psiTurk toolbox is designed to help you run fully-customized and dynamic web-experiments on AMT. Specifically, it allows you to: 1. Run a web server for your experiment 2. Test your experiment 3. Interact with AMT to recruit, post HITs, filter, and pay participants (AMT workers) 4. Manage databases and export data psiTurk also includes a powerful interactive command interface that lets you manage most of your AMT activity.

Survey results... (AR)

We got some great feedback from the community, with 201 people responding. The complete results are posted below. We heard from a wide range of academic fields. While most respondents (unsurprisingly) hailed from psychology, we also heard from researchers in linguistics, marketing, neuroscience, and economics. Most researchers (85%) had some experience collecting behavioral data online in their labs. First, there is a clear interest in and acceptance of the use of online data in research. This is interesting because even a few years ago there was much more skepticism that random people doing your experiment over the Internet would give valid data. Nearly 40% suggested they treat papers reporting data collected online identically to that collected in a lab. Nearly all respondents selected large sample sizes (93%) and a more diverse population (98%) as potential advantages of collecting data online, with most listing a more diverse population (60%) and cost (75%) as factors as

well. However, some researchers felt that online data is unreliable (35%), the population is unrepresentative (25%), and the technology required to collect data online is too complex (26%). Half of respondents also stated that the experiment designs they were interested in do not work well online, and researchers outside the US indicated having difficulties using services like Amazon Mechanical Turk. Second, it appears there remain significant software challenges in helping most researchers do behavioral data collection online. The majority of our respondents listed Qualtrics, a service for conducting online surveys, as the tool they were currently most likely to use. At the same time, 79% of respondents were interested in running full experiments online including multiple trials, fixation crosses, etc. The vast majority (94%) of those surveyed indicated they were interested in new tools which simplified online data collection. Of the features people hoped such software would include, 90% listed the ability to block repeat participation, and 70% listed the ability to automatically pay people (incidentally, these are all features of our lab's psiTurk package). In addition, 64% said the availability of example code that one could use to jump-start their own experiment design was important (also a feature of psiTurk's Experiment Exchange). A majority of participants thought a cloud-based solution with a GUI interface would be the preferred form for this type of software to take and 64% indicated a general lack of experience or knowledge about web-based programming (e.g., Javascript, HTML, etc). Interestingly, this is currently not how psiTurk works! (Stay tuned though, as we are currently developing greater cloud-compatibility.) Anyway, that take home seems to be that the acceptance of online data collection is increasing, but the tools for doing this are still lacking in ways most relevant to behavioral researchers. We conducted this study exactly because our lab is working on open-source tools to help with this. While our approach doesn't solve every problem that exists in the community, it does seem to tap many of the concerns these respondents have. This is definitely an interesting space for future development and there seems to be a market for tools which simplify online data collection and which provide services for those outside the US who can't leverage the Amazon Mechanical Turk platform.

What problems does psiTurk solve?, AC

In a nutshell... [maybe add table]

Flexible database options Server-side solutions Automatic bonusing No need to install, configure and maintain complex webserver software (e.g., Apache, MySQL) Minimize security issues since server only runs while you want to collect data No need for dedicated server Ability to filter browsers, iPhones, tablets, etc. Custom routes Nicier interface to Mturk than Mturk Templates (consent, instructions, errors, debrief) Includes industry standards (Bootstrap, jQuery, d3, etc) Prevent same worker from performing your experiment multiple times

example subsection...

View of the AMT worker

AMT functions as an online listing service for online jobs. Workers search through a list of tasks, known as Human Intelligence Tasks (HITs). When a worker examines a particular task, they are able to see metadata about the task, such as its title and how much it pays, and a website provided by the requester inside a web frame. This website serves as an advertisement for the task and must be hosted either by Amazon or on the requester's hosted servers. Once a worker has accepted a HIT, he or she agrees to complete it within a particular amount of time. The actual task is again served either from Amazon or the requester's own hosted service. The hosting both serves the job to the worker and collects data. Finally, the worker is returned the AMT worker page to be credited and continue to another HIT.

PsiTurk helps an experimenter in both hosting the ad and delivering the experiment. First, PsiTurk provides a cloud service at psiturk.org for serving ads to workers. This service serves the ads with appropriate SSL certificates, something which can be difficult on many server configurations.¹ Second, the PsiTurk web framework allows you to easily build and host your own experiment, running on your server or laptop and saving workers' data either to your own database or to psiturk.org. This gives experimenters complete flexibility in terms of content while also offering a suite of tools to make experiment development easy.

