

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

④ Why?

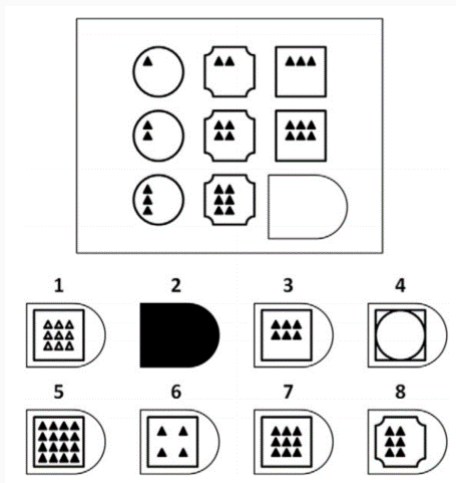
⑤ Final remarks



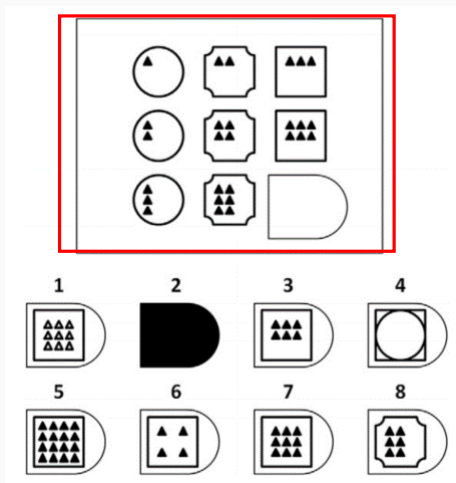
Assessment of fluid intelligence or abstract reasoning
Job recruitment, clinical assessment



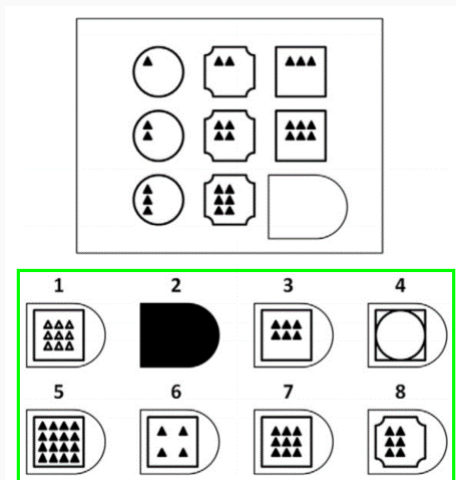
An example



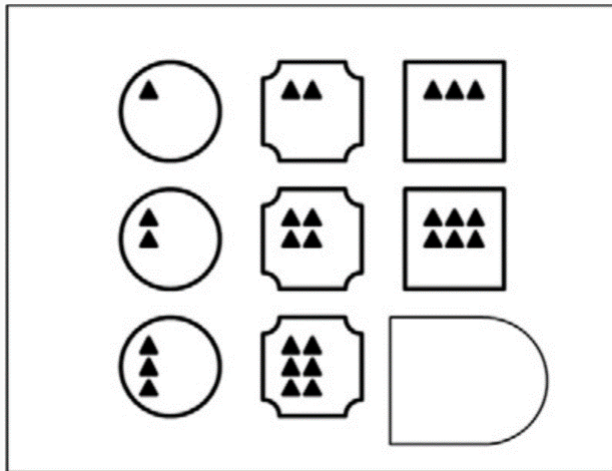
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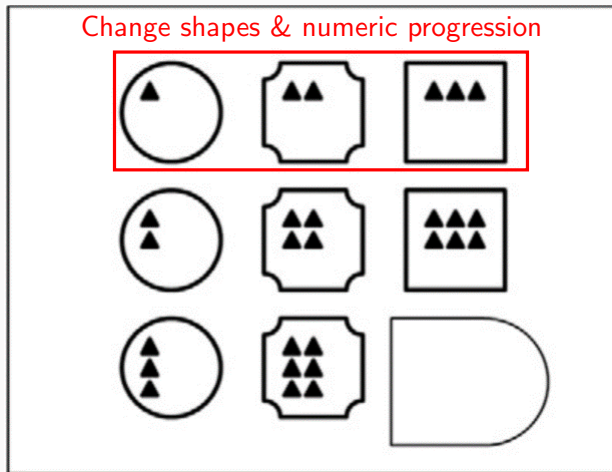
An example



