



*PsychoPy*³

Now running studies online

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RELEVANCE TO EYE-TRACKING

- Builder experiment can use real-time gaze or pupil data from experiment participants interfacing with an eye tracker, e.g. Tobii

OUTLINE

What's PsychoPy

Create an experiment

Example experiment 1

Example data

Practice experiment

WHY PSYCHOPY?

	<i>PSYCHOPY</i>	<i>PSYCHTOOLBOX</i>	<i>E-PRIME</i>
FREE	YES	YES, but needs MATLAB	NO
FULL-SOURCE CODE	YES	Partially NONE for MATLAB	NO
PLATFORM INDEPENDENT	YES	YES	YES

PSYCHOPY • Builder; Coder; Runner

The image displays three windows from the PsychoPy software suite:

- untitled.psyexp - PsychoPy Builder (v2021.1.4)**: The main interface for constructing experiments. It features a top toolbar with icons for file operations, settings, and execution. The left pane shows a timeline for a routine named 'trial' with a duration of 11 seconds. The right pane lists available components: Image, Keyboard, Sound, Text, Mouse, and Slider. The bottom pane shows a flow diagram with a single routine 'trial'.
- PsychoPy Runner (v2021.1.4)**: A window for running the experiment, showing a large empty area for the experiment's output and a vertical toolbar on the right with icons for adding, removing, and saving routines.
- PsychoPy Coder (IDE) (v2021.1.4)**: A code editor window. It includes a top toolbar, a 'Source Assistant' pane with 'Structure' and 'File Browser' tabs, an 'Editor' pane, and a 'Shelf' pane at the bottom. The 'Shelf' pane shows a 'Shell' window with the following text:

```
PyShell in PsychoPy - type some commands!  
  
Python 3.6.8 (v3.6.8:3c6b436a57, Dec 24 2018, 02:04:31)  
[GCC 4.2.1 Compatible Apple LLVM 6.0 (clang-600.0.57)] on darwin  
Type "help", "copyright", "credits" or "license" for more information.  
>>>
```

TWO WAYS TO CREATE EXPERIMENTS

- write scripts in the *Coder* view that control the presentation of your stimuli
- create an experiment visually in *Builder* view and use that either to run the experiment or to generate a script that you can then modify in *Coder*



Routines

FD x Inst Sin THX Wmsg dH dV dh dv fd fd2 instr pin trial



Components

Favorites

Image Stimuli

Aperture Dots Env Grating Grating Image Movie

Noise Stim Polygon Sound Text Textbox

Responses

Brush Button Form Joy Buttons Joystick Keyboard

Microphone Mouse Slider Textbox cedrus io Labs

Custom

Code Emotiv Marking Emotiv Recording Static Variable

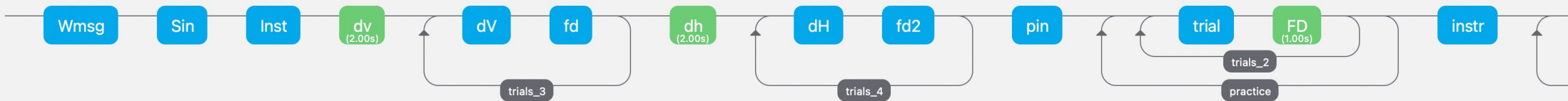
I/O

Parallel Out Qmix Pump

Flow

Insert Routine

Insert Loop



PATCH COMPONENT

polygon Properties

Basic | Layout | Appearance | Texture | Data | Testing

Name: polygon

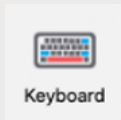
Start: time (s) 0.0
Expected start (s)

Stop: duration (s) 1.0
Expected duration (s)

Shape: cross constant

Num. vertices: \$ 4 constant

Help Cancel OK



KEYBOARD

key_resp Properties

Basic | Data | Testing

Name

key_resp

Start

time (s)

