

matRiks

**An R package for the automatic generation of Raven-like matrices**

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## 1 Introduction

## 2 Generating rules

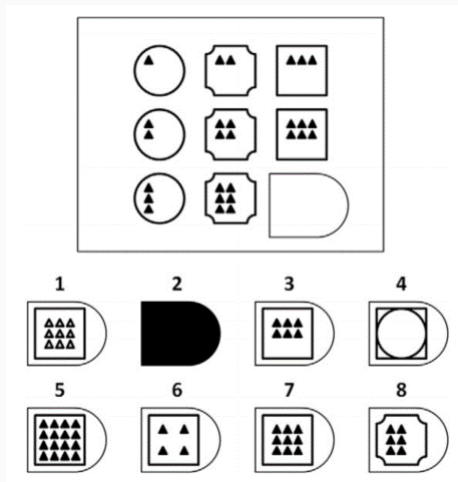
## 3 The matRiks package



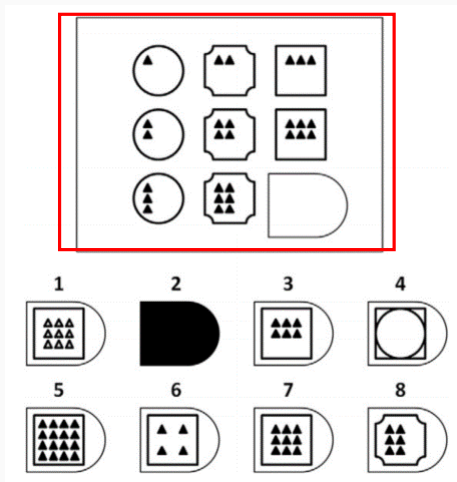
Assessment of fluid intelligence or abstract reasoning  
Job recruitment, clinical assessment



