

Welcome to the Simon Fraser University Burnaby Campus! Thank you for participating in this Language and Brain Lab study. The principal investigator of this study is Dr. Yue Wang. We are looking into how two people interact and communicate with each other in a collaborative setting.

- You are the **confederate** participant for the experiment. That means only you know which words are the target words. Your teammate does not know.
- Throughout the experiment, be sure that you and your teammate use those target words.
- We would like you to pronounce words like "ladder" or "latter" differently, such that "dd" in "ladder" is pronounced as /d/, as in "lad", and "tt" in "latter" is pronounced as /t/, as in "late". Please speak as naturally as possible.
- If you would like further clarification, please let the experimenter know.

During this experiment, you will participate in a collaborative puzzle solving activity. You and your teammate will be placed in separate rooms inside of a video game. Together, you will be asked to place a set of images on the cork boards in the room, in an identical matching sequence.

The images that you and your teammate choose to place should be identical in terms of the location where they are placed, as well as the illustration itself. However, the order that you place the images is not important. Please read the following slides for some examples that demonstrate this.

Below, you can see two cork boards and three images on the floor – a “hand with a pink background”, an “eye with a black background”, and a “hand with a black background”.



Once you and your partner have found a matching pair of images to put on the cork board, for example the eye with a black background, you can choose to put the images on either cork board, so long as both of you put them in the same location.



Read the following examples to see what a match is defined as. While reading these examples, assume that your screen is the screenshot on the left, while your teammate's screen is the screenshot on the right.



For our first example, if you (left hand picture) place an eye with a black background on the wall in the left slot, as seen in the picture below, and your teammate (right hand picture) also does this, this is considered a match.





Similarly, if you place the hand with a black background in the right slot, this is also considered a match



However, if you place a hand with a coloured background in the left slot, and your teammate places a hand with a differently coloured background, also in the left slot, this is not considered a match.



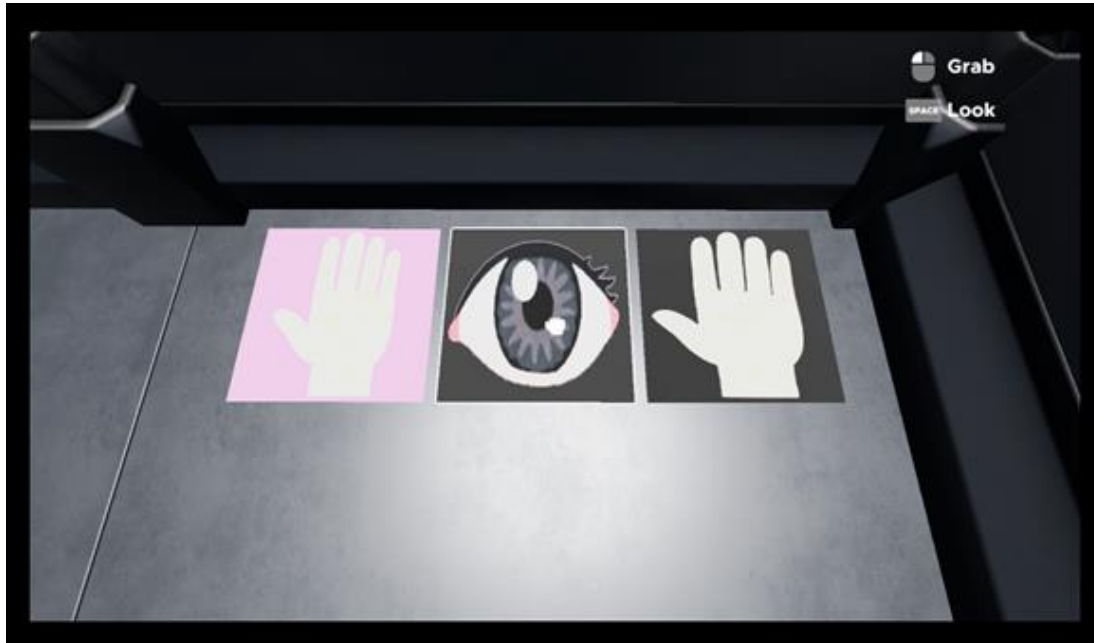
In addition, if you place a hand with a black background, and your teammate (right) places the same object in a different location, this will not be considered a match.



