Visual memory experiment \_ 2.0

Experiment located at: .../Box Sync/Rob’s Experiments / cmvm\_special items/ mix2\_2.m

Procedure:

0. Prior to the arrival of participants, run the “mix2\_2.m”. Then input the subject number in console according to the sign-up sheet. After entering the number, DO NOT PRESS ENTER to go to the experiment screen. Press enter after participants have settled and sit in front of the computer. Then, write down the corresponding information on the sign-up sheet.

1. Gather participants and hand them the consent form while giving the following instructions to them:

Thanks for signing up for this study today. This study will last about half an hour to an hour, and you will get one credit for your course. In this study, you will remember pictures on the computer screen and respond to relevant questions by using the keyboard. The pictures will be presented one by one on the screen, and your job is to remember those pictures until the question shows up. When the question comes up, you will see a new picture on the screen, and the question asked will be if you have seen this picture in a previous memory set or not. You will press keys on the keyboard to indicate your answer. You will press “J” to indicate this is an “Old” item that you have seen, and press “F” if this is a “New’ item that you have not seen in the previous memory set. After you respond, a message will show up on the screen to indicate if your answer is correct. Following that, a new trial will start in the same manner as previous trials.

This study contains 7 blocks, and there will be breaks between blocks. You will be able to continue to the next block by yourself. At the end of the study, there will be a survey question shown on the screen, and you will press “a”, “b”, or “c” to indicate your answer. After answering that survey question, you can come to inform me, and then you will be free to leave.

Do you have any questions?

2. Then, distribute participants to available rooms. Tell them again that “J” indicates “Old” and “F” indicates “New”, and tell them to place their fingers on those keys, and try to respond as fast and as accurately as possible.

3. Press ENTER in the console and the participants can start the experiment on their own. Keep the door only SLIGHTLY opened unless the participants want it to be fully opened.

4. When participants have finished, ask them if they get the survey question. Then they are free to go.