# Infant experiment design

#### Overall design

- There are 3 between-subjects conditions: no pitch, emphasized pitch and functional pitch
- There are two versions of the artificial language: L1 and L2
- In each of the conditions half of the participants will be assigned to L1 and the other half to L2
- There are 36 unique training strings in each language, these are repeated twice in the training phase for 72 strings total.

#### Overall design - phases

• There is 1 training phase and 1 test phase

#### Training

- In the training phase the 36 strings are presented twice (= 72 strings total)
- There is a pause of 650 ms between the strings
- Constraints:
  - No strings appear twice in a row
  - All strings need to be presented once, before they can be presented again

### Overall design - phases

#### Test phase

- There are going to be 3 types \* 4 items each = 12 test items
- In the test phase, each string is repeated a maximum of 15 times if infant does not look away. Trial is over when infant has not looked for 2 seconds. After which a new trial begins.

## Overall design - recap

3 conditions	No pitch	Emphasized	Functional
Unique strings	36	36	36
Overall strings	72	72	72
Training phases	1	1	1
Repetitions of training strings	$2 \times 36 = 72$ strings	$2 \times 36 = 72$ strings	$2 \times 36 = 72$ strings
Test phases	1	1	1
Test items	3 types * 4 = 12 items	3 types * 4 = 12 items	3 types * 4 = 12 items
Items per test phase	12	12	12

# Training

• All conditions:

a1	X1	b1		a	2	X1	b2
	X2					X2	
	Х3					ХЗ	
	X4					X4	
	X5					X5	
	•••					•••	
	X18					X18	

### Test items

familiar grammatical	new grammatical	ungrammatical
al Xfam bl a2 Xfam b2	al Xnew bl a2 Xnew b2	Xfam b1 a1 b1 a1 Xfam
		X

# Test phase - counterbalanced block design

There are 3 types of test items: a) familiar grammatical, b) new grammatical and c) ungrammatical. Each test type must appear once during each test block.

\*x = random choice between the rest two test item types

	HALF PARTICIPANTS	HALF PARTICIPANTS	
	order a	order b	
BLOCK 1	familiar grammatical	ungrammatical	
	X	X	
	X	X	
BLOCK 2	familiar grammatical	ungrammatical	
	X	X	
	X	X	
BLOCK 3	ungrammatical	familiar grammatical	
	X	X	
	X	X	
BLOCK 4	ungrammatical	familiar grammatical	
	X	X	
	X	X	

#### Reminder

• Will be an EMG and pupillometry design, so a trigger needs to be put at the onset of every training stimulus so the devices can measure.