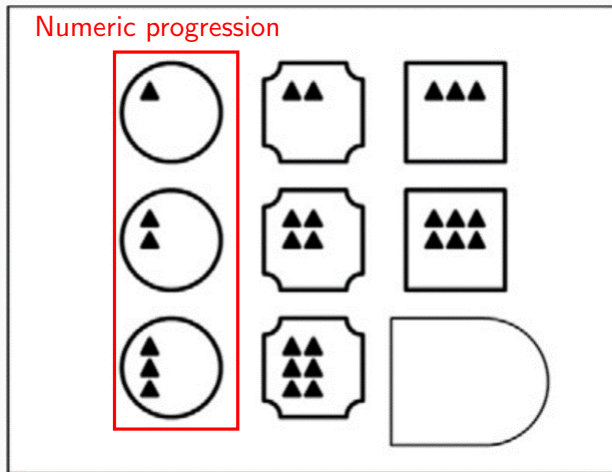
An example: The matrix



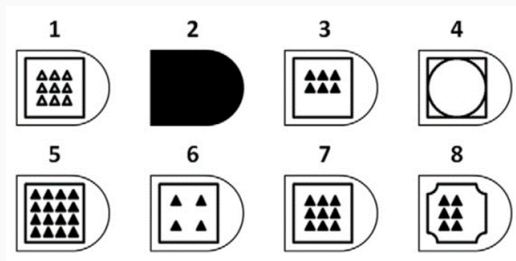
An example: The matrix



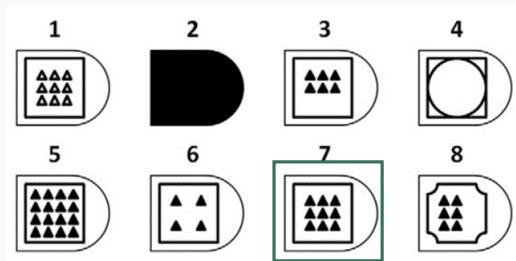
An example: The matrix



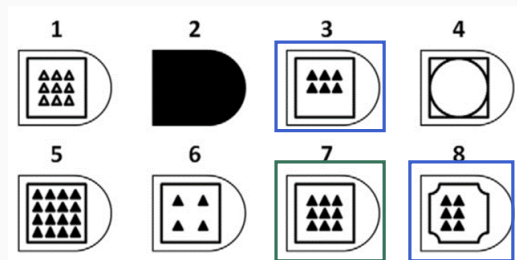
An example: The response list



An example: The response list



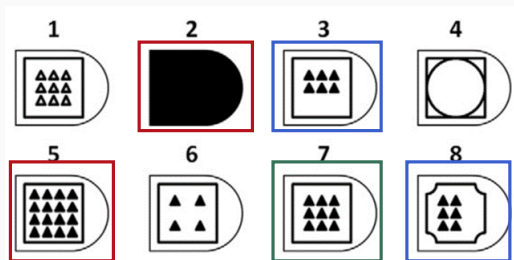
An example: The response list



Repetition

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

An example: The response list



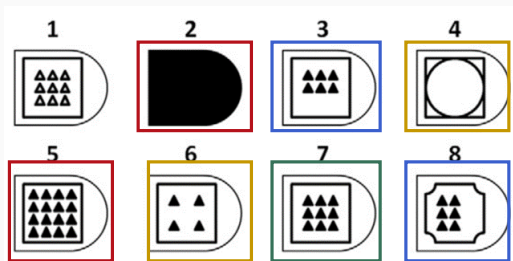
Repetition

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

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

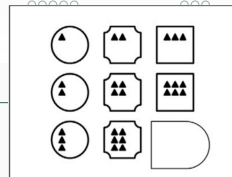
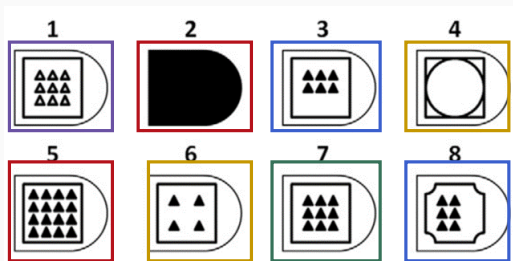
Difference