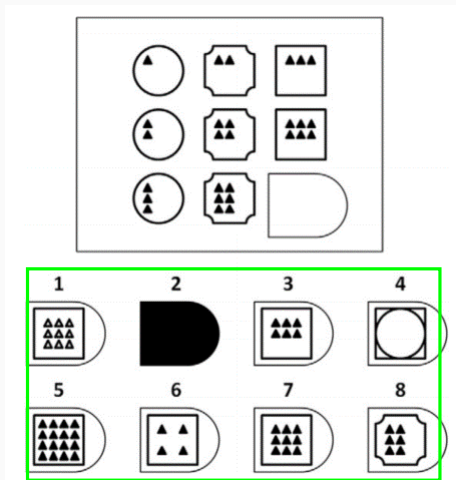
# An example



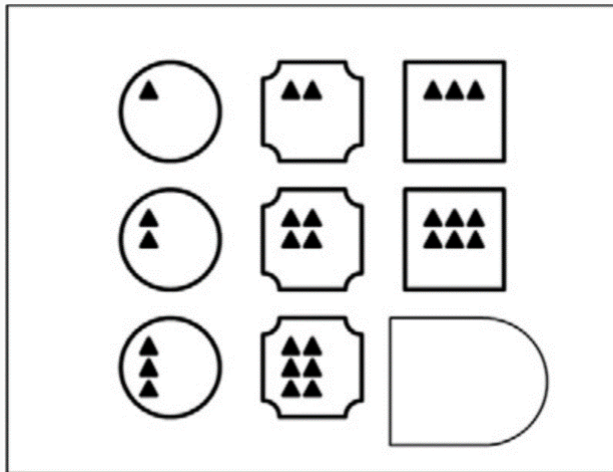
# An example



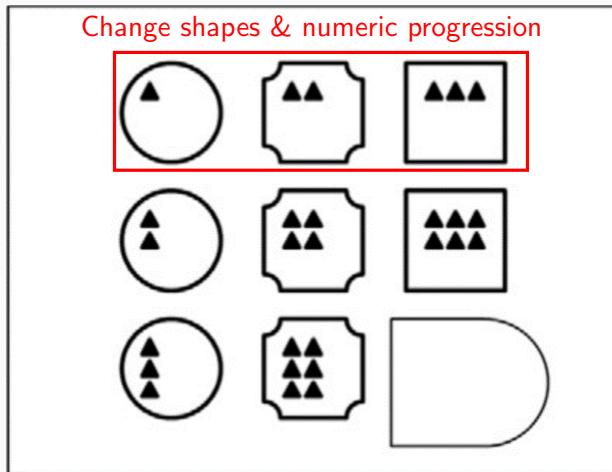
# An example



## An example: The matrix

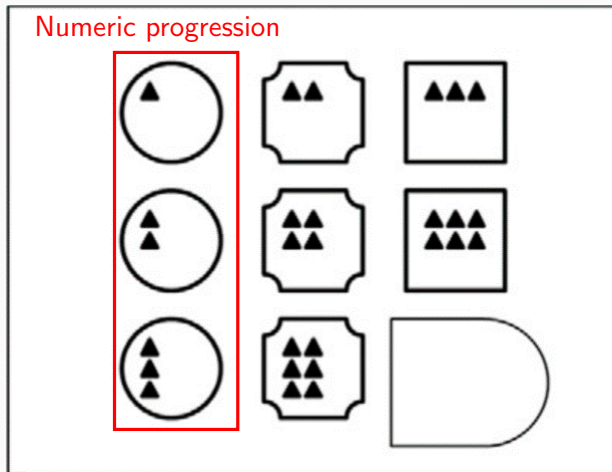


## An example: The matrix

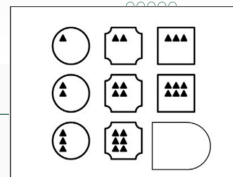
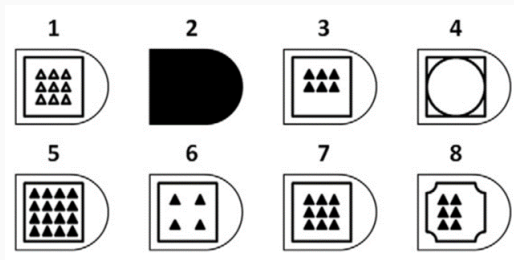




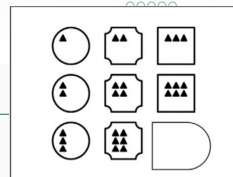
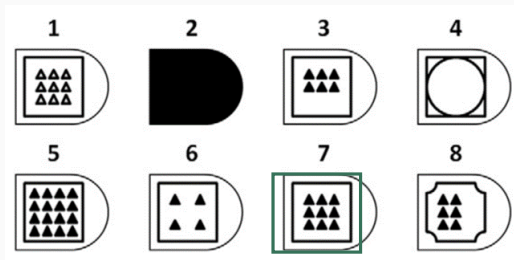
## An example: The matrix



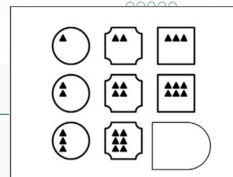
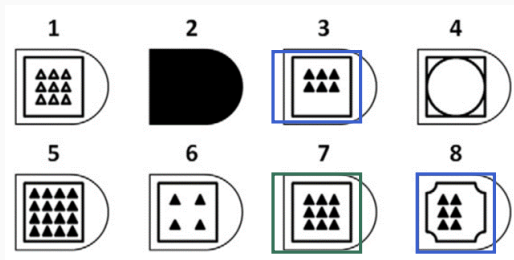
# An example: The response list



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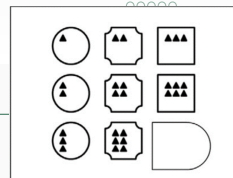
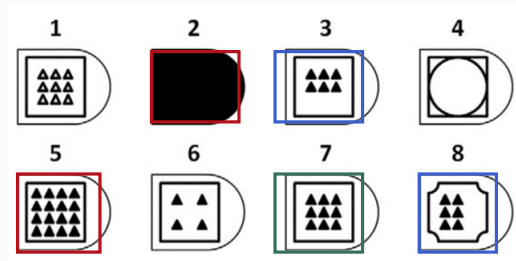
# An example: The response list



