**Experiment 1**

**Method**

**Participants**

Participants (*N* = 525) were recruited from the university undergraduate human subject pool and received course credit for their time. Rating data were screened for multivariate outliers, and one participant’s ratings were found to have extreme Mahalanobis distance scores (Tabachnick & Fidell, 2012) but were kept in the data set. Approximately 10 percent of the sample was left-handed. The average percent accuracy rate for the typing test was 92.58 (*SD* = 8.63).

**Materials**

Both Experiment 1 and Experiment 2 use the English ANEW (Bradley & Lang, 1999) norms to create stimuli for this study, in an effort to replicate Jasmin and Casasanto’s (2012) experiments, and 240 words were selected for this experiment (120 real words, 120 pseudowords). Pseudowords were selected from Appendix E of the supplementary materials presented from the QWERTY publication. These words were coded as described below for RSA, switches, word length, and letter frequency. These words were selected to control for equal numbers of all-right handed, all-left handed, and equally split words, as well as repeated keypresses on the same finger (across the whole word, *kin* would repeat, but *mop* would not).

**Coding**

Each of the words used in this experiment and Experiment 2 were coded for control and experimental variables. Control variables included word length and average letter frequency. Average letter frequency was created by averaging the English letter frequency (Lewand, 2000) for each letter in a word. Words with high average letter frequencies contain more commonly used letters (*e, t, a, o*); while words with lower frequencies use more of the less common letters (*z, q, x, j*). Experimental variables included RSA, number of hand switches, and number of finger switches. Typing manuals were consulted, and letters were coded as left (*q, w, e, r, t, a, s, d, f, g, z, x, c, v, b*) or right-handed letters (*y, u, i, o, p, h, j, k, l, n, m*). Left handed letters were coded with -1 and right handed letters with +1, which created summed scores indicating the overall right side advantage for a word. Words were coded for the number of hand switches within a word using the left-right coding system described above. Finally, the number of finger switches were coded using traditional typing manuals for each finger. Finger switches was highly correlated with word length, and therefore, word length was excluded as a control variable due the interest in typing skill for experimental hypotheses. EXAMPLE HERE.

**Procedure**

Upon consent to participate in the experiment, participants were given a typing test by using a free typing test website (TypingMaster, Inc., 2013). Each participant typed Aesop’s Fables for one minute before the website would reveal their typing speed and accuracy rate, which was recorded by the experimenter. After this test, participants indicated their dominant writing hand. Participants were then given 120 of the 240 stimuli to rate for pleasantness (60 real words, 60 pseudowords). This smaller number of stimuli was used to control fatigue/boredom on participants. These stimuli were counterbalanced across participants, and the order of the stimuli was randomized. Participants were told to rate each word for how pleasant it seemed using a 9 point Likert type scale (1 – very unpleasant, 4 – neutral, 9 – very pleasant). The same self-assessment manikin from Jasmin and Casasanto (2012) was shown to participants at the top of the computer screen to indicate the points on the Likert scale. The words appeared in the middle of the screen in 18 point Arial font. Participants then typed the number of their rating on the computer keyboard. Once they rated all stimuli, participants were debriefed and allowed to leave.

**Experiment 2**

**Participants**

Similar to Experiment 1, sixty participants were recruited from the university undergraduate human subject pool and received course credit for their time. Rating data were screened for multivariate outliers. Again, one participant’s ratings were found to have extreme Mahalanobis distance scores (Tabachnick & Fidell, 2012). However, this individual’s ratings were left in the data set. Approximately 8 percent of the sample was left-handed. The average percent accuracy rate for the typing test was 93.58 (*SD* = 5.26).

**Procedure**

While materials and coding were the same for Experiments 1 and 2, procedure for Experiment 2 differed slightly. In this study, when participants were shown the word (or pseudoword) on the screen, they were first asked to type the word on the keyboard in front of them. After they had typed the word, they were then asked to rate the word for pleasantness using the scale and self-assessment manikin discussed previously.