0.0

Expected start (s)

Stop

duration (s)

Expected duration (s)

Force end of Routine

☒

Allowed keys

\$ 'y','n','left','right','space'

constant

Help

Cancel

OK

TEXT



text Properties

Basic | Layout | Appearance | Formatting | Data | Testing

Name

Start
Expected start (s)

Stop
Expected duration (s)

Text

Any text

including line breaks

Help Cancel OK

CODE



code Properties

Name: Code Type: ☐ disabled

Before Experiment | **Begin Experiment** | Begin Routine | Each Frame | End Routine | End Experiment

1		1	

Help Cancel OK

RULE★ COMPONENT NAMES

- In PsychoPy almost everything you create needs to be given a name
- The name must;
 - be unique
 - not contain spaces, punctuation (except underscore _) or mathematical symbols
- e.g. if you have a Routine called 'feedback' you can't have a Text Component called 'feedback'

RULE★FLOW

You can combine Routines in the Flow panel

To add one of your Routines to the Flow (you must create it first) click on “Insert Routine” in the Flow panel and select where you want it to go

If you want something to repeat (e.g. to run multiple trials) then you can “Insert Loop” and select the points where you want to start/finish

- loops can span across multiple Routines
- loops can nest (you can have loops around loops)

Loops and Routines can also be edited or removed from the Flow by clicking or right-clicking

CREATE AN EXPERIMENT-OBJECTIVE

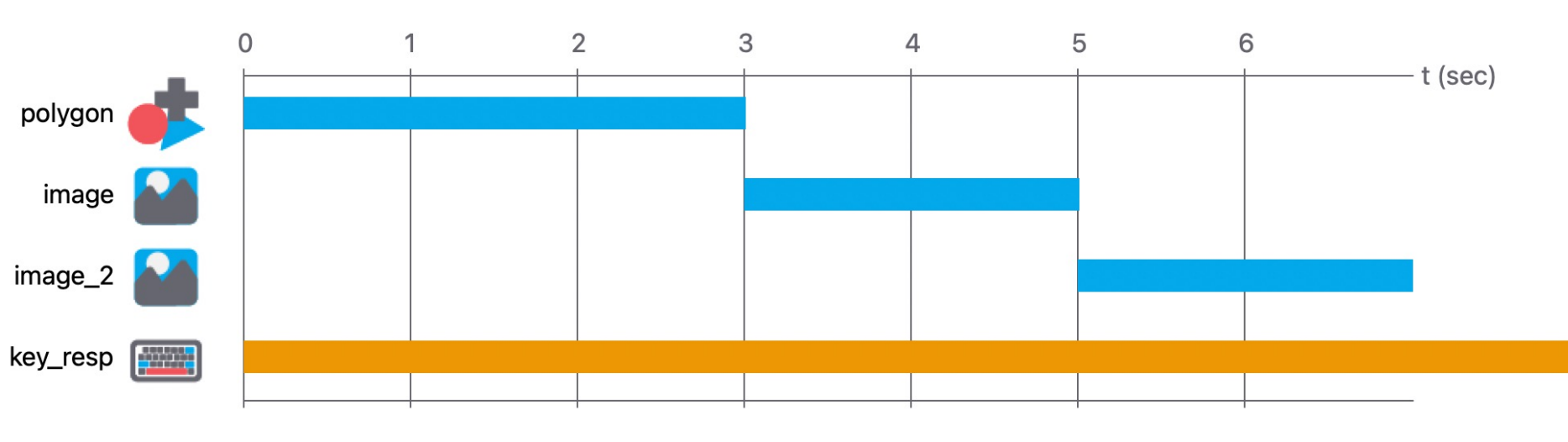
- Task: There will be two images popping up in each trial, please respond to the FIRST image ONLY. press 'w' for 'white' image ; 'y' for yellow image

Items to present:

