

STROOP

Colum	Meaning
1	name of block
2	name of the word (e.g., "yellow")
3	the color the word is printed in (e.g., "red")
4	Stroop color match (1=compatible, 0=incompatible)
5	tablerow number
6	the pressed key number
7	Status (1=correct, 2=wrong, 3=timeout)
8	Response time (milliseconds)

N-BACK

Colum	Meaning
1	Blocknumber (the number of the block, there are 3 blocks)
2	Trial number (the number of the trial)
3	Type of trial (1=a matching stimulus ; 0=a non-matching stimulus)
4	Score (1 means correct, 0 means incorrect)
5	Match (1 means participants matched correctly, 0 otherwise; only meaningful on match trials)
6	Miss (1 means participants missed, 0 otherwise; only meaningful on non-matching trials)
7	False Alarm (1 means participants wrongly pressed button, 0 otherwise; only meaningful on non-matching trials)
8	Reaction Time
9	Memory (a variable used internally)
10	Current letter (the current letter, a number between 1 and 15, representing letterA, etc)
11	nback1 (the letter 1 trial ago, a number between 1 and 15, representing with letterA, etc)
12	nback2 (the letter 2 trials ago, a number between 1 and 15, representing with letterA, etc)

ATTENTION

Colum	Meaning
1	blockname
2	the stimulus display number (that is, the line number of the display as defined in the table)
3	distractor present? 1=yes, 0=no
4	number of distractors
5	status (1=correct, 2=error, 3=too slow)
6	the response time (ms)