

StimEval User Guide



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1. MAIN MENU

If you already have a configuration file saved, click **Load Config**, select your saved file, and skip to the **Stimuli Presentation** step.

If you need to set up a presentation from scratch, follow the steps below.

2. CONFIGURATION SCREEN

The screenshot shows the 'StimEval Configuration' window. At the top left is a link '← Return to Menu'. Below it are three input fields: 'Background Screen Color' (a color picker), 'Stimuli Width' (a text box with '500'), and 'Stimuli Height' (a text box with '500'). A horizontal separator line follows. Below the line is the section 'Amount of Responses to Stimuli', containing a text box with '1'. Below that are two more text boxes: 'Response group name (e.g. valence)' and '1'. Below those is a text box labeled 'Response 1'. Another horizontal separator line follows. Below the line is the 'Stimuli' section, which includes a 'Select Stimuli' button, a 'Randomize' checkbox (which is unchecked), and a large text area containing 'No media selected'. At the bottom of the window are three buttons: 'Preview', 'Save', and 'Run'.

To cancel and go back to the main menu click on **Return to Menu** top left.

2.1. Configuration Parameters

You can customize the presentation of visual stimuli to some extent:

- **Background Screen Color** sets the color of the screen the stimuli appear on.
- **Stimuli Width** and **Height** determine the size of each stimulus.

Amount of Responses to Stimuli determines how many response categories there are per stimulus. You can add as many categories as needed, and each category can have multiple response options. Keep in mind that too many responses in a single category might not fit well on the screen.

For example, in an *Anxiety* category, you could add 7 response options, ranging from 1 to 7, to reflect different levels of perceived anxiety for the stimulus.

In the **Stimuli** section, you can select any combination of images, videos, or audio files, and even mix them together. The program will automatically detect the type of each file and present it correctly.

Allowed file types for each category are:

- *Images*: png, jpg, jpeg, webp
- *Videos*: mp4, webm
- *Audio*: mp3, wav, ogg, m4a

The **Randomize** checkbox controls the order in which the stimuli are presented. If enabled, stimuli will appear in a random order; if disabled, they will be shown in the order they were loaded (as listed in the box below the button).

2.2. *Preview, Save, and Run*

After filling in all required fields, you can get a quick preview of the presentation by clicking the **Preview** button. The configuration cannot be saved or run until this step is completed. Any changes made to the parameter fields above will require previewing again to validate the configuration.

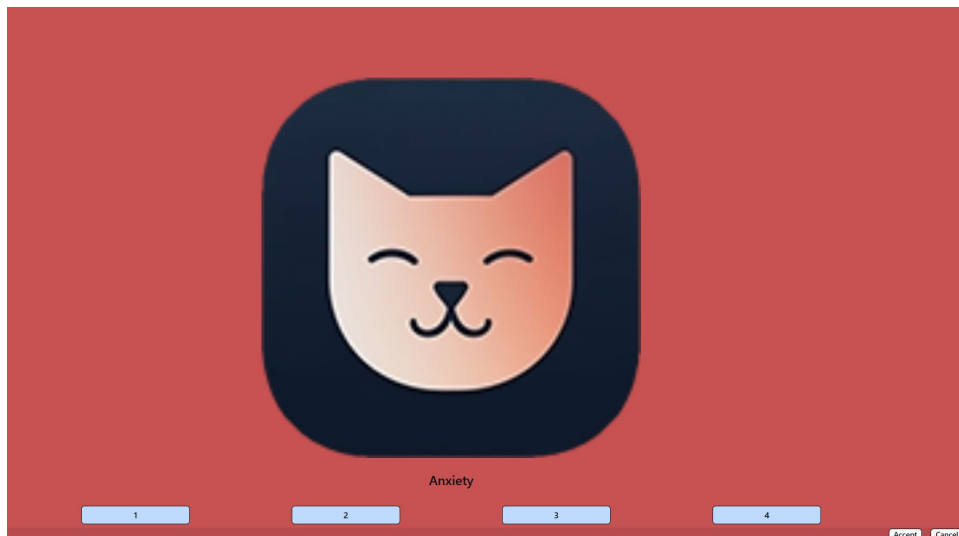
Following the example below:

The screenshot shows a web-based configuration interface for a stimulus presentation program. At the top left is a link to 'Return to Menu'. The interface is divided into several sections:

- Background Screen Color**: A red color swatch.
- Stimuli Width**: A text input field containing '800'.
- Stimuli Height**: A text input field containing '700'.
- Amount of Responses to Stimuli**: A text input field containing '2'.
- Anxiety**: A category label with a value of '4'. Below it are four text input fields labeled '1', '2', '3', and '4'.
- Arousal**: A category label with a value of '3'. Below it are three text input fields labeled 'Low', 'Medium', and 'High'.
- Stimuli**: A section containing a 'Select Stimuli' button, a 'Randomize' checkbox (which is unchecked), and a list of selected files: 'Square142x142Logo.png', 'Square150x150Logo.png', 'Square284x284Logo.png', and 'Square310x310Logo.png'. Below the list is a 'Clear Selected Media' button.

At the bottom of the interface are three buttons: 'Preview', 'Save', and 'Run'.

The preview will display the parameters you have set:



This allows you to check whether the dimensions and response options are correct before proceeding with the experiment.

You can leave this screen and reconfigure the parameters anytime by clicking **Cancel**, or if you're happy with them, click **Accept** to proceed and save the configuration.

Once the **Save** button is enabled, you can save the configuration file. The file will be named as you choose, with `-stimeval.config.json` automatically appended (for example: `name_you_chose-stimeval.config.json`).



Once the configuration is saved, the **Run** button will be enabled, allowing you to start the experiment immediately. Alternatively, you can run the experiment later using the saved configuration.

3. PRESENTATION SCREEN

If you chose to **Load Configuration**, you will be prompted to select the previously saved configuration file.

Whether you click **Run** or **Load Configuration**, you will be asked to choose a name for the output .csv file that will store the response data.

A screenshot of a file save dialog box. It has a dark background. The top row is labeled 'File name:' and has a text input field followed by a small downward arrow icon. The bottom row is labeled 'Save as type:' and has a dropdown menu showing 'StimEval save (*.csv)' with a small downward arrow icon.

If you decide *not to save the file*, the experiment will proceed normally, but no response data will be recorded.

Once all stimuli have been displayed and responded to, the experiment will automatically return to the **Main Menu**. The response data will be saved if a save file was selected, or discarded if not, and the experiment session will be complete.