Instruction Cyberball

Starting Cyberball

1. Make sure that <u>Zep</u> 1.10 is installed.
2. Unarchive the .zip file to a folder known to you. (It might be that the file-extension reads .qqq, in that case rename it to .zip and retry.)
3. Navigate to the folder you just unarchived the script files into.
4. Either open the linux-terminal.sh or windows-terminal.bat depending on your operating system of choice. If you are very worried about reaction-time accuracy we recommend a real-time Linux kernel and a button box (ask tech support).
5. Enter 'zep cyberball.zp' at the terminal that pops up and a new menu should appear.
6. Click on *Participant* and when you have a new participant click on *New* otherwise navigate to the correct participant id and jump to step 10.
7. Enter a <u>participant id</u> (name, or perhaps something a bit less private).
8. Press *<u>ENTER</u>* and then hit the button *Edit*
9. Now enter the <u>gender</u> (male/female/other) and the control_variable (1 / 2 / 3) and press *Accept*. The control_variable controls which face is shown at the middle bot location and is so named as not to prime a participant when he sees the selection.
10. Then press *Select* followed by *Start*.
11. The group can be ignored; press *Continue*.
12. The game will now start note that during the game hitting *<u>ESCAPE</u>* will skip ahead to a pause or to the end game.

Configuring Cyberball

There is a range of settings that control the game's behavior. Most of these can be set in *modules/game_settings.zm.* Be sure to read the corresponding comments before editing any of the options!

Texts that are shown can be edited in *modules/texts.zm.* Note that you can use basic HTML for highlighting (bold, <i>italics</i>, <u>underlined</u>.

Fonts and colors can be edited in their respective default files *modules/fonts.zm* and *modules/colors.zm*. Note that there are a bunch of additional settings which are not relevant for the script. Check the corresponding 'pages' on which colors control the looks.

Making sense of the output

All the output is set into the 'db' folder. You can edit/retrieve the data by navigating to the right folder within the hierarchy or you can run 'zepdbextract' (via the terminal). The latter command collects all the session-by-session data and generates two summation files. The first file ('*cyberball-01-1.cvs*') contains a game summary of the phases of the game. One game phase is different of the other game phase in that either a pause or a switch had occurred.

OUTPUT	DESCRIPTION
dbid	Database-identification
expid	Experiment-identification
resid	Researcher-identification
ppid	Participant-identification
gender	Gender (male|female|other)
control_variable	Which picture to show at the middle player location [1-3]
grpid	Group identification
sesid	Session identification
sesdate	Session date
sestime	Session time
sesrepexp	session repeat counter for experiment (how many times has this participant done this experiment before)
sesrepgrp	session repeat counter for group in experiment (how many times has this participant done this experiment before while assigned to this group)
sesstat	session status: 0=running, 1=stopped, 2=aborted, 3=finished, 4=failed
expstat	experiment status: 0=preparing, 1=piloting, 2=testing
expver	experiment version (experiment defined)
switched	Boolean that shows if the behavior has been switched
paused	Boolean that shows if a game pause was made
first_throw_nr	Which throw was first following the pause / switch that led to a different phase
X_to_Y	Count of throws from X to Y
X_received	Count of throws X has received

The second file ('*cyberball-01-2.cvs*') additionally contains the throw details:

OUTPUT	DESCRIPTION
switched	Boolean that shows if the behavior has been switched
paused	Boolean that shows if a game pause was made
from	Player the throw was from.
to	Player the throw was to.
RT	Milliseconds the player took to make a decision.

DISCLAIMER

This experiment script is released under the terms of the GNU General Public License (see http://www.gnu.org/licenses/gpl-2.0.html). It is distributed in the hope that it will be useful, but with absolutely no warranty. It is your responsibility to carefully study and test the script before using it with real participants.