Different in appearance from every element of the matrix

Wrong Principle

Copy of a cell or combination of cells

An example: The response list



Repetition

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

Difference

Different in appearance from every element of the matrix

Wrong Principle

Copy of a cell or combination of cells

Incomplete Correlate

Almost the correct response

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Rules	Cate- gory	Rule name	Definition
Visuospatial		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		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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```
devtools::install_github("https://github.com/OttaviaE/matRiks")
```

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

Objects Rules Matrix generator Response options generator

The matRiks architecture: Matriks generator

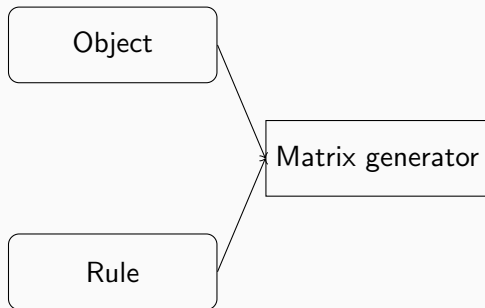
Object

The matRiks architecture: Matriks generator

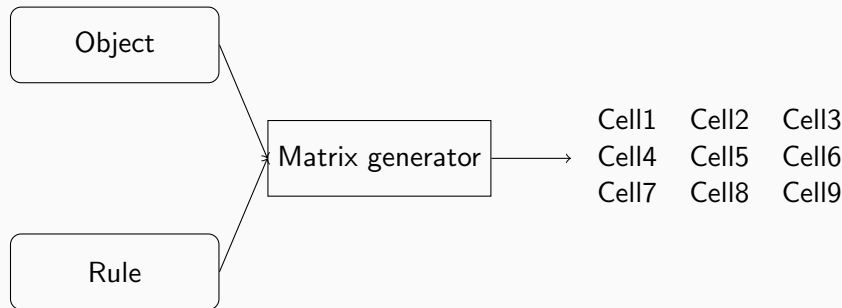
Object

Rule

The matRiks architecture: Matriks generator



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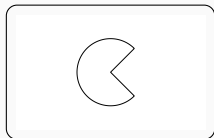
Introduction
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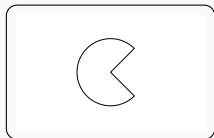
Generating rules
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The matRiks package
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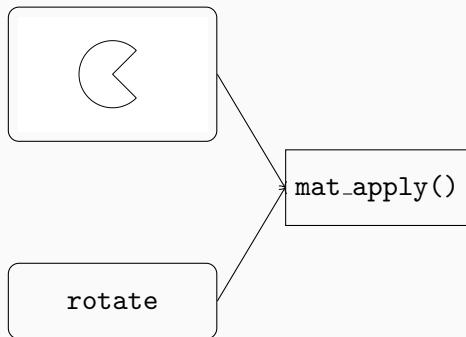
Why?
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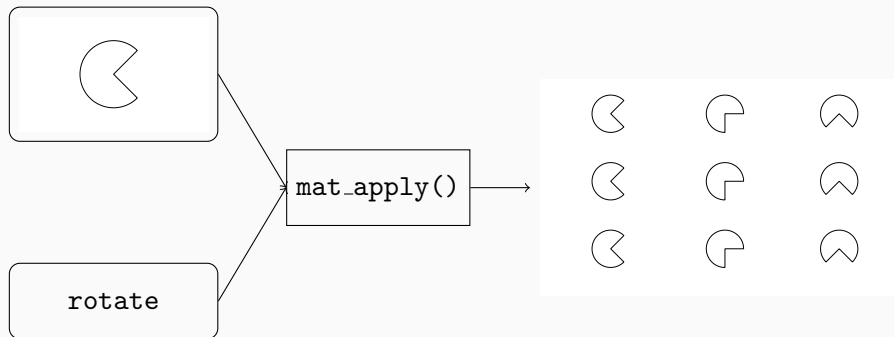
Final remarks