Repetition of a cell **adjacent** to the blank space

Repetition

# An example: The response list



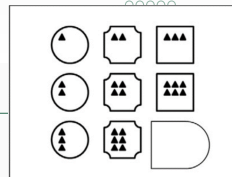
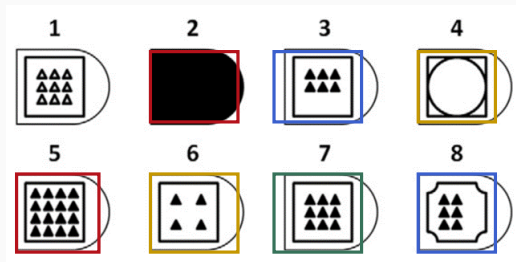
Repetition

Difference

Repetition of a cell **adjacent** to the blank space

Different in appearance from every element of the matrix

# An example: The response list



Repetition

Difference

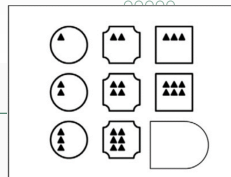
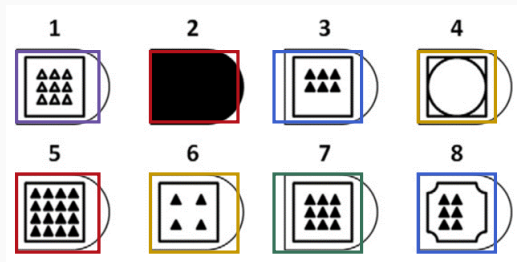
Wrong Principle

Repetition of a cell **adjacent** to the blank space

Different in appearance from every element of the matrix

Copy of a cell or combination of cells

# An example: The response list



Repetition

Difference

Wrong Principle

Incomplete Correlate

Repetition of a cell **adjacent** to the blank space

Different in appearance from every element of the matrix

Copy of a cell or combination of cells

**Almost** the correct response

## 1 Introduction

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## 3 The matRiks package



Category	Rule name	Definition
Visuospatial rules	Object addition/subtraction	Visually merge two elements
	Movement	With a steady background, the movement is created by changing the position of an object across the cells
	Rotation	The spatial orientation of the figure changes across the cells
	Mental transformation	The third cell results from the application of the characteristics in the second cell to the figures in the first cell.
	Numeric progression	Quantitative increase or decrease in the number of features from cell to cell
	Changes in shape	The figures change across cells
	Changes in shade	The shading of the figures changes across cells
Logical rules	Changes in size	The size of the figures changes across cells
	Changes in margins	The margins of the figures change across cells
	AND	The third cell contains ONLY the elements that appeared in both the first and second cells
	OR	The third cell contains ALL the elements in the first and second cells
	XOR	The third cell contains the elements in the first cell not present in the second cell and viceversa

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# The matRiks architecture: Matriks generator

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Object

# The matRiks architecture: Matriks generator

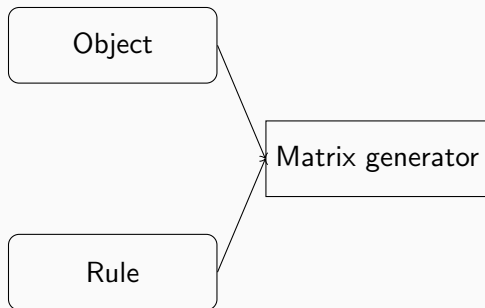
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Object

