12/1/08
From: Dempseys (Heidi & David)

Hi Aaron,

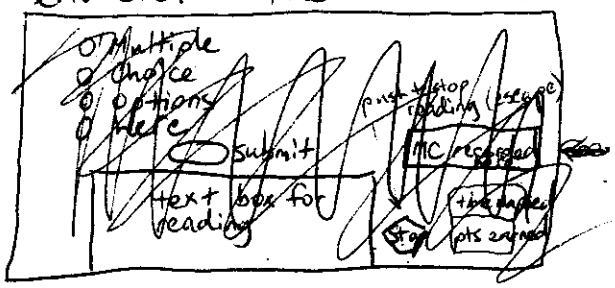
David and I were a bit swamped over Thanksgiving, so we didn't get a chance to reply to your email. I hope it isn't too late to give you some feedback.

(1) With the label "real world," I ~~agree~~ think a better one might be "real time".

(2) With regard to the first three experiment types, we are happy with the double-limit and decreasing adjustment methods. With regard to the multiple-choice, we were hoping to add a ~~condition~~ subroutine that looked like what you are doing for the real-time condition. That is, we'd like to have the option in the multiple-choice to instill a consequence based on their choice. That is, they would make a given choice (eg, 5 points in 15 minutes) based on the list of choices and this would take them to another screen or the text widget would popup up in a box at the bottom of the screen (they ideal) and they would press start and it would count down based on the choice they just made. [redacted] This is where the escape option would really come in because they have previously

committed to some value, but after experiencing the consequences, they may wish to revise their choice midstream ~~to~~ go with fewer points sooner. Thus, I would envision the screen looking something like this:

see next pg



In the real-time experiment, it isn't really conceptualized as an escape as much because they haven't committed to anything. However, from a programming perspective, they would be identical. The only difference in how the screens would look is that there would (or would not) be a ruler in the place where the multiple choice options ~~would~~ are.

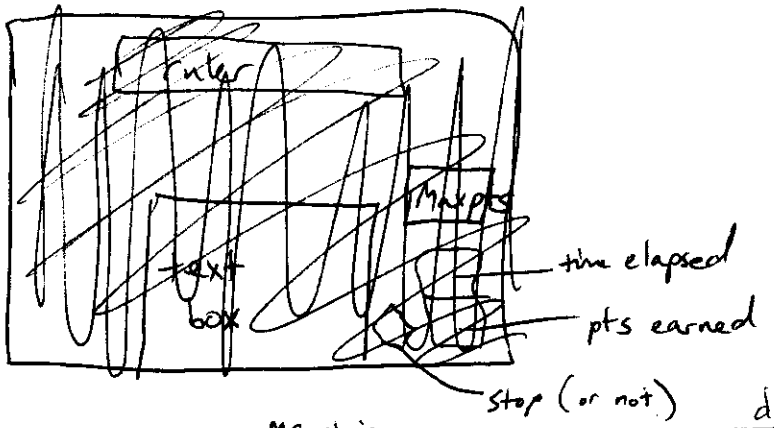
(3) In the real-time option, I don't think we need the response delay option because they aren't really making a choice - they are just pushing a start button to begin the real time assessment.

