

# Design-A-Scientist Administrator Manual

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## Customizing the Experiment

In order to modify the program structure, follow the steps below.

1. Open up a web browser of choice.
2. Go the web address "<https://designascientist.psychology.chass.ncsu.edu/download.php>"
3. Toggle any combination of the two checkboxes available.
4. Click the "Click to update configuration button".

Note: Other web browsers may be compatible, but all testing was done using Chrome or Mozilla Firefox. Additionally, updating the configuration will update the configuration of all Design-A-Scientist programs moving forward, so any programs that are currently running will not have their configuration updated (Design-A-Scientist programs verify the selected configuration whenever the user presses the start button on the game's home screen).

- Checkbox A: "Check this box if you would like there to be a tutorial"  
This will display a "Avatar Creation Tutorial" before the user creates an avatar for the first time.
- Checkbox B: "Check this box if you would like the children to create a personal avatar"  
This has the user design an avatar representing the user in addition to designing a scientist avatar.

Experiment Variation Table	
Checked Boxes	Series of Events
None	Home Screen -> Scientist gender -> Scientist avatar -> Scientist name & description -> Participant gender -> Participant ID, name, & description
A	Home Screen -> Scientist gender -> Avatar Creation Tutorial -> Scientist avatar -> Scientist name & description -> Participant gender -> Participant ID, name, & description
B	Home Screen -> Participant gender -> Participant avatar -> Participant ID, name, & description -> Scientist gender -> Scientist avatar -> Scientist name & description
A and B	Home Screen -> Participant gender -> Avatar Creation Tutorial -> Participant avatar -> Participant ID, name, & description -> Scientist gender -> Scientist avatar -> Scientist name & description

## Using the Program

In order to launch the Design-A-Scientist web application follow the steps below.

1. Open up a compatible web browser of choice (Chrome or Mozilla).
2. Go to the following web address: "<https://designascientist.psychology.chass.ncsu.edu>"
3. Once Unity has loaded the game's home screen, click the start option.

4. When greeted with a “What is \_\_\_\_ Gender” screen, click one of the options below (male, female, or other) to continue.
5. When greeted with a “Please fill out a little bit of information \_\_\_\_\_” screen, click the next button and utilize the text fields provided to type out requested information (click in the box and begin typing if on a computer or a keyboard should appear if on a touch screen device upon clicking one of the boxes). Click the “next” button to continue.
6. When greeted with a “Avatar Creation Tutorial” screen, click the right and left buttons to flip through the tutorial that explains how to use the avatar creator. When the user is done with instruction, click the “Ready to Go” button to move onto avatar creation.
7. When greeted with a “Time to create \_\_\_\_\_” screen click the “next” button and utilize the menu options on the left to design an avatar. Once you have created your desired avatar, click the submit button.
8. Upon running through all of the screens, the data will be uploaded to the server. If all screens are not clicked through, data will not be sent to the server.
9. Either exit the game using the exit button or click the start button and resume operation at step 4 above.

Note: Other web browsers may be compatible, but all testing was done using Chrome or Mozilla Firefox.

## Retrieving Avatar Data

In order to retrieve Avatar data from the server, follow the steps below.

5. Open up a web browser of choice.
6. Go the web address “<https://designascientist.psychology.chass.ncsu.edu/download.php>”.
7. Click the download button.
8. Once downloaded, you will have a file titled “data.csv”, which is compatible with Microsoft’s Excel.

Note: Other web browsers may be compatible, but all testing was done using Chrome or Mozilla Firefox.

