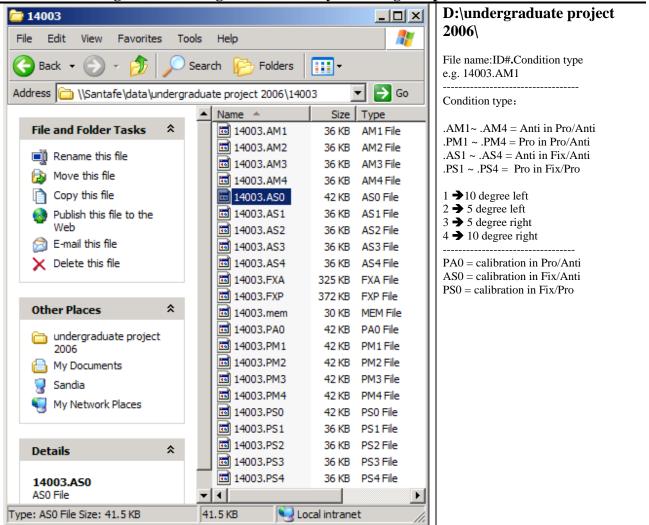
# Instructions for eye movement data scoring

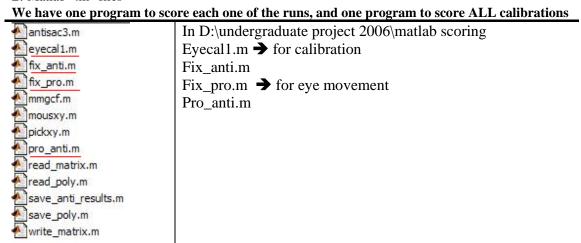
- How to score data collected from  $6^{th}$  floor lab.

The best computer to use for scoring is the second windows machine in the sixth floor. The URL of the logfile is : <a href="http://docs.google.com/Doc?id=ah7wxkpq3656\_33d47ms6">http://docs.google.com/Doc?id=ah7wxkpq3656\_33d47ms6</a> I Files

1 DATA files: We get the following files from the eye tracking computer:

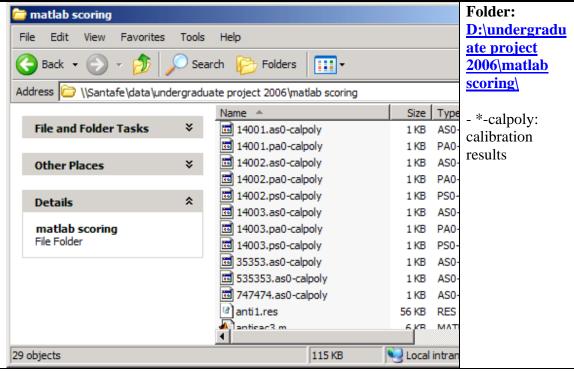


#### 2. Matlab ".m" files



#### 3 Result files

# All your scoring results go to: anti1.res

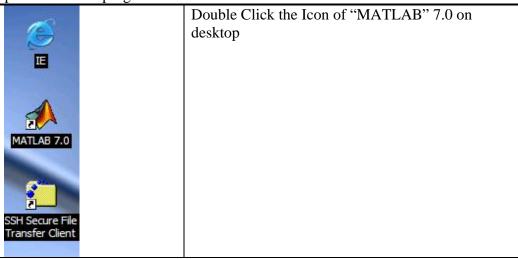


# II Data Scoring steps:

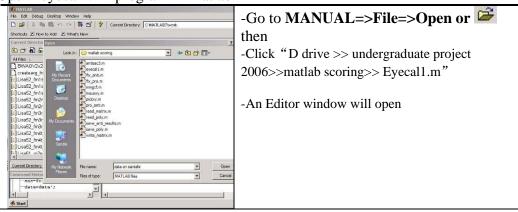
Here we use "fix/pro" task as an example.

- 1. Preparation before scoring
  - 1.1 Check the scoring log book to make sure where to start.
  - 1.2 Make sure the data you are going to score are in the right directory;
- 2. Calibration scoring, need to score calibration for each run.

