Experiment Setup

(Note: Please complete the included quick start document before continuing)

# Introduction

Follow these instructions for the Roof Runner, Bridge, Teleporters and ESP games.

Each game can host multiple experiments at any one time. The quick start guide references a simple experiment that lives in the following folder:

[XAMPP\_ROOT\_FOLDER]/htdocs/roofRunner/experiments/**simpleExp**/

Recall that the URL of this game looks like this:

http://localhost/roofRunner/#/?expId=**simpleExp**"

Notice how “simpleExp” folder name is referenced here. You can create a new game with different stimuli items and conditions simply by creating a new folder and referencing it in the URL.

# Experiment Order

1. All experiments are set up with following sequence of events
   1. Brief Instructions
   2. Consent Form
   3. Core Survey Questions (Gender, Ethnicity, Race, Age)
   4. Supplementary Survey Questions
   5. Full Instructions
   6. Game
   7. Post Game Survey Questions (Optional)
   8. End/Submit to MTurk button
2. A live game on Amazon Mechanical Turk will allow a worker to preview stages “a” and “b”. A worker must accept the HIT to proceed past stage “b”.

# Create a New Experiment

1. Make a copy of this folder [XAMPP\_ROOT\_FOLDER]/htdocs/roofRunner/experiments/simpleExp/
2. Rename the copied folder. This new folder will contain your new experiment configuration files.
3. We will assume this is a folder called "myNewExperiment"
4. Navigate to this folder [XAMPP\_ROOT\_FOLDER]/htdocs/roofRunner/experiments/myNewExperiment/
5. Edit the following files with a plain text editor
   1. experimentinfo.json
      1. Change "id" to the name of the folder of your new experiment (in this example, that would be “myNewExperiment”)
      2. Leave the “mode” value as “debug”. Change this to “live” when the game is posted on Amazon Mechanical Turk.
      3. “inlab” mode allows you to manually enter a workerID
         1. http://localhost/roofRunner/#/?expId=simpleExp&**workerId=myWorkerIdHere**"
   2. /consent/consent.html
      1. This is a simple HTML document that contains the text of your consent form. Replace the example text with your consent form text.
   3. /instructions
      1. There should be two instructions files in this folder, instructions1.json and instructions2.json.
      2. Any images that are references in the instructions should also be located in this folder.
      3. Using the existing examples, add or edit instructions to the .JSON files.
      4. Typically, the instructions1.json file contains a very brief set of instructions or introductory comments to give the player a quick overview of the game
      5. The instructions2.json file appears after the consent form and right before the actual game starts. It is recommended that you insert a fair amount of detail here.
   4. /surveys
      1. The files in this folder will create the supplementary surveys for the subject to complete before proceeding to the game.
      2. The “surveyOrder.json” file determines the page order of the surveys that are presented to the subject.
      3. The individual surveys are json files located in the same folder. The example experiment includes three surveys.
      4. Edit the existing survey JSON files to create your own survey questions.
   5. /stimuli
      1. Place all of the images that you plan to use in your experiment into this folder.
      2. Target and prompt images should not be larger than 220px.
      3. Images that appear inside of buttons should not be larger than 100px.
   6. /interlocutors
      1. Place the interlocutor images in this folder
   7. /lists
      1. Place all the experiment lists in this folder
      2. Lists contain the instructions for each frame of the game (images, prompts, interlocutor, correct answers etc…)
      3. Use the existing lists as templates and modify accordingly
      4. You may add additional key/value pairs if you wish but you should not remove any of the key/value pairs.
   8. /master.json
      1. The master.json file determines which lists (in the lists folder) to use and whether or not the list items should be shuffled
      2. When running multiple subjects, the web app will attempt to evenly distribute the subjects across all the lists listed in the master.json file.
   9. /postGameQuestionnaires
      1. postGameQuestionnaireOrder.json determines the order of the post game survey
      2. Individual surveys should be contained within separate JSON files in the same folder
6. To test your new experiment, launch a browser and enter the following URL:

http://localhost/roofRunner/#/?expId=**myNewExperiment**"

(Note: replace **myNewExperiment** with the name of the new folder you created)