

# Go-No Go Tutorial

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27 5 2022

## Go-No Go Task Tutorial

This tutorial will demonstrate how the *gonogo* package is used. The package contains some helper functions alongside the main function, `gonogo()`.

### Go-No Go Task in Short

The Go-No Go Task is a widely used test to measure inhibitory control, a cognitive process that enables humans to cancel motor activity after its initiation. It requires the participant to perform an action given certain stimuli (Go stimuli), and inhibit that action under a different set of stimuli (No Go stimuli).

There are two parameters in the experimental design that are especially important: the length of each trial and the relative proportion of the Go and No-Go trials. Fortunately, both these parameters can be easily manipulated in the `gonogo()` function.

### How to Use the `gonogo()` Function

The following code gives an example of how the `gonogo()` function can be used.

```
# Load package
library(gonogo)

# Run the Go-No Go Task and save the output in an object
p1_data <- gonogo(id = "my_name", # specify participant's name or id
                  n_trial = 10, # specify number of trials
                  stimuli = c("A", "X"), # specify Go and No Go stimuli (in that order)
                  inter = .7, # specify length of each trial
                  prb = c(.7, .3)) # specify the probability weights of Go and No Go
                                # stimuli (in that order)
```

```
> print(p1_data)
```

	id	response	correct	SDT	rt	stimulus
1	my_name	space	1	hit 0.50793219		A
2	my_name	space	1	hit 0.53480196		A
3	my_name	space	1	hit 0.51207781		A
4	my_name	none	0	miss	NA	A
5	my_name	none	1	correctrejection	NA	X
6	my_name	none	1	correctrejection	NA	X
7	my_name	space	0	falsealarm 0.02197695		X
8	my_name	none	1	correctrejection	NA	X
9	my_name	none	0	miss	NA	A
10	my_name	none	0	miss	NA	A

## How to Read the Output

The `gonogo()` function returns a dataframe consisting of `n_trial` (number of trials) rows and six columns:

*id* = participant's name or id as specified *response* = response key used on the trial (space when participant responded, none when no response was given) *correct* = whether the response was correct or not (1=correct, 0=incorrect) *SDT* = responses categorised according to Signal Detection Theory *rt* = reaction time in seconds *stimulus* = the stimulus shown on the trial