

Visual World Paradigm

Stimuli and Conditions

Stimuli - (referent-cohort-rhyme-unrelated)

Reference Paper: [Tracking the Time Course of Spoken Word Recognition Using Eye Movements: Evidence for Continuous Mapping Models](#)

Paul D. Allopenna, James S. Magnuson, and Michael K. Tanenhaus

Referent	Cohort	Rhyme	Unrelated
beaker	beetle	speaker	dolphin
carrot	carriage	parrot	nickel
candle	candy	handle	dollar
pickle	picture	nickel	speaker
casket	castle	basket	nickel
paddle	padlock	saddle	dollar
dollar	dolphin	collar	beaker
sandal	sandwich	candle	parrot

Independent stimuli to be generated

1. Beaker
2. Beetle
3. Speaker
4. Dolphin
5. Carrot
6. Carriage
7. Parrot
8. Nickle
9. Candle
10. Candy
11. Handle
12. Dollar
13. Pickle

14. Picture
15. Casket
16. Castle
17. Basket
18. Paddle
19. Padlock
20. Saddle
21. Collar
22. Sandal
23. Sandwich

Possible combinations of competitors to be shown

1. **Full Competitor Set (FC)**- a referent (Re), a cohort (C), a rhyme (Rh), and an unrelated (U).
2. **Cohort Competitor Set (CC)**- a referent, a cohort, and two unrelated.
3. **Rhyme Competitor Set (RC)** - a referent, a rhyme, two unrelated
4. **Unrelated Set (UC)** - a referent, three unrelated

Condition No	Trials (how many examples of such)	Conditions		
		Competitor Set	Target	Distractors
1	6	FC	Re	C, Rh, U
2	6	FC	C	Re, Rh, U
3	6	FC	Rh	Re, C, U
4	6	FC	U	Re, C, Rh
5	6	CC	Re	C, U, U
6	6	CC	C	Re, U, U
7	12	CC	U	Re, C, U
8	6	RC	Re	Rh, U, U
9	6	RC	Rh	Re, U, U
10	12	RC	U	Re, Rh, U
11	6	UC	Re	U, U, U
12	18	UC	U	Re, U, U