**Monsters Task – Child Version Protocol**

This is the protocol for the child version of the Monsters task.

**Dealing with Child Comments**

If child makes comments beyond the introduction section…

|  |  |
| --- | --- |
| What if child… | Experimenter response |
| 1) Asks questions about options, asks you to choose | “Good question, but it’s time for *you* to choose now!” |
| 2) Has irrelevant questions/comments | “Huh, that’s a good point/question! But let’s talk about that after the game.” (Try to actually address their question after the game.) |
| 3) Says “I don’t know which one to pick” / Has clear trouble deciding | “That’s okay! There are no right or wrong choices in this game. Just pick whichever you think is best!” |
| 4) Becomes distressed, refuses to continue | Stop the game, and exit browser. Make note of this in the datasheet. |

**1. Setting Up**

Before task begins, open the following webpage in Chrome: http://unsw-monsters-kids-2.appspot.com (replace with final link), and ensure Chrome is in full-screen mode.

Click through first two screens (HIT information & consent). Fill indemographic information as appropriate: ID (C*XXX*), gender, age (integer, not rounded up), date of birth (**mm/dd/yyyy**), date of testing (**mm/dd/yyyy**), native language(s). Then, click ‘Next’ to load task.

**2. Introduction**

Once child is seated at the table, place iPad in front of child, in portrait mode, making sure that the child can easily see and reach the touchscreen.

Introduce child to task as follows:

"Today, we're going to play a game on the iPad. Do you want to play the game with me?"

"Okay great! Before we start, I just need you to put your hands on your lap until we’re ready to begin, alright? *(Say “Thanks for your great listening!” when child follows instruction.)* So first, I'm going to tell you how you play this game, so make sure you're listening very carefully, okay?"

Click “Start!”.

**3. Instruction Screens**

Screen 1 – Monsters

Reading aloud:

“In this game, you will see some different monsters on the screen. When you tap on a monster, it will give you some stars! Every monster can give you stars, but every monster is different!”

Tap ‘Next’ to continue onto next screen.

Screen 2 – Star-meter

Give the following instructions verbally as corresponding text appears onscreen.

"(Point to star-meter) This star-meter on top shows you how many stars you have.

Every time you collect stars …

... the yellow part in the star-meter will fill up (point to star-meter animation)... like this!

When the yellow part gets to one of these lines... (point to benchmarks on example star-meter as the arrows appear)

you will get a sticker! (point to sticker) When you get a sticker, I’ll put it in this envelope for you so you can take them with you after the game. Got it?"

Screen 3 – Attention check

"Great! Now can you tell me again – how do you get stars in this game?"

⇒ If correct ("choose/tap monsters" or similar):

"That's right! You tap on the monsters to get stars."

⇒ If incorrect/IDK:

"Actually, we tap on the monsters to get stars."

"Okay, you did a great job listening! Are you ready to start the game?"

Tap ‘I’m ready!’ when child says yes.

"Great! Now you choose.”

**4. Main Task**

For the first five choices, read the feedback screen aloud (e.g., “You got 3 stars!”) Be careful not to reinforce child’s choices with “good choice!” or similar.

Monitor the progress bar as child plays. When the progress bar reaches one of the benchmarks (‘lines’), say:

(Point to the particular benchmark reached) “Wow, good job! You get a sticker.”

(Briefly hold up sticker, then put it in the envelope.)

**5. Post-Test**

On completion of the trials, read aloud:

“Thanks for playing with us! You earned \_\_\_\_ stars! *Wow,* that’s a *lot* of stars!

Now I just want to ask you a few more questions to see how you got so many stars. Is that okay?”

Click ‘Okay!’ when child is ready to proceed.

For the screens that follow, ask:

“Which of these monsters ever gave you \_\_\_ star? Was it this one, this one, this one, this one, or none of these, or you don’t know?”

For last screen, ask:

“Which monster did you like most?”

After post-test questions are completed, read the end screen aloud:

“And you’re all done! Thanks *so much* for playing with us! Now go get your stickers!”

**6. Wrap-Up**

When the task is finished, hand child their sticker envelope. Answer any questions the child has about the task, but do not give out details that might influence other children’s performance (e.g., do not tell child that options may change in the task).