Rule

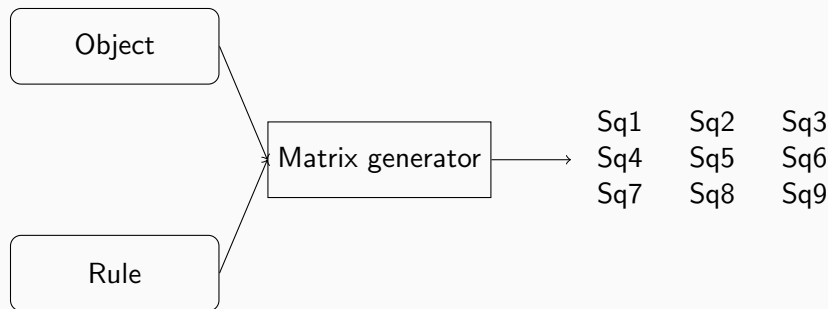
# The matRiks architecture: Matriks generator

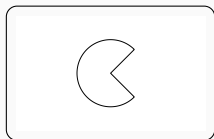
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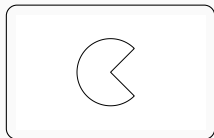


# The matRiks architecture: Matriks generator

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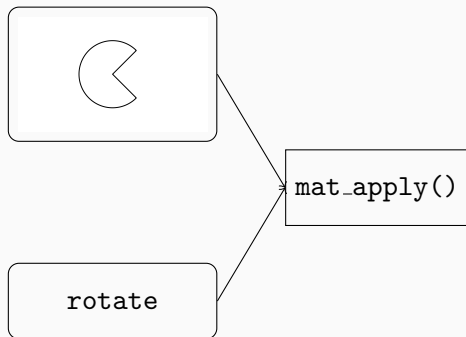


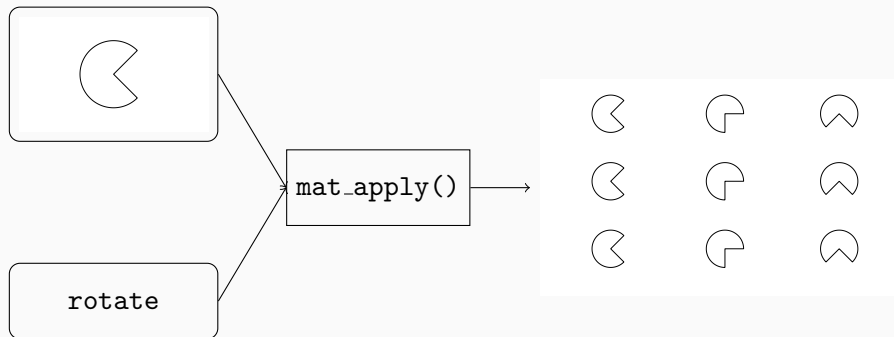




rotate







# The matRiks architecture: Response options generator

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Sq1	Sq2	Sq3
Sq4	Sq5	Sq6
Sq7	Sq8	Sq9

# The matRiks architecture: Response options generator

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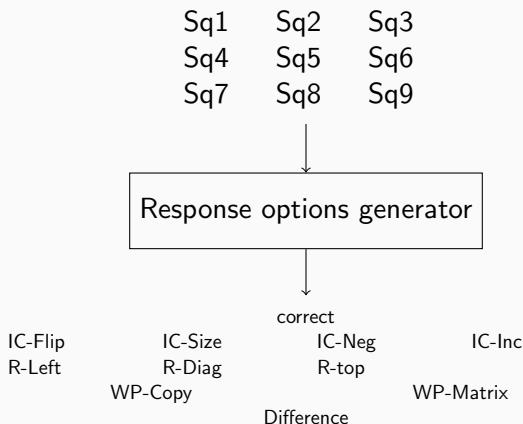
Sq1	Sq2	Sq3
Sq4	Sq5	Sq6
Sq7	Sq8	Sq9



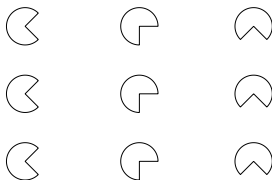
Response options generator

# The matRiks architecture: Response options generator

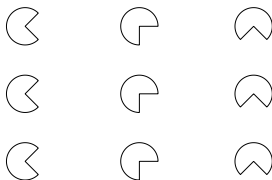
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`response_list()`



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