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rotate





The matRiks architecture: Response options generator

Sq1	Sq2	Sq3
Sq4	Sq5	Sq6
Sq7	Sq8	Sq9

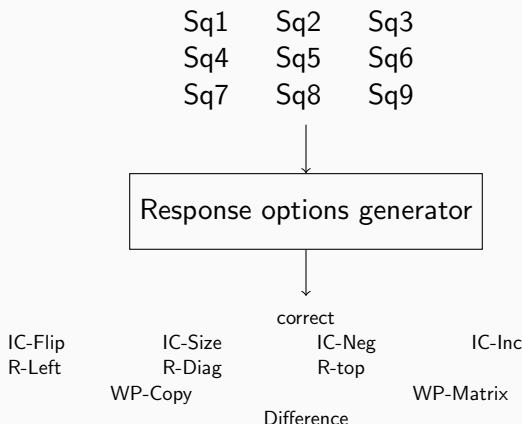
The matRiks architecture: Response options generator

Sq1 Sq2 Sq3
Sq4 Sq5 Sq6
Sq7 Sq8 Sq9



Response options generator

The matRiks architecture: Response options generator



Introduction
ooooo

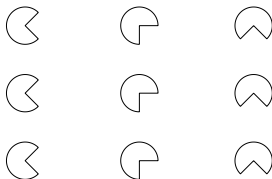
Generating rules
oo

The matRiks package
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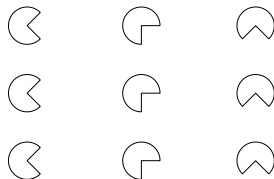
Why?
ooooo

Final remarks
ooo

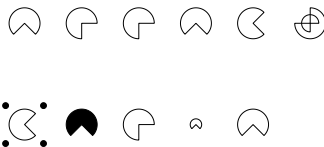




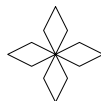
`response_list()`



`response_list()`



(Some) of the available figures

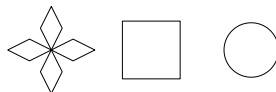


Visuospatial rules

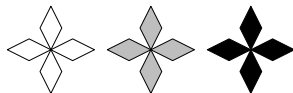
Rotate



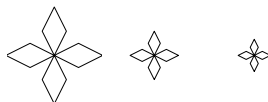
Shape



Shade



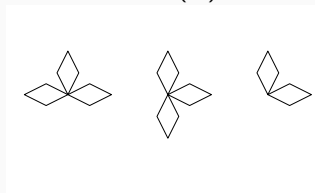
Size



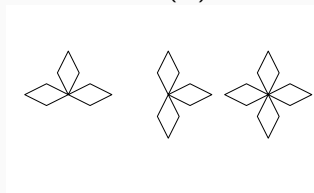
...

Logical rules

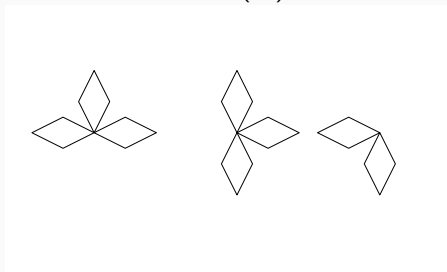
AND (\cap)



OR (\cup)



XOR (Δ)



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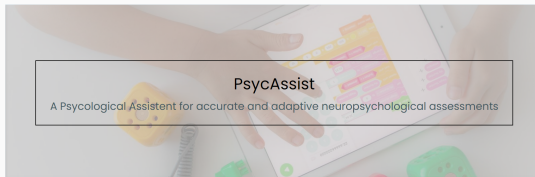
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PsycAssist



PsycAssist



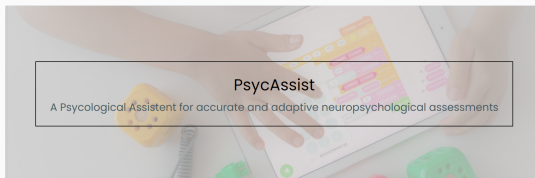
Sample

$n = 600$ children aged 4-11, recruited in Italian schools

$F = 48\%$

30% preschoolers

PsycAssist



Sample

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30% preschoolers

Stimuli

40 Raven-like matrices:

- 5 Mono images
- 2×2 matrices