View of the experimenter (TMG)

SSL hosted Ad Server removes need to deal with complex web security issues (https, data mining on workers) Participants recruited via Mechanical Turk first interact with your task via ads. Ads are simply the digital version of hanging a poster or flyer around your university building in order to recruit participants. Technically, ads are snippets of HTML code that describe what your task is about and what you're offering for compensation. As a result, they are the front line for any subject recruitment online. It's easy to overlook the

importance of a good ad, and making that ad visible to as many participants as possible.

psiTurk experiments can be hosted on almost anything that has an internet connection and a public port, such as an office computer or laptop. You'll need a static IP to prevent your experiment's URL from changing. Users without one (e.g., most home users) can use a dynamic DNS service to forward a URL to their dynamic IP. Here's a list of free DDNS providers. You also may need to forward a port from your home routers to your personal computer. To run your experiment in a web browser you need to have at least some basic web programming skills (especially using HTML, CSS, and JavaScript). Once you mastered the basics, you can take advantage of the vast number of libraries and tools that can help you to build sharp and sophisticated experiments with the support of a large community of users. To get you started, psiTurk provides a fully functioning example experiment (Getting up and running with the basic Stroop task) that you can use as a template for your own study. psiTurk also includes a library of basic Javascript functions (psiTurk API) that you can insert into your code to handle page transitions, load images, and record data. Other frameworks

The psiTurk Ad Server is a cloud-based solution for delivering ads to participants securely, while providing experiments useful information about who is taking their experiment, where they are connecting from, and possibly what other experiments they have completed. Automatically record if participant is switching between windows during the task Save data from experiment incrementally to maximize data collection Prevent users for quitting then restarting experiment Extendable Python based API: easily add new functionality Library of experiments you can adapt or replicate Fully open-source development helps catch bugs Easy to use interactive command line Simplifies paying participants quickly, including bonuses Automatically fill in conditions randomly and evenly Easily switch between AMT's sandbox and live site Since everything runs locally easy to debug/test (even w/o Internet!) Run experiments on local computer (via tunnel) (can run offline and online) Perfect for laboratory-based courses with undergrads (replicating studies) psiTurk's experiment exchange is like an "app store" for experiment designs. Share your code, help others replicate, or check out someone else's experiment as a starting place for coding your own. The experiment exchange also allows researchers to quickly download psiTurk-compatible experiments and re-run them online. Same population, same task code, direct replication, better science. The experiment exchange allows researchers to share the code for psiTurk-compatible experiments. Other researchers can easily download the code from the exchange and re-run them online using the same population and task code. In addition, researchers can use the

¹SSL certification has recently become a requirement for hosting content within an `iframe` on mturk.com.

experiment exchange to learn about the code used in other people's experiments.

Command line interface (AR)

Frontend: psiTurk.js (DBM)

The javascript library psiTurk.js enables interaction with the server from within the experiment (javascript) code. Creating the psiTurk object.

Tracking a participant's progress in experiment. Finished instructions, completed HIT.

Saving experimental data. Data is stored in two formats: trial data and question data.

Automatic recording of browser interaction. One general limitation of web experiments is greater uncertainty about a participant's testing environment and engagement with the experiment. However, standard methods exist for recording many aspects of a user's interaction with a web browser, and this data can be useful for 1) tracking how an experiment was displayed, and 2) the level of a participant's engagement.

Although it is possible to set the initial size of a browser window, a web participant is able to change the dimensions of the window, potentially obscuring or altering how the experiment is displayed. psiTurk.js automatically records changes in the size of the window. Similarly, a web participant can choose to switch focus away from the experiment

window (e.g., to another browser window or a different application). psiTurk.js records every time that the experiment window loses and gains the participant's focus. This event data is automatically recorded and saved to the database.

Common experimental setup and presentation functions. Preloading html pages and images. Basic instructions element.

What are the limitations of psiTurk? (TMG)

doesn't force particular javascript gui stuff multiperson real-time experiments (Doug?) No Windows Showing videos is difficult (flash? html5? Slow connections? reload videos?) How to pay people when they don't finish hit completely?

Future directions

counterbalancing (integrate PlanOut (Facebook's counterbalancing tool)) (DH) Optimal Experimental Design/ Design of Experiments tools Better multi-person/multi-session exp (websockets; doug?)? Automate catch trials? How far did the worker get? Do we count them in the N? Limiting/throttling number of people doing the experiment at once Video support