#### MATRIKS

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

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Convegno AIP-Sezione Sperimentale 2023 Symposium:

New frontiers for the adaptive assessment of executive functions

18 Settembre 2023



- 1 Introduction
- 2 Generating rules
- 3 The matRiks package
- 4 Why?
- 5 Final remarks



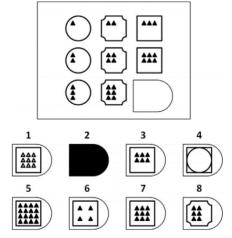
Introduction

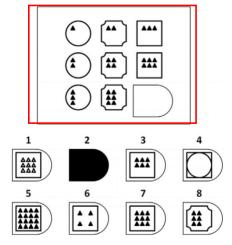


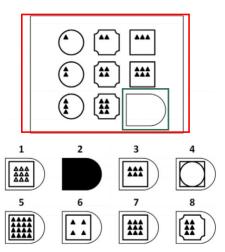
Assessment of fluid intelligence or abstract reasoning

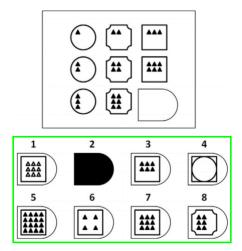
Beyond clinical assessment  $\rightarrow$  Job recruitment



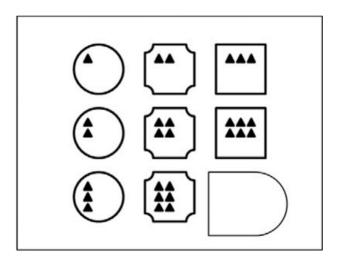




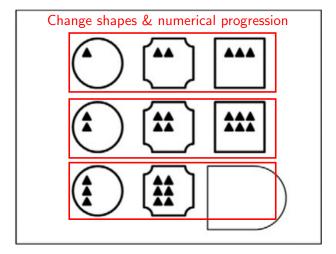




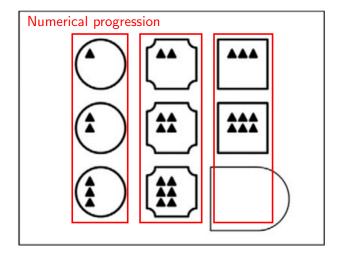
#### An example: The matrix

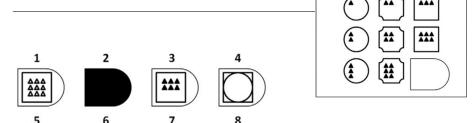


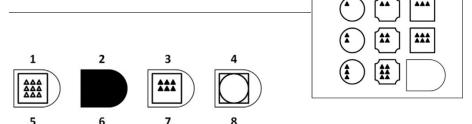
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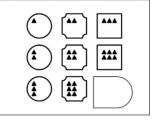


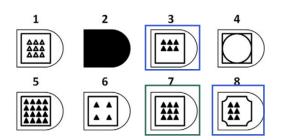
# An example: The matrix





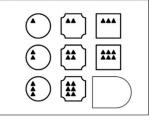


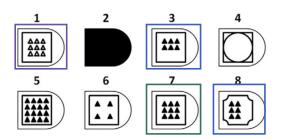




#### Repetition

Incomplete Correlate Wrong Principle Difference Repetition of a cell adjacent to the blank space Almost the correct response Copy of a non adjacent cell or combination of cells Different in appearance from every element of the matrix



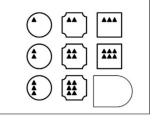


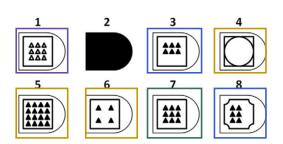
Repetition
Incomplete Correlate
Wrong Principle

Wrong Principle
Difference

Repetition of a cell adjacent to the blank space Almost the correct response Copy of a non adjacent cell or combination of cells

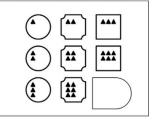
Different in appearance from every element of the matrix  $% \left( x\right) =\left( x\right)$ 

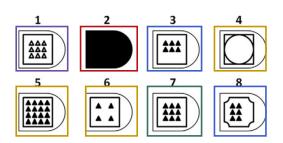




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Category	Rule name	Definition
Visuospatial	Object addition	Visually merge two objects
	Movement	Change the position of an object across the cells
	Rotation	Change the spatial orientation of the objects across the cells
	Mental transformation	Apply the characteristics of the objects in the sec- ond cell to the objects in the first cell to obtain the object in the third cell.
	Numerical progression	Quantitative increase or decrease in the number of objects from cell to cell
	Changes in shape	Change objects across cells
	Changes in shade	Change the shade of the objects across cells
	Changes in size	Change the size of the objects across cells
	Changes in outline	Change the outline of the objects across cells
Logical	AND	The third cell contains only the elements that appeared in both the first and second cells $(\cap)$
	OR	The third cell contains all the elements in the first and second cells $(\cup)$
	XOR	The third cell contains the elements in the first cell
		not present in the second cell and vice-versa ( $\Delta$ )
Directional Logic	Horizontal	The objects are modified across columns
	Vertical	The objects are modified across rows
	Diagonal	The objects are modified horizontally and diagonally

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devtools::install\_github("https://github.com/OttaviaE/matRiks")

- Generates  $2 \times 2$  or  $3 \times 3$  Raven-like matrices
- ullet Generates the response list associated with the matrix (1 correct response + 10 distractors)
- Core elements:

Objects Rules Matrix generator Response options generator



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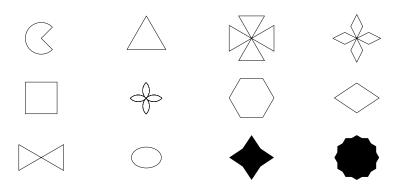


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## (Some) of the available objects



. . .