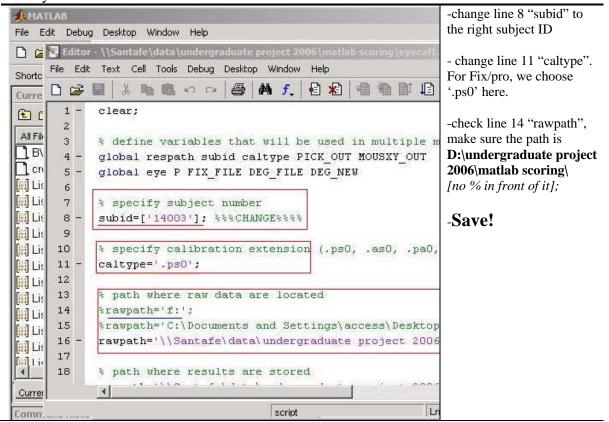
2.1 Open Matlab 7.0 program



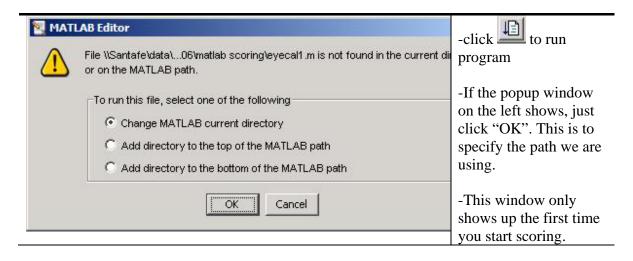
2.2 Open "eyecal1.m" program in Matlab



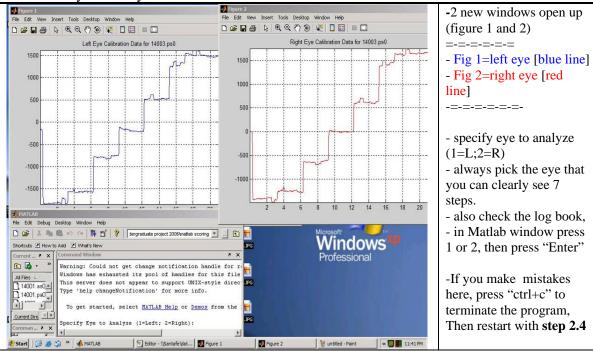
# 2.3 edit "eyecal1.m" in Editor window



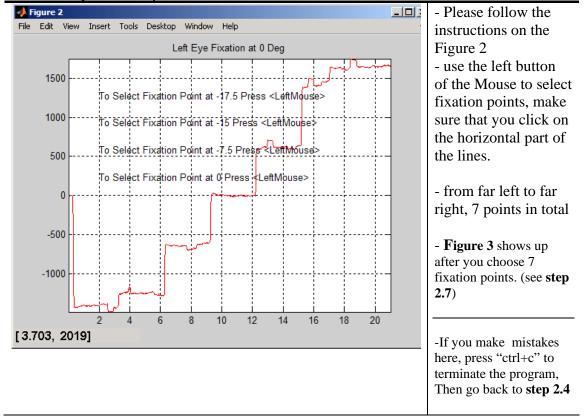
#### 2.4 Run program



2.5 select eye to analyze

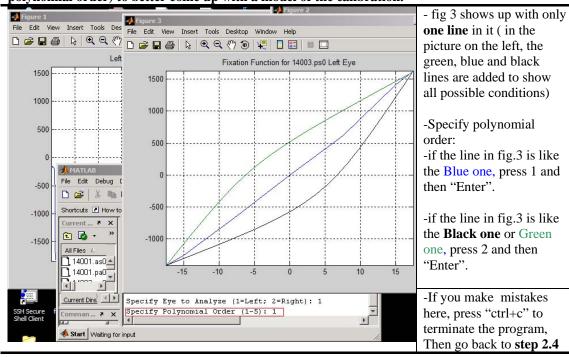


2.6 select eye fixation points

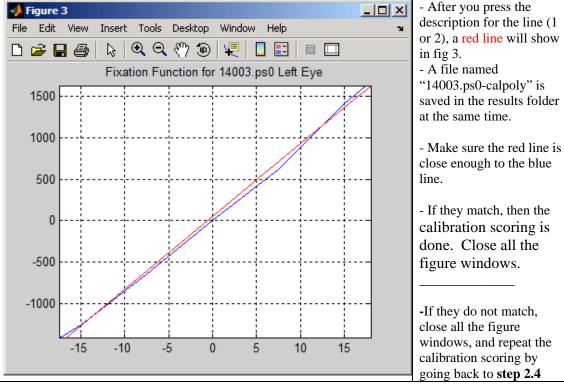


# 2.7 Specify polynomial order

Figure 3 plots a line with the points you chose for each of the seven steps. If the points are perfect, there would be a straight line. The program asks you to describe the line (using polynomial order) to better come up with a model of the calibration.