- 3×3 matrices

Rasch validation

- Monotonicity check
- Fit the Rasch model:
 - ① Item infit and outfit
 - ② Local dependence

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- Monotonicity check
- Fit the Rasch model:
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Note

2 matrices were eliminated because of technical issues

4 matrices were eliminated because a lack of monotonicity

Starting model

The starting model included 34 matrices:

Madcov	SRMR	SRMSR	MADaQ3	<i>p</i> -value
0.97	0.06	0.08	0.05	< 0.001

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

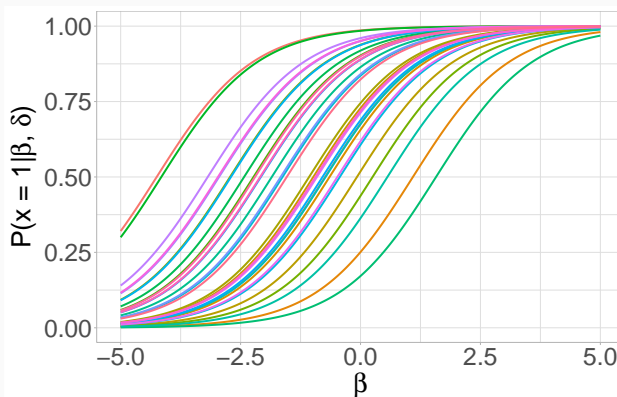
- Check for infit/outfit → no matrices were identified as underfitting
- Check for local dependence:
 - Matrix 37 – 36 → Matrix 37 eliminated
 - Matrix 28 – 40 → Matrix 40 eliminated

The final model

Madcov	SRMR	SRMSR	MADaQ3	<i>p</i> -value
0.96	0.06	0.08	0.05	< 0.001

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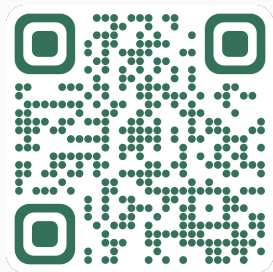
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- Generate similar but different matrices → parallel forms
- Formalization of the matrix generation and response options generation processes
- Reproducibility of the stimuli
- Ease of use (for useR)

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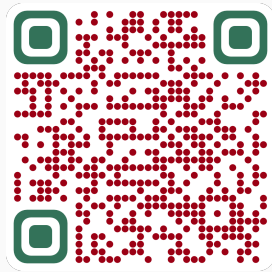
 SOON A shiny app

matRiks

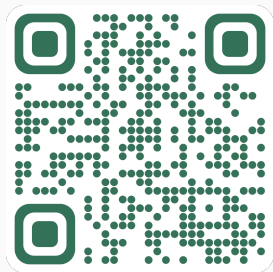


<https://github.com/OttaviaE/matRiks>

Slides

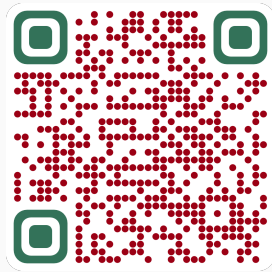


matRiks



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Slides



Thank you!

