## **E-Prime-3 Cognitive & Performance Test Data Dictionary**

## Serial Addition

Variable	Sample Output	Description
Experiment	serial-addition-005	Name of performance test
SessionDate	2/7/2024	Date of test
SessionTime	14:19:41	Start time of test (military time)
Subject	3333	Subject ID number
Session	1	Session number
DataFile.Basename	serial-addition-005-3333- 1	Data file name
DataFile.Uploadname	serial-addition-005-3333-	Name of the file uploaded to the streamlit app. Useful if a file name may initially be
	1	entered incorrectly and is later renamed. Will match DataFile.Basename, unless file is renamed
RandomSeed	-1472550492	Random seed number (used for generating random data)
Group	1	~Static variable = 1
Display.RefreshRate	60.01	Refresh rate (Hz)
TxtFileNum	1	Numbers each individual txt file sequentially
TrialNum	1	Question number within invididual test
TrialList	1	~Static variable = 1
Procedure	TrialProc	~Static variable = TrialProc
Stimulus1	47	First number presented to participant in equation
Stimulus2	46	Second number presented to participant in equation
CorrectResponse	93	Correct response
TrialList.Cycle	2	~Static variable = 2
TrialList.Sample	1	~Separate measure for "TrialNum" (we think)
Running	TrialList	~Static variable = TrialList
ProblemSlide.OnsetDelay	41	Difference (ms) between actual onset time and the expected onset time
ProblemSlide.OnsetTime	41417	Timestamp (ms from start of experiment) when the stimulus presentation actually began
Problem Slide. Duration Error	1	Difference (ms) between the actual duration and intended duration before the command began.
ProblemSlide.RTTime	50613	Timestamp (ms) of the response from the time the experiment started

ProblemSlide.ACC	1	Accuracy (0=incorrect, 1= correct
ProblemSlide.RT	9196	Reaction time (ms) for the response
ProblemSlide.RESP	93	Participant response
ProblemSlide.CRESP	93	Correct response
ProblemSlide.OnsetToOnsetTime	0	Difference (ms) between the timestamp of the next object's OnsetTime and this object's OnsetTime
ProblemSlide.DEVICE	Keyboard	Hardware used to administer test
TestDuration	120000	Duration of entire test (ms)

## <u>PVT</u>

Variable	Sample Output	Description
Experiment	pvt_10min_004	Name of performance test
SessionDate	2/7/2024	Date of test
SessionTime	14:06:23	Start time of test (military time)
Subject	3333	Subject ID number
Session	333	Session number
DataFile.Basename	pvt_10min_004-3333-333	Data file name
DataFile.Uploadname	serial-addition-005-3333- 1	Name of the file uploaded to the streamlit app. Useful if a file name may initially be entered incorrectly and is later renamed. Will match DataFile.Basename, unless file is renamed
RandomSeed	-902469347	Random seed number (used for generating random data)
Group	1	~Static variable = 1
Display.RefreshRate	60.01	Refresh rate (Hz)
TxtFileNum	1	Sequential File Number (across text files)
TrialNum	1	Sequential Trial number (within invididual test)
TrialList	5	*Not a static variable, uncertain what it is measuring
Procedure	TrialProc	~Static variable = TrialProc
Stimulus	·	*We think it is related to the stimulus object, but it's not being appropriately assigned a character (output is nonsensical)
CorrectResponse	1	Correct response
Wait		Constant blank value. (*E-Prime object used to delay program execution for a specified amount of time. Also used to collect a response without requiring the overhead of an object presenting a stimulus)
WaitDuration	5000	Inter-stimulus duration (Randomized time (ms) between trials)
WaitResponse	1	~Static variable = 1
TrialList.Cycle	1	*An incremental variable that repeats 8 times before going up 1 (we are uncertain what this means)