#### 2.8 Confirm polynomial order



2.9 Calibration scoring is done! DO this for all three runs. Remember to write it down on the  $\log$  file.  $\odot$ 

#### 3 Scoring eye movements

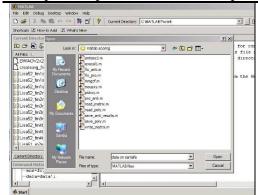
[Here we use "Fix/Pro" as a sample, but the steps for "Fix/anti" and "Pro/Anti" are the same]

#### 3.1 Run Matlab 7.0



Double Click on "MATLAB 7.0" icon on desktop

3.2 Open fix\_pro.m [ fix\_anti.m or pro\_anti.m for corresponding runs]

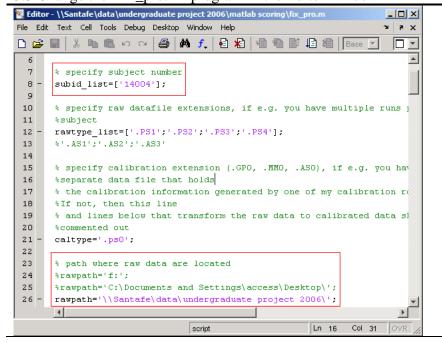


-Go to File=>Open or

-go to "D:\ dirve >> undergraduate project 2006>>matlab scoring>> **fix\_pro.m** "

-An editor window will open

3.3 Change the "fix\_pro.m" program in the Editor window



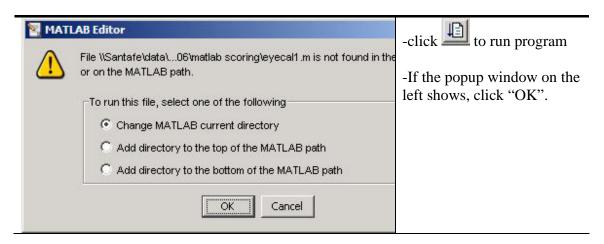
-change line 8 "subid list"

-check line 24 "rawpath"

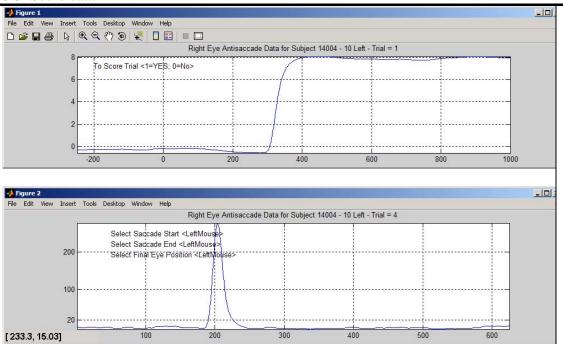
Line 24 should be rawpath='d:\undergraduate project 2006'; please make it uncommented and make sure other lines here is commented

-Save!

# 3.4 Run program

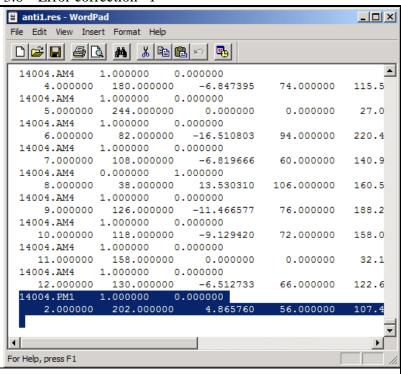


#### 3.5 Score data



- Figure 1 (eye position) and Figure 2 (eye velocity) will appear, arrange them the way shown above (try to align them)
- Fig 1: Answer the questions show on figure 1. Use keyboard: [See part III]
- Fig 2: Select eye movements' start point, end point and final eye position. Use Mouse: [See Part III for more details]
- -if you did not make any mistake, the program will save the result of this trial into the file "antil.res", and then start next trial automatically. Please keep going until you finish scoring this task. Then go to **step 3.8**
- If you make a mistake here, please make sure you know the trial number, go to **step 3.6 and 3.7.**

# 3.6 "Error correction" 1



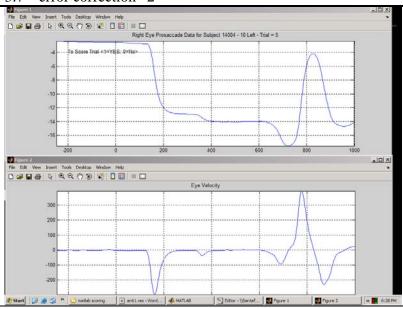
# If you make a mistake on step 3.5, you should:

- Stop the program by entering "Ctrl+c" in the Matlab window
- Open the file "anti.res", and scroll down to the very last line of this file.
- Check if the trial in which you made a mistake was saved.
- If it is saved, delete it, then go to the editor window and run the program again.