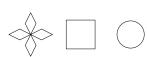
## Visuospatial rules

Introduction

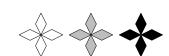
#### Rotate



#### Shape



#### Shade



#### Size





#### Logical rules

AND  $(\cap)$ 

OR (∪)



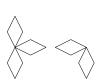






 $XOR(\Delta)$ 





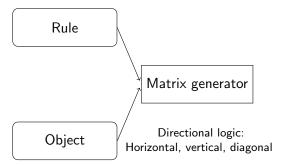
Rule



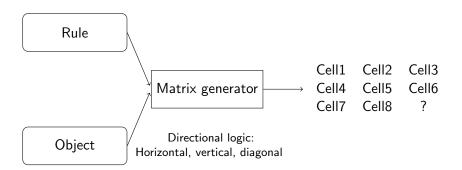
Final remarks

Rule

Object



Final remarks

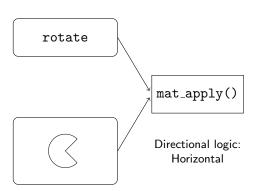


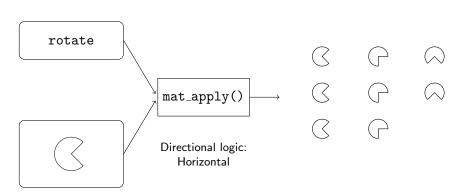
rotate

rotate



Introduction





## Response options generator

Cell1 Cell2 Cell3
Cell4 Cell5 Cell6
Cell7 Cell8 ?

#### Response options generator

```
Cell1 Cell2 Cell3
Cell4 Cell5 Cell6
Cell7 Cell8 ?
```

Response options generator

Final remarks

#### Response options generator

```
Cell1
            Cell2
                     Cell3
    Cell4
            Cell5
                     Cell6
    Cell7
            Cell8
                                               Correct
                                                                    \times 1
                                                                    \times 3
                                             Repetition
                                       Incomplete Correlate
                                                                   \times 4
Response options generator
                                                                    \times 2
                                         Wrong Principle
                                             Difference
                                                                    \times 1
```

Generating rules

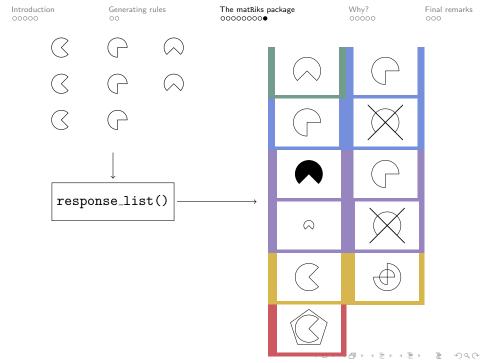
Introduction

00000

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# **PsycAssist**



#### Stimuli

#### 40 Raven-like matrices:

- ullet 1 imes 1 matrices (jigsaw puzzle) , n=5
- $2 \times 2$  matrices, n = 20
- $3 \times 3$  matrices, n = 15

## Sample

```
n=600 children aged 4-11 ( M=8.39\pm2.17 ), recruited in Italian schools F=48\% 30% preschoolers
```

#### Rasch validation

- Monotonicity check
- Fit the Rasch model:
  - ① Check for item with infit and/or outfit statistics  $\geq 2$  (underfit)
  - ② Local dependence (Yeun's  $Q3 \ge .20$ )

## Rasch validation

#### Note

2 matrices were eliminated because of technical issues

4 matrices were eliminated because of a lack of monotonicity

The starting model included 34 matrices:

Madcov	SRMR	<i>p</i> -value
0.95	0.06	0.001

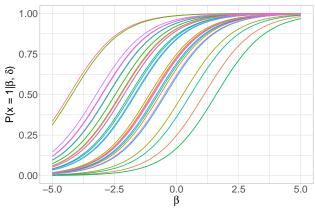
Oufit statistic suggested the underfit of one matrix (item 21)  $\rightarrow$  removed and refitted the model

- Check for infit/outfit  $\rightarrow$  no matrices were identified as underfitting
- Check for local dependence:
  - Matrix 37-40• Matrix 37-28  $\} \rightarrow$  Matrix 37 has been eliminated



## The final model

Madcov	SRMR	<i>p</i> -value
0.94	0.06	0.001





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- Formalization of the matrix generation process
- Generate similar but different matrices  $\rightarrow$  Equivalent matrices (?)
- Reproducibility of the stimuli
- Ease of use (for useR)

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SOON A shiny app

## matRiks



https://github.com/OttaviaE/matRiks

### Slides











https://github.com/OttaviaE/matRiks

# Thank you!

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