## Reading Avatar Data

Upon opening the “data.csv”, which can be gotten by following the steps in the section titled “Retrieving Avatar Data” above, you will be greeted with something akin to figure 1 below.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	Hair	Hair Color	Eyes	Eye Color	Mouth	Head Effect	Skin Color	Shirt	Shirt Color	Pant	Pant Color	Shoe	Shoe Color	Tucked	Data
2	28	1	14	11	13	1	0	7	8	3	15	3	14	1	8/22/2020 20:05
3	33	1	0	11	0	0	0	0	15	1	15	1	0	1	8/22/2020 20:08
4	33	1	0	11	0	0	0	1	15	3	8	0	0	0	8/22/2020 20:57
5	33	1	5	7	0	0	0	0	15	1	15	0	0	0	8/22/2020 21:00
6	33	1	0	11	0	0	0	0	9	1	15	0	13	1	8/22/2020 22:35
7	33	1	0	11	0	0	0	0	15	1	15	0	0	0	8/22/2020 20:37
8	33	1	0	11	0	0	0	0	15	1	15	0	0	1	8/23/2020 18:38
9	21	0	2	11	9	1	0	1	0	0	12	1	0	0	8/23/2020 18:40
10	4	16	5	7	0	2	0	5	1	0	8	2	1	1	8/23/2020 18:40

Figure 1

Each row represents a different experiment that was run and has a series of data associated with that run in each column. The headers for Columns have a prefix, which are as follows: “User” something that

pertains to the user, “Scientist” something that pertains to the scientist the user creates, “Option” one of the checkboxes used when setting up the experiment (see the section “Customizing the Experiment” for more information), and “Extra” something that pertains to none of the above categories.

If a column has a number and either a “User” or “Scientist” header, you can use an appropriate color table, gender table, or asset table to decipher to meaning, for example: Clothing color table for Scientist\_shirt\_color, Gender table for User gender, etc. Note that you don’t need a table for anything that reports true or false, or that has the suffix “id”, “name”, or “description”.

Note: If there is a return value of “-1”, the “Options” selected made it so that the user never has the opportunity to input any value (For example if the children didn’t create a personal avatar, the values for that avatar’s parts will all be “-1”).

## Gender Data Table

Gender Table	
Index	Gender
0	Male
1	Female
2	Other

## Color Data Tables







Clothing Color Table		
Index	Hex Code	Sample
0	1F1B1B	
1	3B3000	
2	DCD1BA	
3	A7856A	
4	E6CE84	
5	71635A	
6	ABABAB	
7	F1EDE2	
8	20FF70	
9	D1283B	
10	E80CEC	
11	1EEEE6	
12	FA810D	
13	FF0002	
14	7618B9	
15	FFFFFF	
16	F5CB57	
17	489865	







Hair Color Table		
Index	Hex Code	Sample
0	1F1B1B	
1	3B3000	
2	DCD1BA	
3	A7856A	
4	E6CE84	
5	71635A	
6	ABABAB	
7	F1EDE2	
8	F07C0C	
9	861A26	
10	EBC354	
11	E70002	







Eye Color Table		
Index	Hex Code	Sample
0	1F1B1B	
1	3B3000	
2	6D5F56	
3	A08066	
4	DDC67F	
5	20FF70	
6	ABABAB	
7	EBC354	
8	1DE5DD	
9	861A26	
10	459261	
11	7117B2	

Skin Color Table			
Index	von Luschan number	Hex Code	Sample
0	1	F1eacd	
1	8	E7c594	
2	20	E8af68	
3	30	883b34	
4	3	Eadacb	
5	12	E79e79	
6	23	D37636	
7	34	503a39	
8	4	Eec479	
9	16	Db8f46	
10	27	8f4735	
11	36	272b30	







Asset Data Tables







Hair Table	
Index	Sample
0	
1	
2	
3	
4	
5	




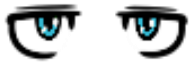


6	
7	
8	
9	
10	
11	




12	
13	
14	
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16	
17	









18	
19	
20	
21	
22	
23	






24	
25	
26	
27	
28	
29	
30	


Eye Table	
Index	Sample
0	
1	
2	
3	
4	
5	






6	
7	
8	



Mouth Table	
Index	Sample
0	
1	
2	
3	

4	
5	

Shirt Table	
Index	Sample
0	
1	
2	
3	
4	

5	
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Pant Table	
Index	Sample
0	
1	
2	
3	
4	

Shoe Table	
Index	Sample
0	
1	
2	

## Contact Information

If there are any further question that are not addressed in the documents, feel free to reach out to the developers using the contact information below.

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