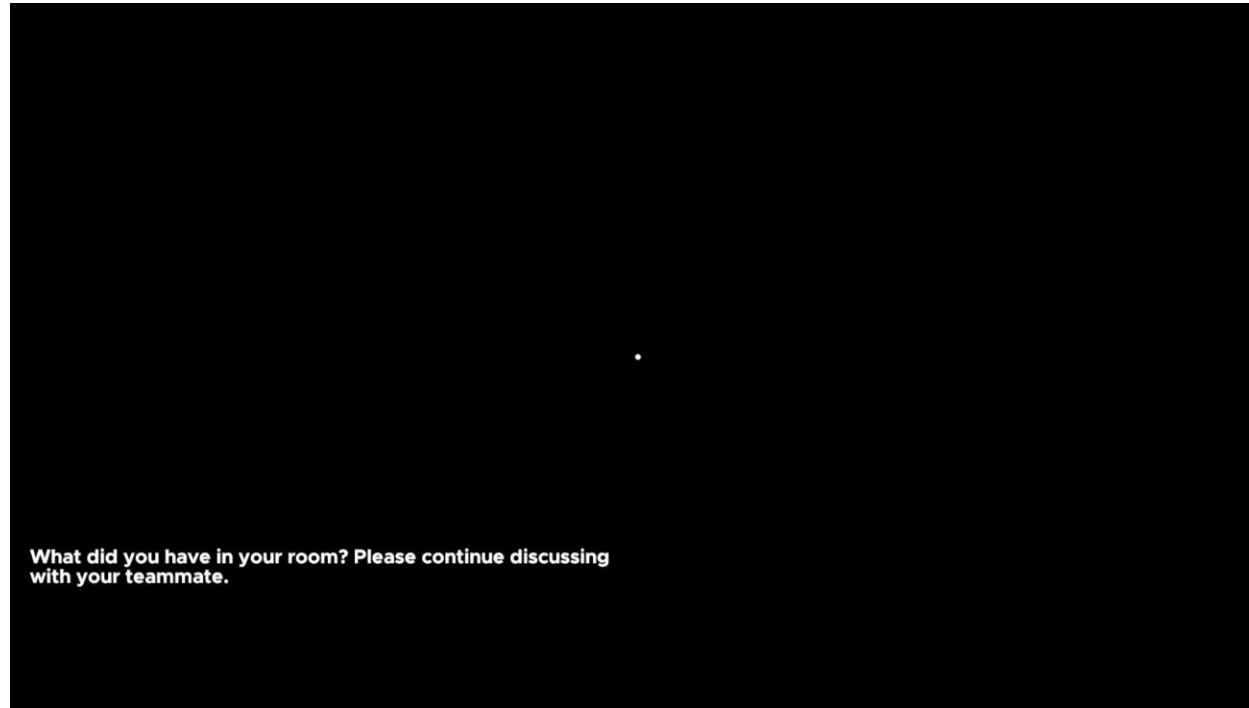
Finally, if you place a hand with a black background, and your teammate places an eye with a black background at the same location as you, this will not be considered a match.



There will be instructions in the game to teach you which buttons to press to put these images on the boards. The game will also prompt you with instructions in the top-right corner of your screen, as shown below.



