Implicit assessment in psychology: How to work with the IAT

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- download ® and follow the instructions
- download ®Studio and follow the instructions
- Download **INQUISIT** and follow the instructions !!! the demo version is valid only for a month!!
- Download the AGE IAT from Inquisit test library

- Dscore App for analyzing the data (no need to install)

1. User manual (keep it or not)
2. Labels and stimuli
3. Instruction pages & Performance summary
4. Set up the experiment material
5. Set up the experiment blocks
6. Actual experiment

Define "Attribute A" (in this case, "Good")

```
<item attributeAlabel>
/1 = "Good"
</item>
```

First define the label of the evaluative dimension (i.e., "Good")

```
<item attributeA>
/1 = "Joy"
/2 = "Love"
/3 = "Peace"
/4 = "Wonderful"
/5 = "Pleasure"
/6 = "Glorious"
/7 = "Laughter"
/8 = "Happy"
</item>
```

List all the attributes belonging to the superordinate category "Good"

Same thing with the target category "Target A" ('in this case "Young"), just remember to import the images (have to be in the same folder)

```
<item targetAlabel>
/1 = "Young"
</item>
```

First define the label of the target category (i.e., "Young")

```
<item targetA>
/1 = "yf1.jpg"
/2 = "yf4.jpg"
/3 = "yf5.jpg"
/4 = "ym2.jpg"
/5 = "ym3.jpg"
/6 = "ym5.jpg"
</item>
```

List all the elements belonging to the superordinate category "Young" (i.e., the images in the same folder)

No details on the appearance of the text, no details on what the stimuli should be doing

```
<instruct>
/ navigationbuttonfontstyle =
("Arial", 3%, false, false, false, false, 5, 1)
</instruct>
```

This defines the button to navigate through pages. Here you define its appearance, not its behavior.
To change the font:

```
("font-name", height, bold, italic, underline, strikeout,
quality, set)
```

font-name: e.g., "Arial", "Tahoma", "Courier New"
quality: quality of the font, 1-5
set: characters set (e.g., latin, greek. 1 stands for the default of the computer on which Inquisit runs)

```
<item instructions>
/ 1 = "Put your left[...]."

/ 2 = "Put your left finger [...]"

/ 3 = "Press the left 'E' "

[...]
</item>
```

Same as the attribute stimuli "Good", here the instructions are defined as
a list of items
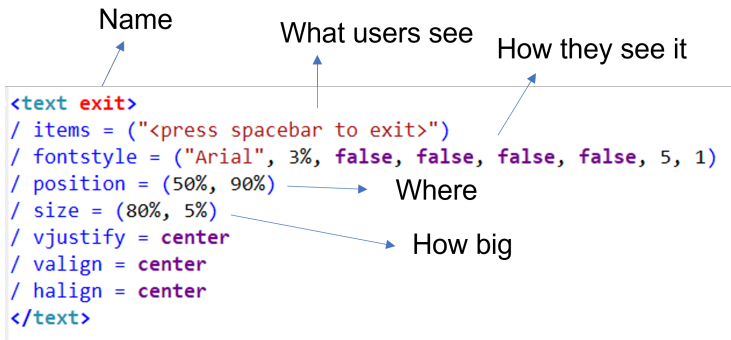Again, this is only the content of the instructions

'<%item.attributeAlabel.item(1)%>'

Allows for automatically including the label of attribute A in the instruction text. It uses "item" because it is supposed to be "fixed"

'<%expressions.leftTarget%>'

Allows for automatically including the target **displayed on the left side of the screen**. It uses "expressions" because the target displayed on the left side of the screen changes according to the experiment

Name

What users see

How they see it

```
<text exit>
/ items = ("<press spacebar to exit>")
/ fontstyle = ("Arial", 3%, false, false, false, false, 5, 1)
/ position = (50%, 90%)
/ size = (80%, 5%)
/ vjustify = center
/ valign = center
/ halign = center
</text>
```

Where

How big

No actual behavior has been defined yet

Use what defined in `<item instructions>` (`/items = instructions`) and add some fancy formatting:

```
<text instructions>
/ items = instructions
/ position = (10%, 25%)
/ halign = left
/ valign = top
/ hjustify = left
/ vjustify = center
/ size = (80%, 50%)
/ select = values.instructionIndex
</text>
```

`/ select = values.instructionIndex` tells which page of instructions to show

With <trial instructions> we finally set the behavior of "instructions" throughout the experiment:

```
<trial instructions>
/ ontrialbegin = [
values.progresswidth += 10;
values.instructionIndex += 1;
]
/ stimulustimes = [1=instructions, spacebar, progressbar, prog
/ correctresponse = (" ")
/ errormessage = false
/ recorddata = false
/ showmousecursor = true
</trial>
```

/ stimulustimes = [1=instructions, spacebar, progressbar, progressbar_fill] tells the stimuli that have to be included in the instructions trial.

Set the appearance of the word stimuli:

```
<text attributeA>
/ items = attributeA
/ fontstyle = ("Arial", 5%)
/ txcolor = green
</text>
```

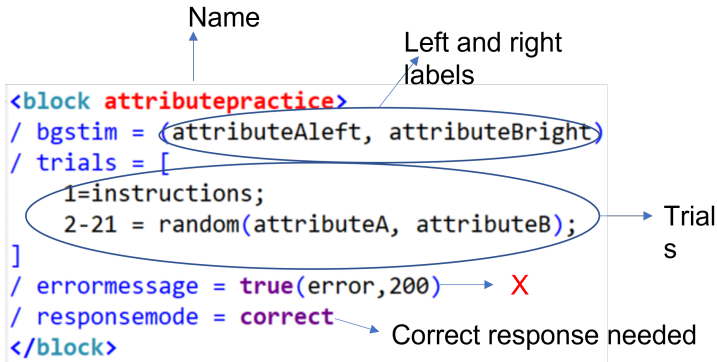Set the behavior of the stimuli!

```
<trial attributeA>
/ validresponse = ("E", "I")
/ correctresponse = ("E")
/ stimulusframes = [1 = attributeA, errorReminder]
/ posttrialpause = parameters.ISI
</trial>
```

Set the appearance of the stimuli:

```
<picture targetA>
/ items = targetA
/ size = (20%, 20%)
</picture>
```

Set the behavior of the stimuli.

```
<trial targetAleft>
/ validresponse = ("E", "I")
/ correctresponse = ("E")
/ stimulusframes = [1 = targetA, errorReminder]
/ posttrialpause = parameters.ISI
</trial>
```

Name

Left and right labels

```
<block attributepractice>
/ bgstim = (attributeAleft, attributeBright)
/ trials = [
    1=instructions;
    2-21 = random(attributeA, attributeB);
]
/ errormessage = true(error,200) ⟶ X
/ responsemode = correct
</block>
```

Trials

Correct response needed

1=instructions; First trial is an instruction page (the first one)

2-21 = random(attributeA, attributeB); Trials from 2 to 21 are randomly drawn from attributeA and attributeB stimuli

Total number of trials = 20

```
/ bgstim = (targetAleftmixed, orleft, attributeAleft, targetBr
/ trials = [
1=instructions;
3,5,7,9,11,13,15,17,19,21= random(targetAleft, targetBright);
2,4,6,8,10,12,14,16,18,20 = random(attributeA, attributeB)]
/ errormessage = true(error,200)
/ responsemode = correct
[...]
```

Target and stimuli are presented one at a time every