

Task	Header	Explanation
Simon Task		
	date	date for this session
	time	time for this session
	group	counterbalanced version
	subject	participant number, this was unique for each session
	twosessionnumber	participant number, this number specifies the same participant in different sessions
	blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
	trialnum	number of the trial within a block, note that numbers might be missing when feedback is coded as a separate trial
	blockcode	specifies the type of block
	trialcode	specifies the type of trial
	congruency	congruent = stimulus and response on the same side, incongruent = stimulus and response on different sides
	response	number code for the key that was pressed as a response
	correct	is 0 when response was incorrect and 1 when it was correct
	latency	time between stimulus presentation and keypress
	correctRT	latencies for correct trials only
	trimmedRT	latencies only for trials that were included in the analyses
	stimulusitem1	first element of the trial, fixation
	othersessionnumber	number for this participant in the other session
	sessiontype	whether materials were the same or different between session 1 and 2
	session	session 1 or session 2
	stimulusnumber2	stimulus number from a list of stimuli per trial type, always 1 in this experiment
	stimulusitem2	name of the picture file containing the stimulus.

Flanker Task		
	date	date for this session
	time	time for this session
	group	counterbalanced version
	subject	participant number, this was unique for each session
	blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
	trialnum	number of the trial within a block, note that numbers might be missing when feedback is coded as a separate trial
	blockcode	specifies the type of block
	trialcode	specifies the type of trial (SC = stimulus congruent, RC = response congruent, I = incongruent; left and right refer to correct response side)
	OthersessionNumber	number for this participant in the other session
	sessiontype	whether materials were the same or different between session 1 and 2
	session	session 1 or session 2

twosessionnumber	participant number, this number specifies the same participant in different sessions
congruency	stimuluscongruent = target was identical to flankers, responsecongruent = target was different but from the same response set as flankers, incongruent = target was from different response set as flankers
response	number code for the key that was pressed as a response
correct	is 0 when response was incorrect and 1 when it was correct
latency	time between stimulus presentation and keypress
correctRT	latencies for correct trials only
trimmedRT	latencies only for trials that were included in the analyses
stimulusnumber2	stimulus number from a list of stimuli per trial type
stimulusitem2	target and flanker items

Motor Priming

date	date for this session
time	time for this session
group	counterbalanced version
subject	participant number, this was unique for each session
blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
trialnum	number of the trial within a block, note that numbers might be missing when feedback is coded as a separate trial
blockcode	specifies the type of block
trialcode	specifies the type of trial (left and right refer to correct response side)
Maskcondition	whether prime was masked or not masked
Compatibility	whether prime was identical to target or not
OthersessionNumber	number for this participant in the other session
sessiontype	whether materials were the same or different between session 1 and 2
session	session 1 or session 2
twosessionnumber	participant number, this number specifies the same participant in different sessions
response	number code for the key that was pressed as a response
correct	is 0 when response was incorrect and 1 when it was correct
latency	time between stimulus presentation and keypress
correctRT	latencies for correct trials only
TrimmedRT	latencies only for trials that were included in the analyses
stimulusitem1	prime stimulus
stimulusitem2	in masked condition, stimulusitem2 and stimulusitem3 were combined to form a mask; in unmasked condition, this was blank
stimulusitem3	part of mask in masked condition, target stimulus in unmasked condition
stimulusitem5	target in masked condition

Spacing Effect

date	date for this session
time	time for this session

group	counterbalanced version
subject	participant number, this was unique for each session
blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
trialnum	number of the trial within a block
blockcode	specifies the type of block
trialcode	specifies the type of trial (filler, massed item or spaced item; 1 and 2 refer to first and second presentation of the item)
response	number code for the key that was pressed as a response, this was the recognition response during study (not analysed)
correct	recognition response; is 0 when response was incorrect and 1 when it was correct
latency	Recognition response; time between stimulus presentation and keypress
stimulusnumber1	stimulus number from a list of stimuli per trial type, note that this was different for each participant
stimulusitem1	stimulus word
othersessionnumber	number for this participant in the other session
sessiontype	whether materials were the same or different between session 1 and 2
sessionnumber	session 1 or session 2
TwoSessionNumber	participant number, this number specifies the same participant in different sessions
correctrecall	0 = not recalled, 1 = recalled
recall	response in final free recall, this is copied to all rows for coding convenience