Periodically, you and your teammate's screens will also go dark, and you will temporarily be unable to see anything. Here's what it looks like:



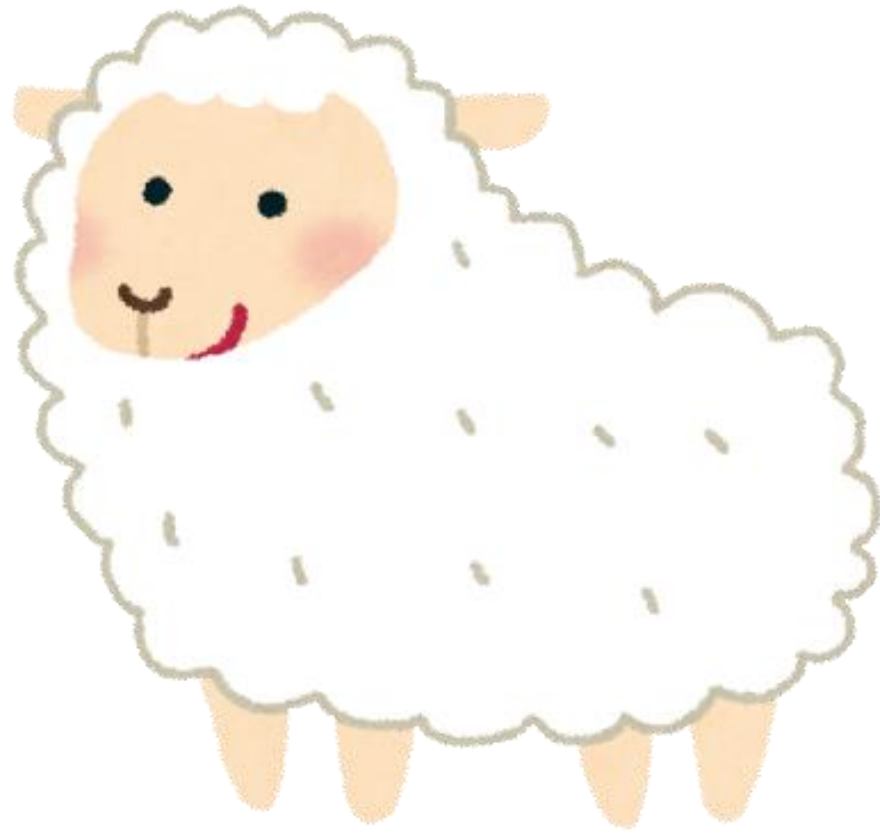
Please follow the prompt and use this time to engage with your partner by discussing what you have seen on your floor, or placed on the wall, and work towards solving the puzzles.

Please note that you must have normal hearing and vision to participate in this experiment. Please speak as naturally as possible.

Once you have reached this screen, let the research assistant know and you will be able to start the experiment. Feel free to go back and review information if you need to or ask the research assistant if you are still unclear about the instructions.