- Fixation cross
- White/pink image
- White/pink image
- Keyboard response

CREATE AN EXPERIMENT

- Create stimuli
- Record response



CONDITION FILES

- Can be .csv/.xlsx

	A	B	C
1	cue_file	distraction	answer
2	/Users/serenagu/Desktop/Example/White	/Users/serenagu/Desktop/Example/Pink	w
3	/Users/serenagu/Desktop/Example/Pink	/Users/serenagu/Desktop/Example/White	p
4	/Users/serenagu/Desktop/Example/White	/Users/serenagu/Desktop/Example/White	w
5	/Users/serenagu/Desktop/Example/Pink	/Users/serenagu/Desktop/Example/Pink	p



LET'S SEE ANOTHER EXAMPLE
EXPERIMENT IN PSYCHOPY

EXAMPLE EXPERIMENT – FOOD CHOICE TASK

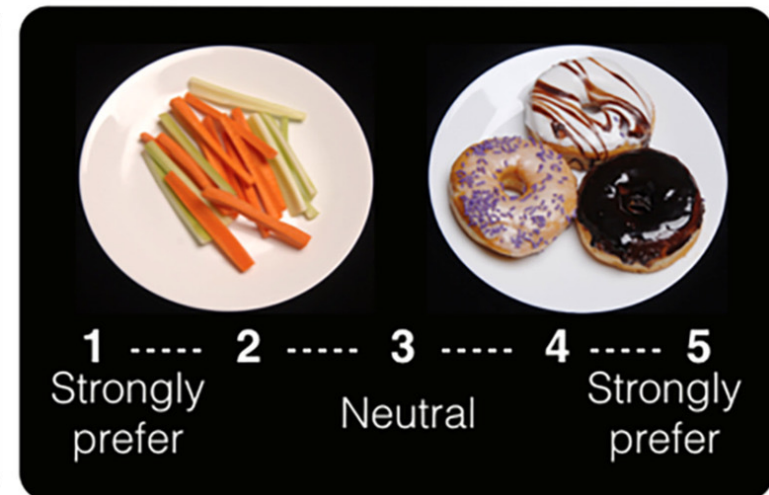
Health rating



Taste rating