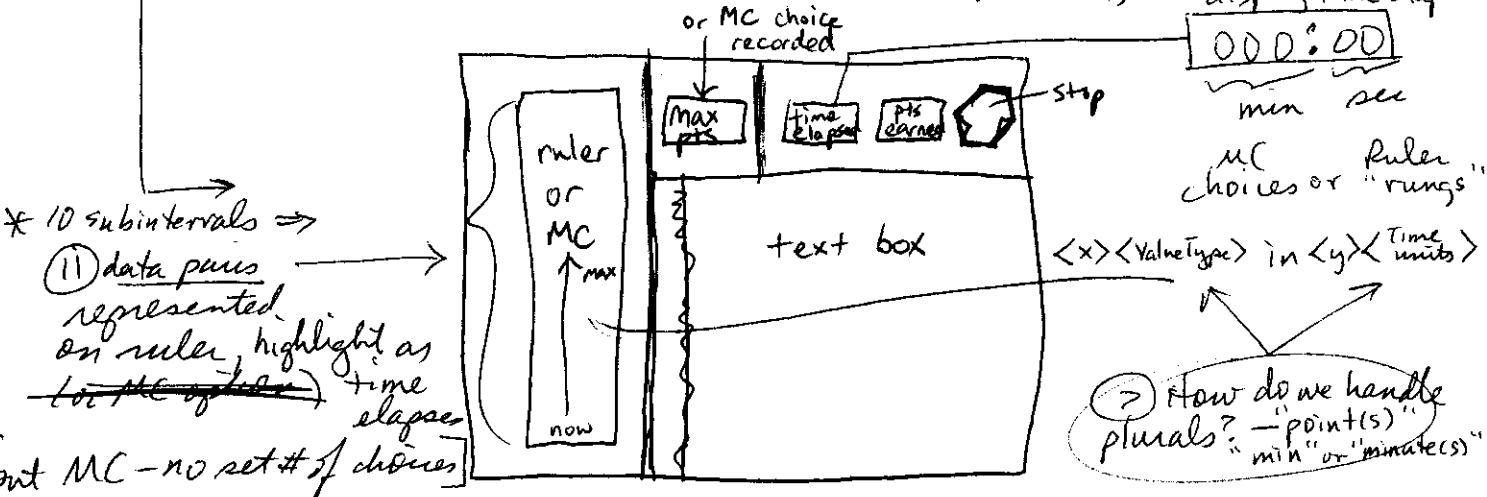
(4) In the real-time assessment we need to be able to turn the ruler on or ~~off~~ off so it is visible or not visible.

(5) We were a bit confused as to what the payoff tag refers to. Is the payoff what they are actually earning in terms of the dynamic payoff value? If so, the payoff value is going to be a long list of values (eg if we update every 30 seconds in a 60 min. block, then it would be 120 pairs if we update every 10sec, then it would be 360 pairs). Is there a way to just enter an ordered pair list of values rather than having separate

value + time labels? It seems that would be more time consuming to enter that way.

(6) We would need to have a separate routine to run the ruler so it would update in larger time increments (eg, ~~update every~~ have 10* time increments per session.) This could easily be entered using the type of formatting you have put together for the payoff. Is the ruler what you labelled as the "choices" tag? If so, it might be better labelled as "ruler"!





(7) Data collection from text widgit → number words read, time spent reading

(8) Data collection from real-time → points earned, ~~value type~~ Max pts, min pts, max, Time units, distribution, ruler on/off, value type, escape available/unavailable

Also: Refresh time, # payoff data pairs } need as input + recorded data

(9) ~~(8)~~ Time units — <choices>, <ruler>, <payoff>?

(a) Is there a default unit (e.g., seconds) used unless otherwise specified?

(b) If time units are set, say, within "<choices>" (e.g., <time units="minutes">), does this unit carry over to all other <time> tags within <choices> only or does it carry over to other data sets (e.g., <payoff>) as well?

(c) ... We would like "seconds" to be the default for <ruler> & <payoff> ... so do we need a separate tag to do this? (Or if the answer to (a) is yes and (b) is "does not carry over into other environments, then no need...)

(d) Is there a problem updating the <ruler> data (highlighting progress on the side of the screen) if we set the time units in <ruler> to be minutes (most common) as opposed to seconds (which are so likely to be used for the <payoff> data sets)?

Main concerns: ① Want time unit default to be "seconds" within <ruler>, <payoff>
② Need to vary units (minutes vs. sec) in ruler so will be displayed "x point(s) in y minute(s)" while elapsed time is in seconds.

I think that's it for now. Thanks!!!

David & Heidi