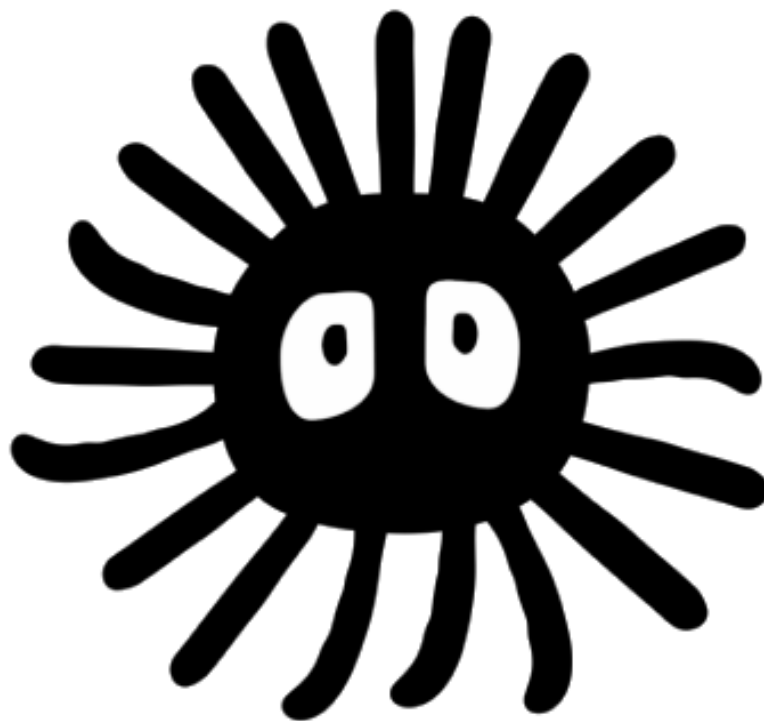




sheep



bin



soot



writer



petal



poppy

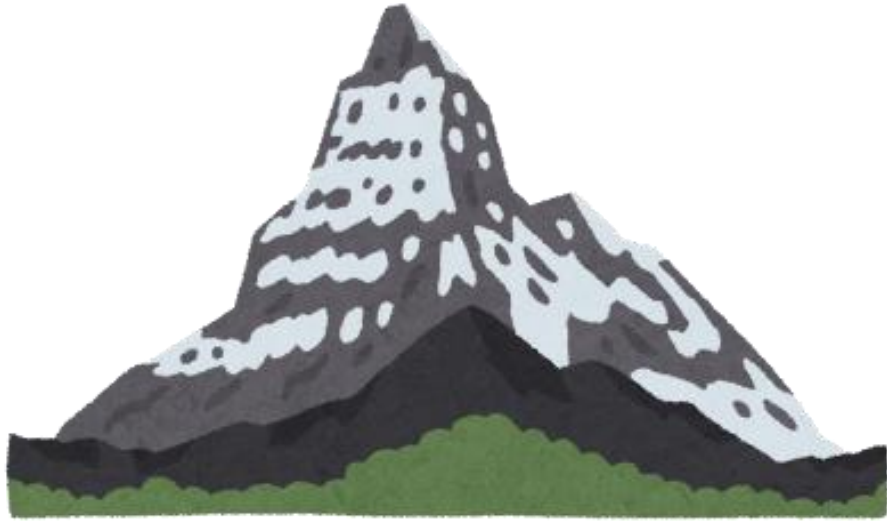


medal



suit





peak