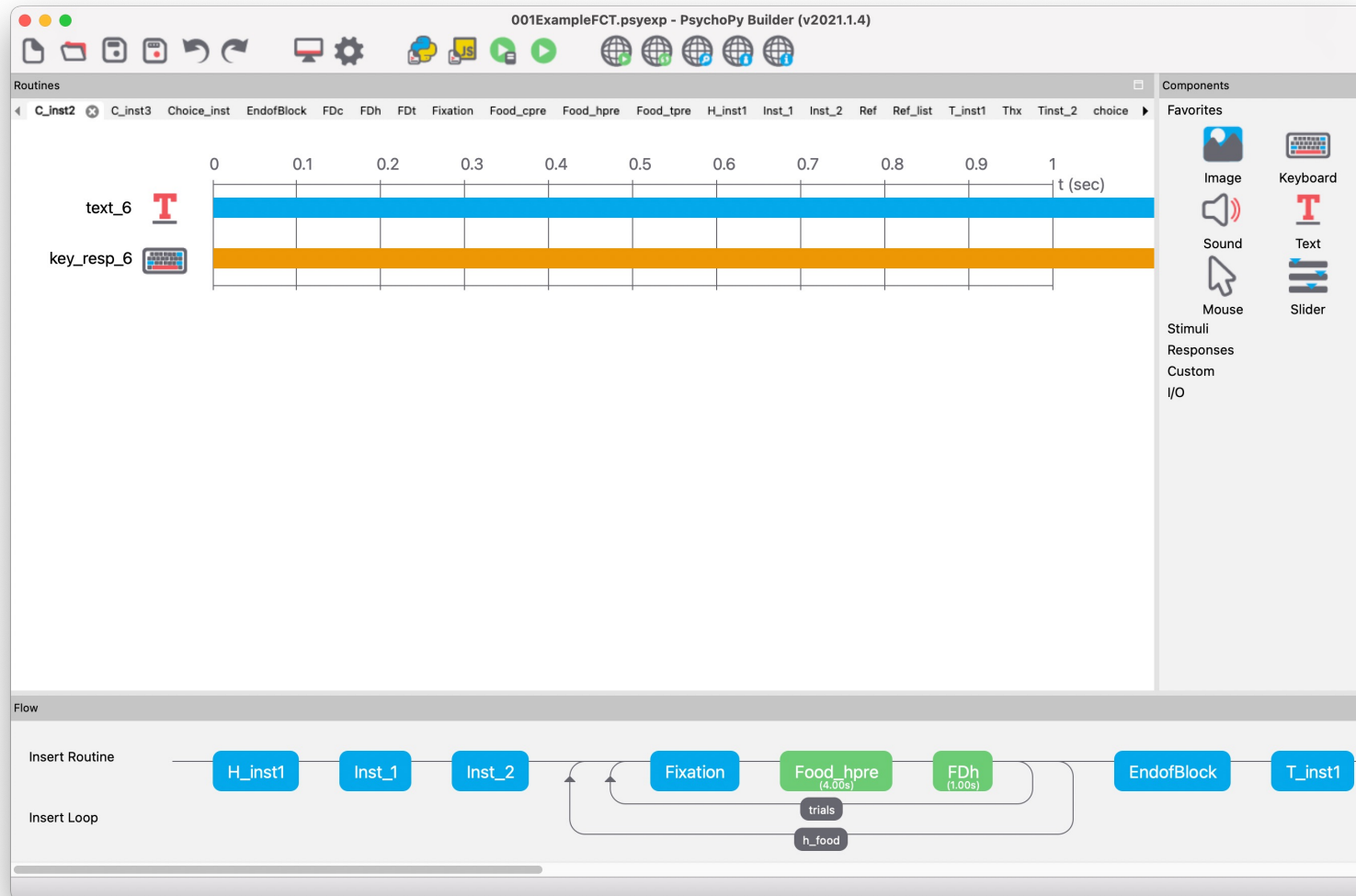
Food choice



IV: Healthiness, Tastiness





DV: Food Choice

FOOD CHOICE TASK



Columbia Center for Eating Disorder
Foerde et al. (2021)

DATA SAMPLE

< > data	
Name	
	000_2022_Feb_22_2338.log
	000_2022_Feb_22_2338.psydat
	000_2022_Feb_22_2338.csv
	000_2022_Feb_22_2338.xlsx

FIRST FEW COLUMNS

[illegible]

	hratings.stopped	h_rating.keys	h_rating.rt	h_rating.star
00	None	4	1.4520832389999900	20.21607157
00	None	2	1.2685932749999400	24.21922326
00	None	3	3.551722320999940	27.24509012
00	None	4	2.09050050999997	32.51412651
00	None	2	2.27684622400011	36.93124910

WHAT WE ARE
COLLECTING
- RESPONSE & RT

PRACTICE
EXPERIMENT

Try design a Stroop task!

