Image Change Instructions

The experiment is run using the **RunImageChangeTask.m** script that requires a participant number and demographic information to begin. All instructions screens are automatic and include descriptions of the button presses. Participants begin with a familiarity check, where they have to press Y if the name is familiar and N if the name is unfamiliar, with each identity checked one at a time. Program will automatically quit to error if there aren’t enough familiar or unfamiliar faces (minimum 10).

If familiar check passes, participants will be taken to new instruction screen explaining experiment. There are two practice trials on which feedback is received. Down Arrow key is pressed when there is a different image shown. Up Arrow if when the same image is shown. Participants are told to respond as quickly and accurately as they can. The array will vary in size on each block. Familiarity is also varied per block.

Experiment can be quit on any trial by pressing the Escape key. After each block (10 trials) participants are informed they can take a quick break before continuing. There are 6 blocks, with 10 trials in each block. This altogether should take between 10 and 20 minutes to complete.

Data is saved into two folders: **Raw\_Data** & **saveVariables**.

Headings for **Raw\_Data** are saved in **headings.mat**