rider



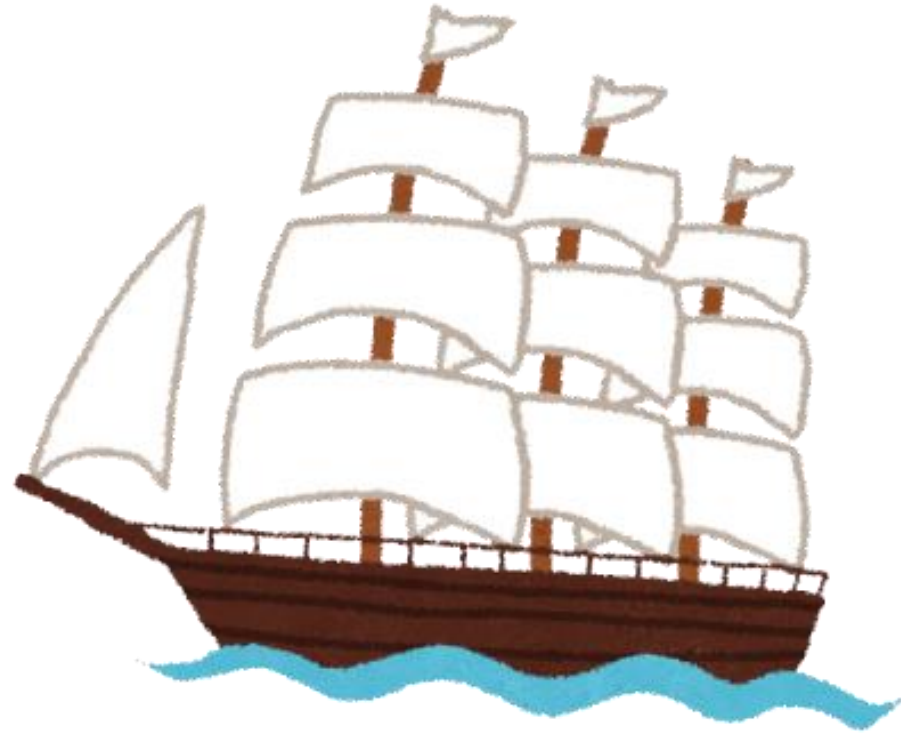
leader



chick



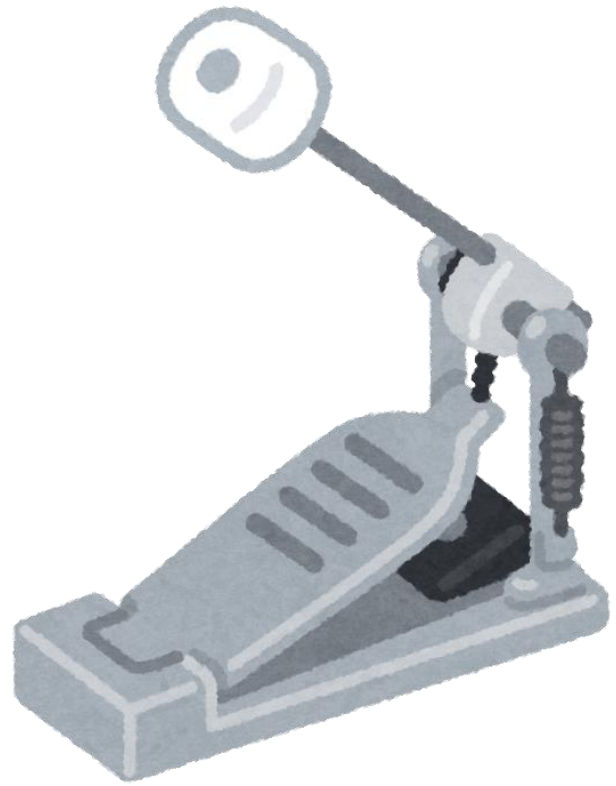
pitch



ship



badder



pedal

