categories = ['Sheep', 'Bus', 'Bee',

'Face', 'Computer', 'Duck',

'Penguin', 'Drums', 'Ambulance',

'Crab', 'Ant', 'Alarm Clock',

'Sheep', 'Bus', 'Bee']

text = visual.TextStim(win, text="How difficult it was to draw the " + categories[n] + "? \n"

"(1 - not difficult, 7 - extremely difficult)", color=(1, 1, 1),

pos=(0.0, 11.0), colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center",

wrapWidth=400)

text.draw()

button\_continue = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -350], size=(400, 150), units='pix')

text = visual.TextStim(win, text="How much did you enjoy drawing the " + categories[n] + "? \n"

"(1 - not enjoyed, 7 - extremely enjoyed)",

color=(1, 1, 1), pos=(0.0, 11.0), colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center",

wrapWidth=400)

text.draw()

button\_continue = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -350], size=(400, 150), units='pix')

#button\_continue.draw()

text = visual.TextStim(win, text="How much do you like your drawing of the " + categories[n] + "? \n"

"(1 - not liked, 7 - liked a lot)",

color=(1, 1, 1), pos=(0.0, 15.0), colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center",

wrapWidth=400)

text.draw()

image = visual.ImageStim(win, image=path\_folder\_participant + "/" + categories[n] + ".png", size=(600, 337),

units='pix', pos=(0.0, -5.0))

image.draw()

button\_continue = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -450], size=(400, 150), units='pix')

text = visual.TextStim(win, text="Teraz prosím odpovedzte na otázky.", color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb', fillColor=[-0.3, -0.3, -0.3],

pos=[0, -250], size=(400, 150), units='pix')

button.draw()

text = visual.TextStim(win, text="Ste pripravení začať kresliť?", color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb', fillColor=[-0.3, -0.3, -0.3],

pos=[0, -250], size=(400, 150), units='pix')

button.draw()

text = visual.TextStim(win, text="Prosím, prstom nakreslite...\n", color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text = visual.TextStim(win, text="Ako veľmi sa vám páčilo kreslenie prstom? \n (1 - vôbec sa mi nepáčilo, 7 - veľmi sa mi páčilo)", color=(1, 1, 1),

pos=(0.0, 11.0), colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button\_continue = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -350], size=(400, 150), units='pix')

#button\_continue.draw()

text = visual.TextStim(win, text="How often do you draw sketches? \n (1 - extremely little, 7 - extremely much)", color=(1, 1, 1),

pos=(0.0, 11.0), colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button\_continue = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -350], size=(400, 150), units='pix')

text = visual.TextStim(win, text="Predstavte si, že ďalších 100 ľudí kreslí rovnaké náčrty ako vy:: \n"

" Koľko z nich podľa Vás nakreslí lepšie ako vy? \n "

"Kliknite na posuvník a potom potiahnite značku)",

color=(1, 1, 1), pos=(0.0, 11.0), colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center",

wrapWidth=400)

text.draw()

button\_continue = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -350], size=(400, 150), units='pix')

text = visual.TextStim(win, text="Vitajte! \nToto je prvá skúška, ktorá Vám pomôže\n"

"porozumieť ako bude aktivita prebiehať"

, color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button = visual.ButtonStim(win, text="Kliknite pre pokračovanie", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -250], size=(400, 150), units='pix')

text = visual.TextStim(win, text="Akonáhle budete pripravení stlačte tlačidlo\n"

"a objekt, ktorý máte nakresliť sa ukáže na obrazovke."

, color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button = visual.ButtonStim(win, text="Kliknite pre pokračovanie", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -250], size=(400, 150), units='pix')

text = visual.TextStim(win, text="Please draw with your finger the...\n", color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text2 = visual.TextStim(win, text="Tree", color=(1, -0.7, -0.7), pos=(0.0, -1.0),

colorSpace='rgb', bold=True, height=4.5, anchorHoriz="center", wrapWidth=400)

text = visual.TextStim(win, text="Výborne!\n Je všetko jasné? Ak áno, môžeme pokračovať\n"

"s experimentom."

, color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb',

fillColor=[-0.3, -0.3, -0.3],

pos=[0, -250], size=(400, 150), units='pix')

button.draw()

text = visual.TextStim(win, text="Vitajte!\n Požiadame Vás, aby ste nakreslili pár obrázkov\n"

"apotom odpovedali na zopár otázok.\n"

"Ste pripravení? "

, color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)

text.draw()

button = visual.ButtonStim(win, text="Click to continue", color=[1, 1, 1], colorSpace='rgb', fillColor=[-0.3, -0.3, -0.3],

pos=[0, -250], size=(400, 150), units='pix')

button.draw()

text = visual.TextStim(win, text="Ďakujeme veľmi pekne!", color=(1, 1, 1), pos=(0.0, 11.0),

colorSpace='rgb', bold=False, height=2.5, anchorHoriz="center", wrapWidth=400)