* Make the text smaller, and put it at the bottom of the screen
* Fixation cross and images should be right in the center of the screen.
* Fixation cross should be bigger and stay on the screen longer.
* Timing: 1000, 250, 100, 50, 15
* Make sure no repeats of the images (in one block).
* Order blocks in timing. Fast first, then slow.
* When experiment ends, add a “please return to qualtrics” message
* Instructions for 15, and 50, add (NOTE: “In this trial the images will be presented very quickly. As a result, you may feel that you are just guessing whether the content of the images is deviant or not. This is totally okay! We are interested in your ‘snap-judgment’ quick visual impression, not in your calculated estimation. \n \n Remember, we just want you to report your quick visual impression of the image!”
* Change the likert scale to a binary response measure: Deviant versus Normal. Make sure to randomize what comes versus (deviant versus normal), for each iteration of the entire program. That is, make the instructions parallel to the keycode response. Make the key code responses o and p (lower case). So, if deviant is o, then instructions should say: “deviant is o and normal is p” if normal is o then “normal is o and deviant is p”
* Make sure to leave the ‘normal is o and deviant is p’ on the screen at the bottom during all trials.
* Check of the participant is clicking the wrong button, present a temprorary background that says, careful, you hit X (<- the button they hit), remember, normal is o and deviant is p.
  + The program just doesn’t allow responses that aren’t either o or p