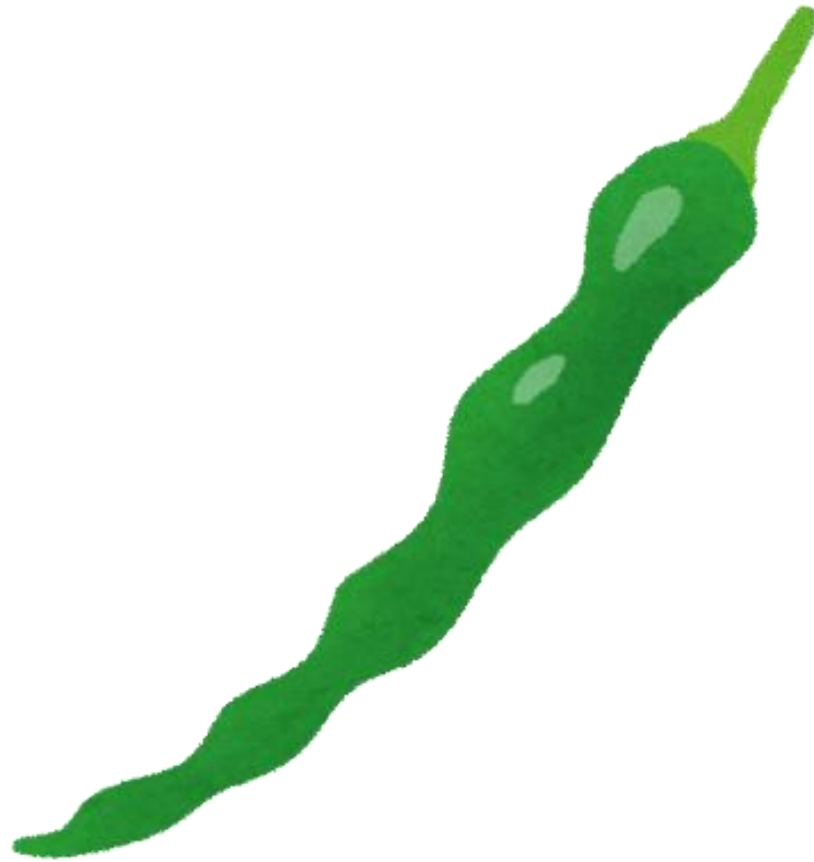




cud



pill



bean



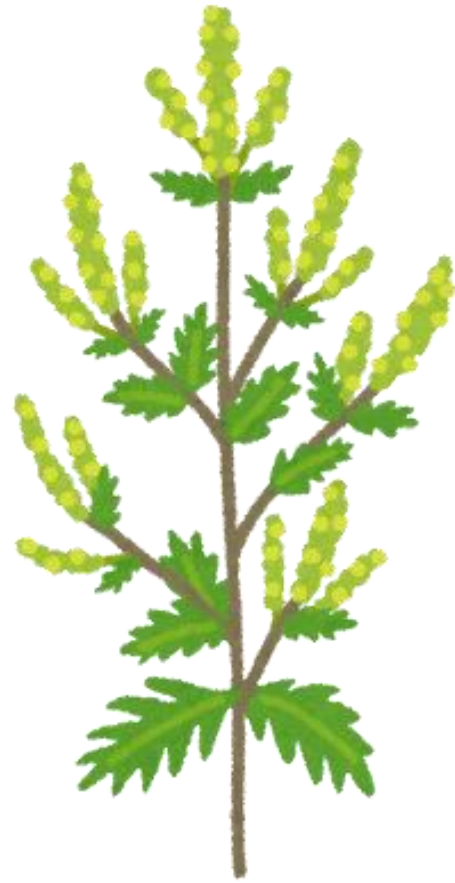
meal



metal



cheek

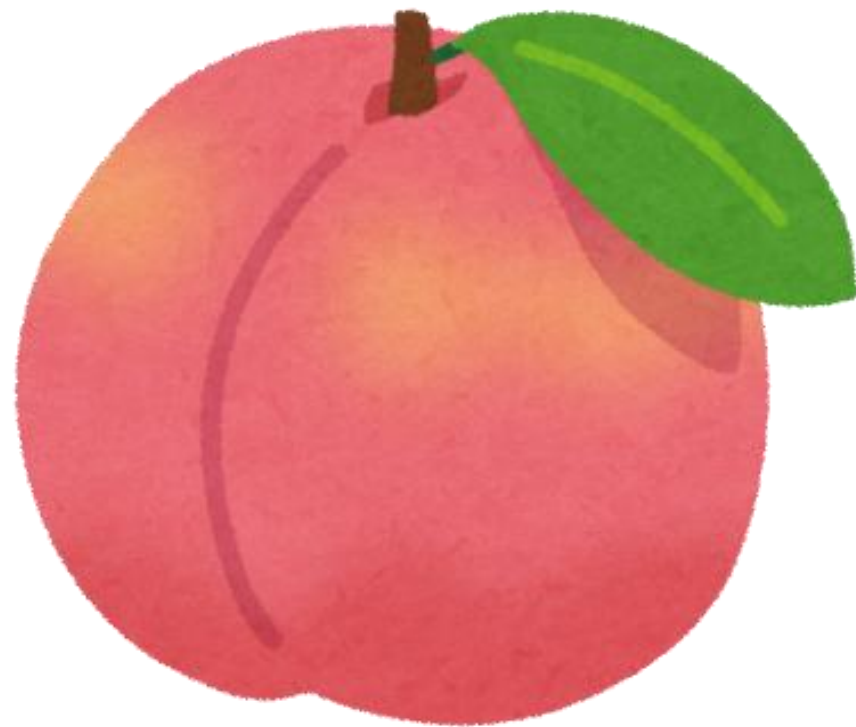


