

Deborah - Near Miss

From KnightLab

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Overview

This is a fun gambling task using a two-reel slot machine.

There are six different icons displayed on each reel. On each trial, the patient chooses one item on the left reel by scrolling that icon into position on the payline. The right reel then spins for a few seconds.

If the right reel stops on the chosen icon (i.e. matching icons are displayed in the payline), the patient wins. All other outcomes are non-wins.

Every 2 to 4 trials, the patient is asked to answer 2 questions regarding his happiness and his motivation to gamble again.

Important: the game is NOT RIGGED. The probability of the patient to win is 1/6 as there are 6 items.

The task can run between 3 to 5 blocks. As long as the patient is engaged, the more the better. Please try to get at least 4 blocks.

Setup

OS	Software	Toolbox	Photodiode	Speakers	Microphone	Other peripheral(s)
Windows	NeuroBehavioral Presentation		X	X	-	Please make sure the computer is plugged in!

- The task runs on Presentation (<https://www.neurobs.com/>)

- The game is played using the laptop keyboard (arrows)
- Make sure the photodiode is connected to the bottom left of the screen (it will start flashing at the end of practice)
- Make sure the speakers are connected to the computer (there are some spinning sounds in the task) and to the recording system.
- Please make sure the computer is plugged in.

Procedure

General flow of the experiment

1. Setup
2. Instructions
3. Practice trials (3)
4. Game: 3 to 5 blocks
5. Feedback + Thank you screen

How to start the task

- Search for Presentation in the search bar.
- Open presentation.
- In Experiment, go to “Open Experiment”
- Find the right directory: Dropbox\Deborah\Near Miss\Current version\experiment. Click on nearmiss.exp, and press “Run”.
- Enter the patient ID (i.e.: CH23. There is no need for quotation marks)
- Click on "Run Scenario"
- When the "Ready" screen appears, press Enter.

Instructions

- Instructions will be presented on screen (there are also copied below and are saved in the Dropbox)
- Please read the instructions out loud to the patient
- Make sure the patient understands his payoff is hypothetical, but emphasize that he should play as if this was for real.
- Emphasize that the game is not rigged, and that all items have the same probability of winning.

Practice

- 3 trials
- Practice cannot be repeated (but the game is fairly simple)
- Make sure the patient understands how to choose an item (by pressing the right and left arrows) and how to confirm his choice (by pressing the down arrow).

- Make sure the patient understands how to enter his rating (by pressing the right and left arrows) and how to confirm his rating (by pressing the down arrow).
- At the end of practice, the photodiode will flash 5 times.

The game

- 3 to 5 blocks. Please try to get 4 blocks. If the patient is engaged, run 5 blocks.
- 30 trials in each block.

To stop the task

- To pause the task: There is no timeout in this experiment. So if you need to interrupt the task (patient needs a break, doctor came in...), just wait for the end of a trial. The following trial will not progress until the patient chooses an item.
- To exit the task at the end of the 3rd/4th or 5th block: press F10. This will take you to the feedback and goodbye screen.
- To kill the experiment at any point in time: press Ctrl, THEN Alt, THEN Esc (left side keys of Ctrl and Alt).

Instructions

- Welcome to the Casino Game!
- You are going to play a slot-machine game.
- At the beginning of each round, you will choose the item you want to play with, out of the 6 items displayed on the left reel.
- To choose an item, use the LEFT and RIGHT arrows.
- To confirm your choice, use the DOWN arrow.
- Once you have made a choice, the right reel will spin.
- If it stops on the item you have chosen (if the same item appears in the payline), you win \$5.
- If it stops on a different item, you don't win anything.
- Important! All your gains in this game are hypothetical.
- On some rounds, we will ask you how happy you feel and how much you want to play again.
- To move the cursor on the scale, use the RIGHT and LEFT arrows.
- To confirm your answer, press the DOWN arrow.
- Remember that your gains in this game are hypothetical, but please try to play as if they were real.

Timing

Instructions	Practice	Blocks	TOTAL
3 min (on screen)	2 min	5 min (4 of 5 blocks)	30 min

Thank you for recording!

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