#### Only delete the wrong one

-if it is not saved, go to the editor window and run the program again.

#### 3.7 "error correction" 2



- Press "Enter" to skip the trials which were correctly scored and find the one you made mistake to.
- Redo it

3.8 You finished this one! Congratulations! Do not forget to write it down on the log file.

# III. Trial scoring

- 1. First check the type (Prosaccade or Antisaccade) and correct direction of eye movement (right or left)
- 2. The program will ask you if you **want to score the trial**. Possible reasons why you should not score the trial:
  - a. If eye movement started before the presentation of the peripheral cue (at time zero, see #1 in Possible Scenarios).
  - b. If there is a blink (big peak) during the eye movement.
  - c. If the person did not respond during the trial (straight line or crazy data)

If you DO want to score the trial, press 1 in the Matlab window, if not, press 0 and then ENTER.

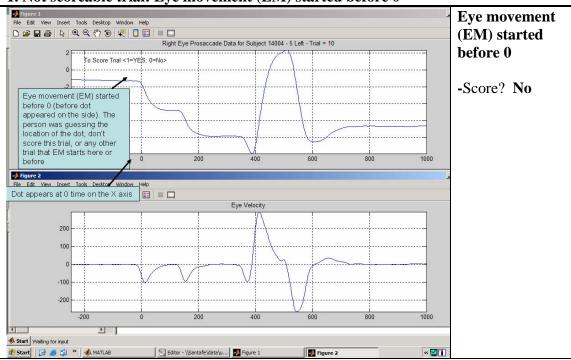
- 3. The program will ask you if the trial was **correct or wrong**.
  - a. If the trial was a prosaccade to the right, the line graph should go up
  - b. Prosaccade to left: line should go down
  - c. Antisaccade to right: line should go down
  - d. Antisaccade to left: line should go up

If the data is fine, press 1 in Matlab window, if not, press 0 and then ENTER.

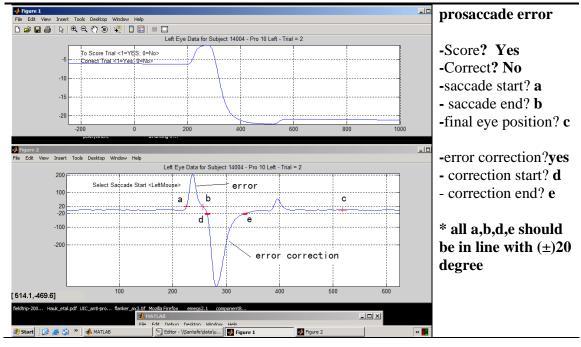
- 4. If you **pressed 1 because the trial is correct**, the program will ask you for:
  - a. Saccade start: the first eye movement towards the desired location (needs to be when line crosses 20 deg).
  - b. Saccade end: when the line crosses back the 20 deg position.
  - c. Final eye position. This is the point where the person kept their eyes at the end of the eye movement. Always look for the most stable point after the eye movement. (See # 7 and 8 in Possible Scenarios)
- 5. If you **pressed 0 because the trial is wrong**, the program will ask you for:
  - a. Saccade start: same as in 4a
  - b. Saccade end: same as in 4b
  - c. Final eye position. This is the point after the person did the correction, where the person thought was the right position, so it should be at the very end.
  - d. Score Error correction: this is the next eye movement that the person does to try to move the eyes to the correct location.
    - i. If the person did try to correct the eye movement, press 1
    - ii. If there is not error correction (eye stayed in the wrong position the rest of the trial), press 0
  - e. Error start: when line showing eye position crosses 20 deg line during eye movement correction.
  - f. Error end: when line showing eye position crosses back the 20 deg line.
- 6. After you have done number 4 or 5, the program saves the present scored trial in "anti1.res".