budder



litre





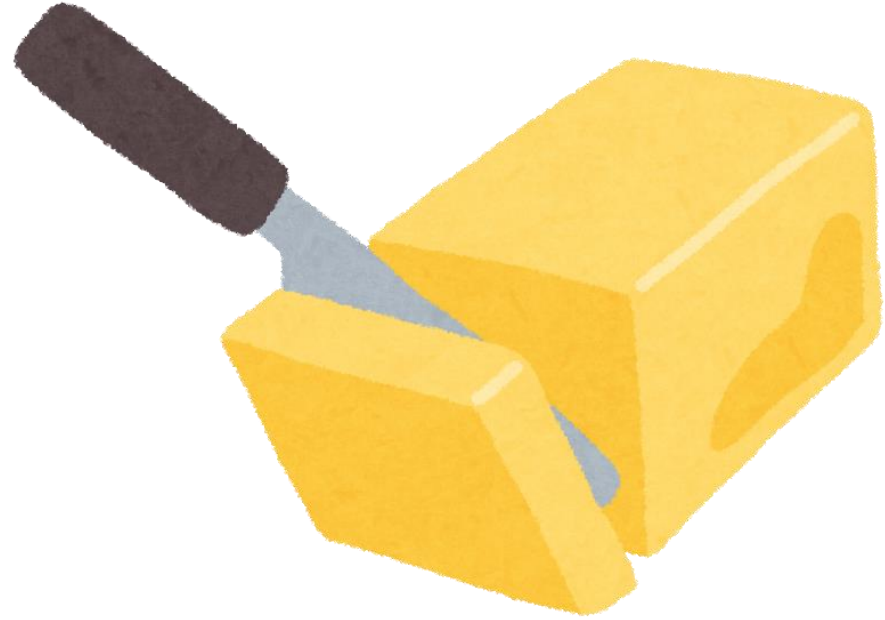
peach



puppy



pick



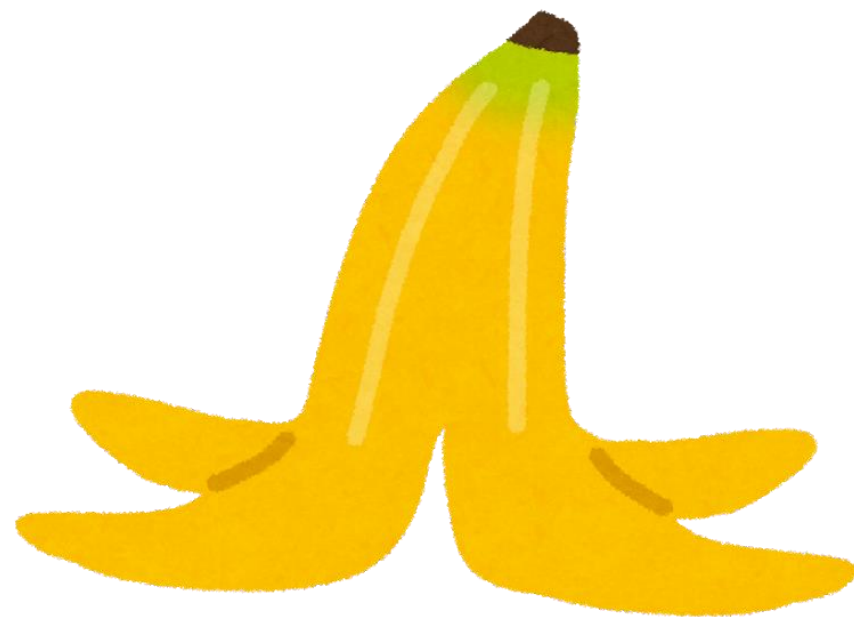
butter



mill



batter



peel



cod