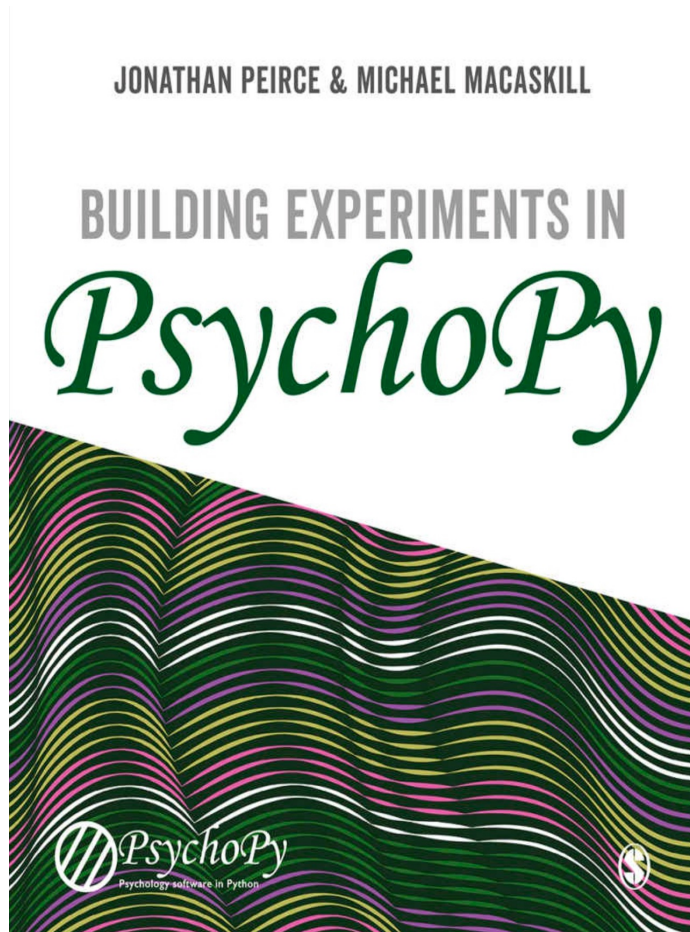


You could also try design an oddball
task!



If you want more challenges, you could
also find a task of your interest and
create it yourself.

RESOURCES



<https://www.psychopy.org/resources/resources.html>

<https://megcore.nih.gov/images/9/91/PsychoPyManual.pdf>

POTask:

https://docs.google.com/document/d/1Q4R0FkEnJc0A5eT_xDo_hrB7cDCGz7zLgMG8uNH7e0HI/edit



LET'S SEE AN EXPERIMENT IN
PSYCHOPY
PERCEPTUAL ORGANIZATION TASK

Motion Stimuli: Participants will see 200ms animations displayed over **three frames**, where:

- 1 The 1st frame is at baseline;
- 2 The 2nd frame is where pairs of dots appear to *move* closer to one another, either:
 - [2a] **Vertically** or [2b] **Horizontally**; and the organization levels will vary from 100% - 70%.
- [3] The 3rd frame is where the dots return to their original position.

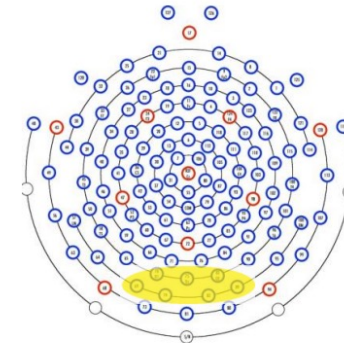
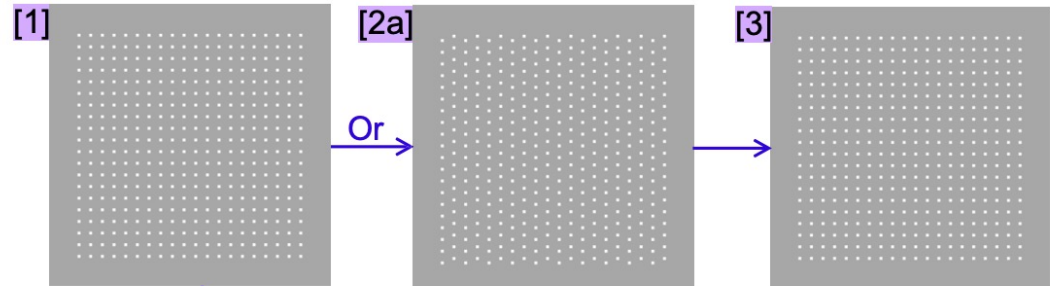


Fig. 2: Layout of sensor net's electrodes.