# Possible scenarios

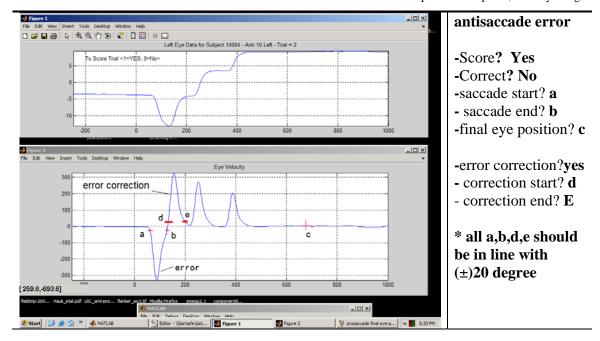
1. Not scoreable trial: Eye movement (EM) started before 0



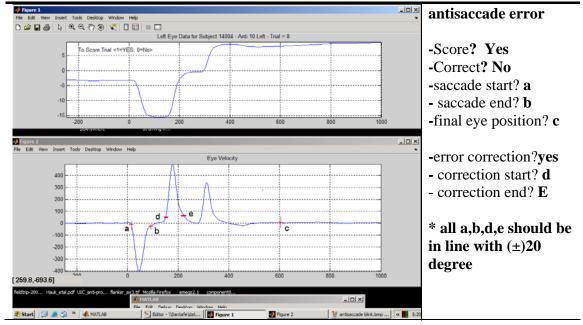
#### 2. Prosaccade Error



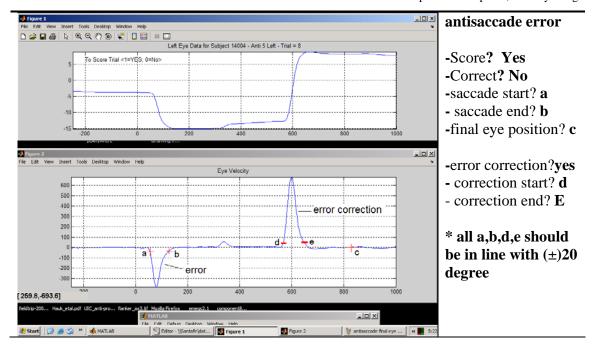
# 3. Antisaccade Error 1



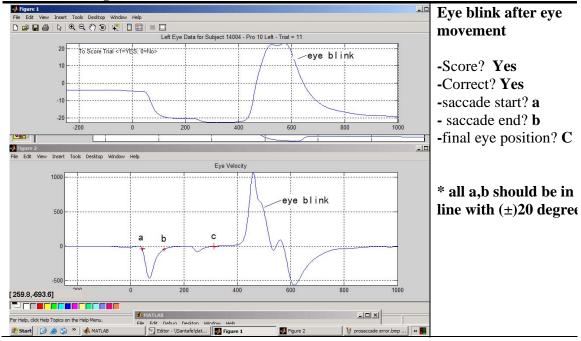
# 4. Antisaccade Error 2



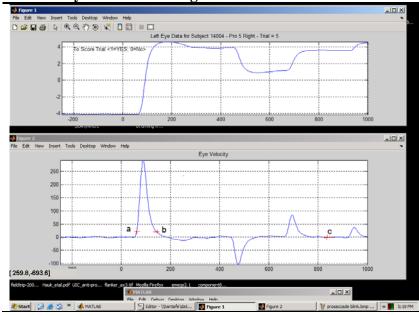
# 5. Antisaccade Error 3



6. Blink during Prosaccade Trial



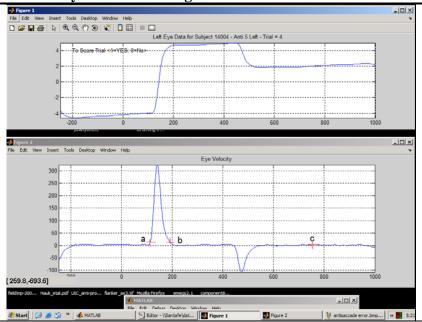
# 7. Final Eye Position During Prosaccade Trial



# Unstable position of eye after response

- -Score? Yes
- -Correct? Yes
- -saccade start? a
- saccade end? **b**
- -final eye position? **c**

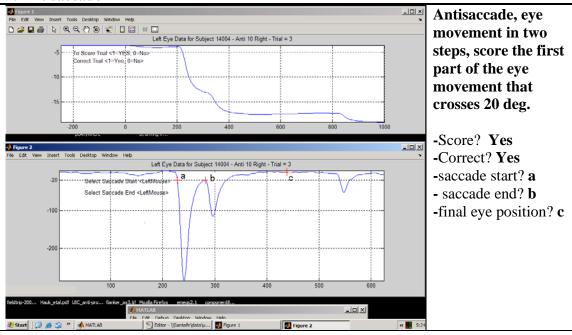
# 8. Final Eye Position during Antisaccade Trial



# final eye position was adjusted

- -Score? Yes
- -Correct? No
- -saccade start? a
- saccade end? **b**
- -final eye position? **c**

#### 9. Antisaccade



# 10. Antisaccade

