Tutorial 3 – Trial Design: 3D Trials

Recap:

In **Tutorial 1**  we went through the basic layout of the OpenMaze Experiment Configuration File. The configuration file can be broken down into 5 Sections:

1. Character Data
2. Block Data
3. Trial Data
4. Goal Data
5. Landmark Data

In **Tutorial 2**  we learned that trials have 2 main types –

1. **Image Trials**
2. 3D Trials

and we learned how to use Image Trials.

In this Tutorial you’ll learn the basics on how to construct a 3D trial.

Let’s start once again by opening Unity. And now let’s navigate to the Tutorial 3 folder. And open the Experimental Configuation file there Navigating to the Tutorial 3 Folder in the OpenMaze Folder.

Alright, so right now we see that the experiment is running only block 1, and that block one consists of trials 1, and 2, which correspond to Image trials down below for the start of the trial and the movement instructions.

We also see that that there is a nther block which only refers to one trial which is the end screen for the experiment.

Let’s now take a look at Trial 4. Trial 4 is a 3D trail and has a ton of parameters that might look pretty scary right now! Don’t worry, we’ll go through each one and you’ll see how easy it is to create and make quick changes to 3D trials.

The first line is again just for the user to identify what the trial is doing. The second line is the

1. **character starting position**, this means that the participant will start at 0,0 which is the centre of the arena.
2. wall height is