TrialList.Sample	1	~Separate measure for "TrialNum" (we think)
Running	TrialList	~Static variable = TrialList
RandomWait.OnsetDelay	29	Difference (ms) between actual onset time and the expected onset time
RandomWait.OnsetTime	68294	Timestamp (ms from start of experiment) when the stimulus presentation actually began
RandomWait.DurationError	0	Difference (ms) between the actual duration and intended duration before the command began.
RandomWait.RTTime	0	*Shows time into test (ms) for false starts. You will receive a nonzero on the first false start as long as it isn't preceded by another false start
RandomWait.ACC	1	Outcome for waiting for stimulus onset (0=fail 1=success). Given a 0 if false start, but only if the preceding trial pt successfully waited (i.e., if they false start twice in a row, the second false start will be assigned a 1).
RandomWait.RT	0	*Shows time into individual trial (ms) for false starts. You will receive a nonzero on the first false start as long as it isn't preceded by another false start
RandomWait.RESP		Blanks given for successfully completed trials (not a false positive, not a lapse). Value of "1" given for each false positive but not contiguous false positives.
RandomWait.CRESP		~Static blank values
RandomWait.OnsetToOnsetTime	5030	Difference (ms) between the timestamp of the next object's OnsetTime and this object's OnsetTime. For successfully completed trials, this will be a nonzero number. For false starts, it will be a "0," but only for the first false start in a row.
RandomWait.DEVICE	SRBOX	Correct response
Stim.OnsetDelay	30	Constant blank value. (*E-Prime object used to delay program execution for a specified amount of time. Also used to collect a response without requiring the overhead of an object presenting a stimulus)
Stim.OnsetTime	73324	Inter-stimulus duration (Randomized time (ms) between trials)
Stim.DurationError	1	~Static variable = 1
Stim.RTTime	73691	*An incremental variable that repeats 8 times before going up 1 (we are uncertain what this means)
Stim.ACC	0	~Separate measure for "TrialNum" (we think)
Stim.RT	367	~Static variable = TrialList
Stim.RESP	1	Difference (ms) between actual onset time and the expected onset time

Stim.CRESP		Timestamp (ms from start of experiment) when the stimulus presentation actually
		began
Stim.OnsetToOnsetTime	0	Difference (ms) between the actual duration and intended duration before the command began.
Stim.DEVICE	SRBOX	*Shows time into test (ms) for false starts. You will receive a nonzero on the first false start as long as it isn't preceded by another false start

## <u>DSST</u>

Variable	Sample Output	Description
Experiment	Digit Symbol Substitution	Name of performance test
	Task	
SessionDate	2/7/2024	Date of test
SessionTime	14:24:18	Start time of test (military time)
Subject	3333	Subject ID number
Session	1	Session number
DataFile.Basename	Digit Symbol Substitution Task-3333-1	Data file name
DataFile.Uploadname	serial-addition-005-3333-1	Name of the file uploaded to the streamlit app. Useful if a file name may initially be entered incorrectly and is later renamed. Will match DataFile.Basename, unless file is renamed
RandomSeed	1295985141	Random seed number (used for generating random data)
Group	1	~Static variable = 1
Display.RefreshRate	60.008	Refresh rate (Hz)
TxtFileNum	1	Numbers each individual txt file sequentially
TrialNum	1	Question number within invididual test
Running	TrialList	~Static variable = TrialList
SymbolStim	T,),=,U,^,O,L,-,X	Symbol presented to participant
CorrectAnswer	4	Correct response
TrialList.Cycle	1	*An incremental variable that repeats 9 times before going up 1; corresponds with number of symbols in symbol list
TrialList.Sample	1	~Separate measure for "TrialNum" (we think)

Stimulus.DEVICE	Button	Hardware used to administer test
Stimulus.OnsetDelay	84	Difference (ms) between actual onset time and the expected onset time
Stimulus.OnsetTime	28292	Timestamp (ms from start of experiment) when the stimulus presentation actually
		began
Stimulus.DurationError	-999999	Difference (ms) between the actual duration and intended duration before the
		command began.
Stimulus.RTTime	33220	Timestamp (ms) of the response from the time the experiment started
Stimulus.ACC	1	Accuracy (0=incorrect, 1=correct)
Stimulus.RT	4928	Reaction time (ms) for the response
Stimulus.RESP	4	Participant response
Stimulus.CRESP	4	Correct response
Stimulus.OnsetToOnsetTime	0	Difference (ms) between the timestamp of the next object's OnsetTime and this
		object's OnsetTime
StimState	Random	Session set up (fixed vs. random)
RandomTrialList	1	*We think it is a static variable = 1
Symbol1	L	Symbol mapping for test session
Symbol2	۸	Symbol mapping for test session
Symbol3	U	Symbol mapping for test session
Symbol4	Т	Symbol mapping for test session
Symbol5	=	Symbol mapping for test session
Symbol6	Х	Symbol mapping for test session
Symbol7	)	Symbol mapping for test session
Symbol8	0	Symbol mapping for test session
Symbol9	-	Symbol mapping for test session
SymbolList	4	*We think it is a number representing a specific combination of symbol mappings
NestSymbolStim	L	*We think it is the first symbol in the symbol mappings
RandomTrialList.Cycle	1	*We think it is a static variable = 1
RandomTrialList.Sample	1	*We think it is a static variable = 1