False Memories

date	date for this session
time	time for this session
group	counterbalanced version
subject	participant number, this was unique for each session
Participant ID	participant number, this number specifies the same participant in different sessions
blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
trialnum	number of the trial within a block
blockcode	specifies the type of block, rows with FMtest contain relevant data
trialcode	specifies the type of trial (studied item or lure; related or unrelated to studied list)
othersessionnumber	number for this participant in the other session
sessionnrandtype	combined code for session and sessiontype
session	session 1 or session 2
sessiontype	whether materials were the same or different between session 1 and 2
trialduration	in recognition test always 0; in studyblock duration of word on screen plus interstimulus interval
response	number code for the key that was pressed as a response
correct	is 0 when response was incorrect and 1 when it was correct; always 0 during studyblocks

latency	in recognition test time between stimulus presentation and keypress; in studyblocks time of word on screen
stimulusnumber1	stimulus number from a list of stimuli; in recognition blocks always 0
stimulusitem1	in study blocks the study item, in recognition blocks the instruction at the bottom of the screen
stimulusnumber2	in recognition block stimulus number from a list of stimuli; in study blocks always 0
stimulusitem2	target in recognition trial; in study blocks always 0

Serial Position

date	date for this session
time	time for this session
group	counterbalanced version
subject	participant number, this was unique for each session
blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
trialnum	number of the trial within a block
blockcode	specifies the type of block
trialcode	specifies the type of trial
response	free recall response for free recall trials
correct	meaningless in this experiment
latency	duration of the trial
stimulusnumber1	stimulus number from a list of stimuli; in free recall trials always 0
stimulusitem1	study word
othersessionnumber	number for this participant in the other session
twosessionnumber	participant number, this number specifies the same participant in different sessions
sessionnumber	session 1 or session 2
sessiontype	whether materials were the same or different between session 1 and 2
correct	0 = not recalled, 1 = recalled
recall	response in free recall for this list, this is copied to all rows for coding convenience

Associative Priming

date	date for this session
time	time for this session
group	counterbalanced version
subject	participant number, this was unique for each session
Participant ID	participant number, this number specifies the same participant in different sessions
othersessionnumber	number for this participant in the other session
sessionnrandtype	combined code for session and sessiontype
sessionnumber	session 1 or session 2
sessiontype	whether materials were the same or different between session 1 and 2
blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks

trialnum	number of the trial within a block, note that numbers might be missing when feedback is coded as a separate trial
blockcode	specifies the type of block
trialcode	specifies the type of trial
response	number code for the key that was pressed as a response
correct	is 0 when response was incorrect and 1 when it was correct
latency	time between stimulus presentation and keypress
correctRT	latencies for correct trials only
TrimmedRT	latencies only for trials that were included in the analyses
stimulusnumber3	stimulus number from a list of stimuli
stimulusitem3	prime word
stimulusnumber5	stimulus number from a list of stimuli
stimulusitem5	target word

Repetition Priming

date	date for this session
time	time for this session
group	counterbalanced version
subject	participant number, this was unique for each session
subjecttwosession	participant number, this number specifies the same participant in different sessions
othersessionnumber	number for this participant in the other session
session	session 1 or session 2
sessiontype	whether materials were the same or different between session 1 and 2
blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
trialnum	number of the trial within a block, note that numbers might be missing when feedback is coded as a separate trial
blockcode	specifies the type of block
trialcode	specifies the type of trial (HF = high frequency, LF = low frequency)
response	number code for the key that was pressed as a response
correct	is 0 when response was incorrect and 1 when it was correct
latency	time between stimulus presentation and keypress
correctRT	latencies for correct trials only
TrimmedRT	latencies only for trials that were included in the analyses
stimulusnumber3	stimulus number from a list of stimuli
stimulusitem3	target word

Shape Simulation

date	date for this session
time	time for this session
group	counterbalanced version
subject	participant number, this was unique for each session
twosessionnumber	participant number, this number specifies the same participant in different sessions

blocknum	refers to Inquisit blocks, note that other elements such as instructions might also be called blocks
trialnum	number of the trial within a block, note that numbers might be missing when feedback is coded as a separate trial
blockcode	specifies the type of block
trialcode	specifies the type of trial; sentence and picture presentation were coded as separate trials; filler trials followed by a question (y or n) were coded as 3 trials
response	number code for the key that was pressed as a response
correct	is 0 when response was incorrect or space press after sentence and 1 when it was correct
latency	time between stimulus presentation and keypress
CorrectRT	latencies for correct trials only
TrimmedRT	latencies only for trials that were included in the analyses
stimulusnumber1	stimulus number from a list of stimuli; fixation always 1
stimulusitem1	fixation or filler question
othersessionnumber	number for this participant in the other session
sessiontype	whether materials were the same or different between session 1 and 2
session	session 1 or session 2
stimulusnumber2	stimulus number from a list of stimuli; question always 0
stimulusitem2	sentence or name of the picture file containing the stimulus