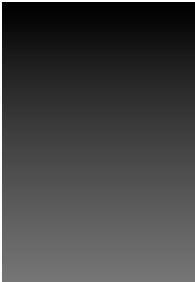
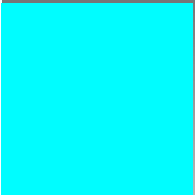
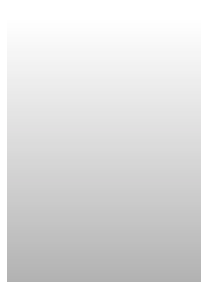
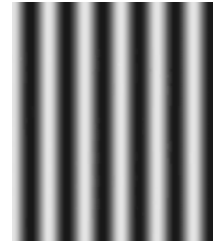


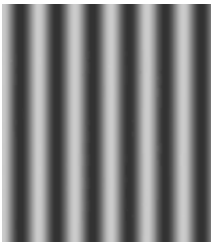
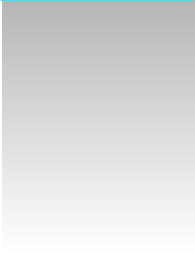
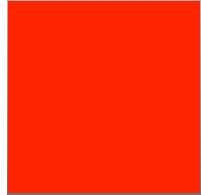
Smallest font



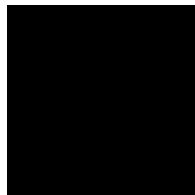
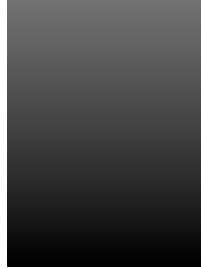
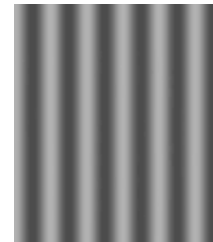
Welcome



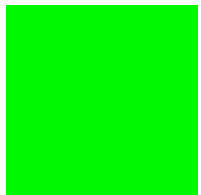
Calibration slide



Stand by



Smallest font



Scientific Programming and Computing for the Behavioral Sciences



Generalizing data recording

- Attention (stimuli = non-text objects)
- A note on objects in general (big deal since Matlab 2014b)
- Structures = good storage data type

Homework?

General notes on the assignments

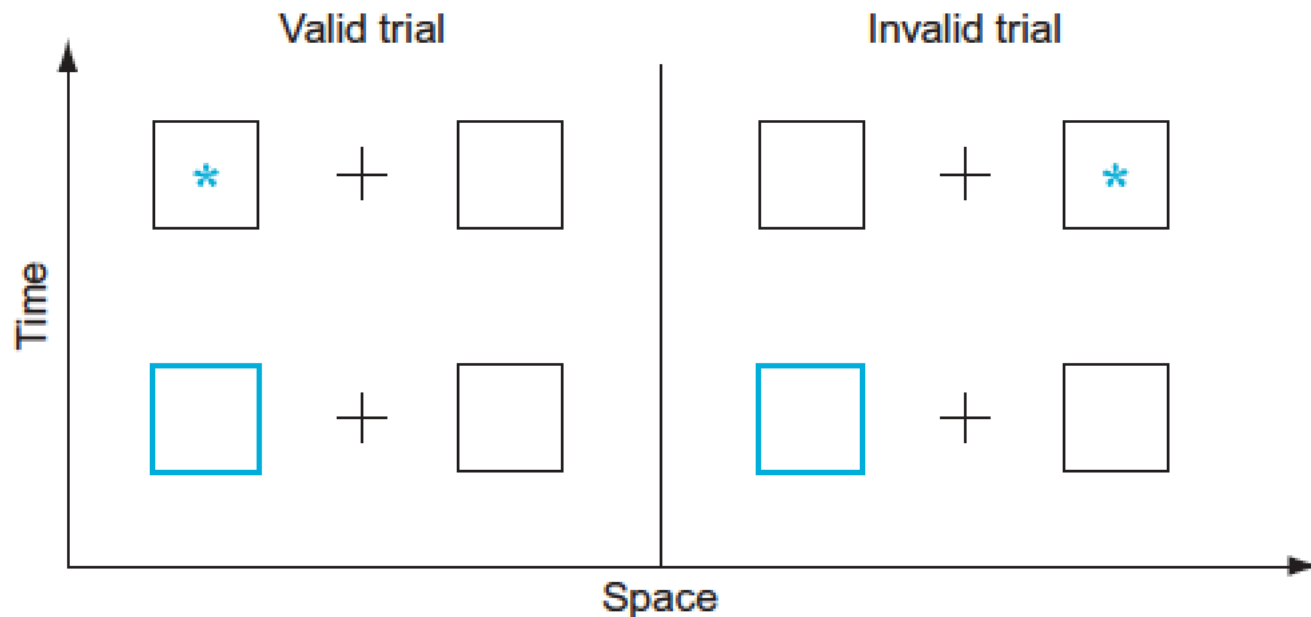
- Coding: 20%. Debugging 80%
- Start early
- Code “out”: Start with a small, self-contained unit, e.g. plotting one symbol. Then put it together in a trial. Then put it in a loop, then put it into another loop, and so on.
- “Scale” code like that, test at every point.
- Add one thing at a time, then test again. “Bite and hold” – the programming ratchet.
- → 2 “submissions”
- “No student left behind”

Anything can be done

- BUT
- Is the juice worth the squeeze?

Building towards the exercise today

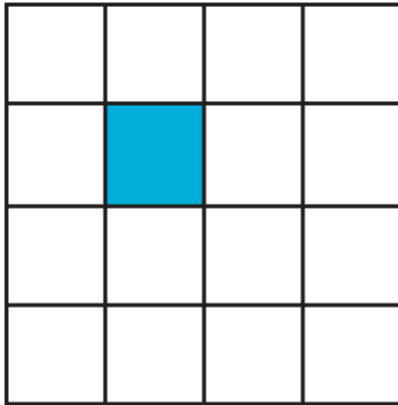
- The Posner paradigm (1980)



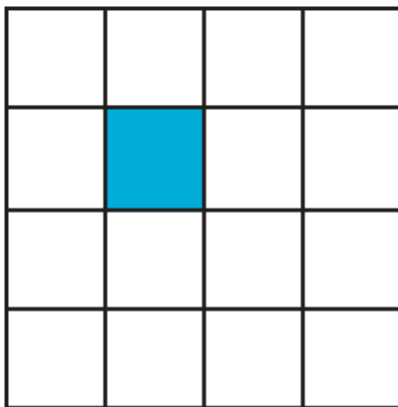
Generalized Posner: Speed of attentional scanner

Valid trial

Cue phase

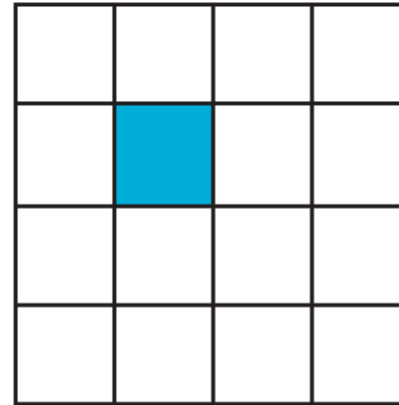


Target phase



Invalid trial

Cue phase



Target phase

