**Design-A-Scientist Administrator Manual**

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**By: Anthony Bulthuis, Thomas Batchelder**

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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.

1. Open up a web browser of choice.
2. Go the web address “<https://designascientist.psychology.chass.ncsu.edu/download.php>”.
3. Click the download button.
4. 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.

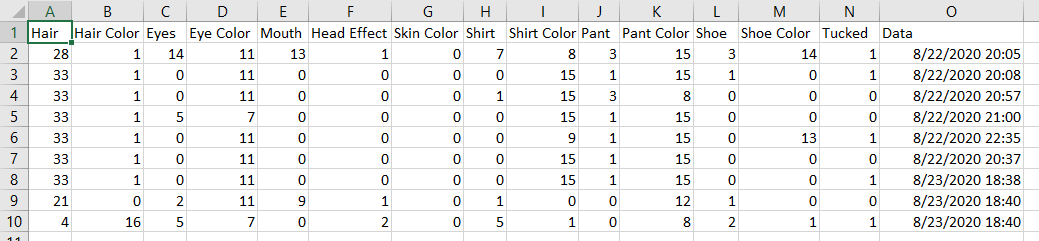


Figure 1

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 a 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 |  |
| 15 |  |
| 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 |  |

|  |  |
| --- | --- |
| 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.

Anthony Bulthuis: [ajbulthu@ncsu.edu](mailto:ajbulthu@ncsu.edu)

Thomas Batchelder: [tjbatche@ncsu.edu](mailto:tjbatche@ncsu.edu)