U01\_Expt5\_Stories: Naturalistic Cognition Paradigm Story

**Brief Description**

This experiment plays a ~5 min audio clip of a story while displaying a fixation screen.

Then, it asks comprehension questions one at a time, waiting for the participant to select 1 for A or 2 for B to continue to the next question.

Each story should be run once, but story number 5 (‘Elvis’) should be run twice. Run the stories in this order:

Elvis (#5)

Aqua (#2)

Roswell (#8)

KingOfBirds (#4)

HighSchool (#7)

MrSticky (#6)

Tulips (#9)

Elvis (#5) – separate day

It should take ~40 minutes to run through the stories the first day, plus another ~5min for the second run of story number 5 on a separate day.

NB: Stories Boar (#1), MatchstickSeller (#3)), and Tourettes (#10) should not be run because their content is a bit gruesome (ok for healthy controls, best to avoid for patients).

For MGH – the code recognizes keys ‘a’ and ‘s’, so where you have the stickers 1 and 2

**Command: U01\_Expt5\_Stories(‘<subjectID>’, storynum, run)**

* subjectID = subject ID (any string; must be the same across runs for a subject)
* storynum = number of the story to be played (integer, possible values: 2,4,5,6,7,8,9
* run = run for that story (integer, 1 or 2)

**Typical order of function calls**

U01\_Expt5\_Stories(‘subj001’, 5, 1)

U01\_Expt5\_Stories(‘subj001’, 2, 1)

U01\_Expt5\_Stories(‘subj001’, 4, 1)

U01\_Expt5\_Stories(‘subj001’, 6, 1)

U01\_Expt5\_Stories(‘subj001’, 7, 1)

U01\_Expt5\_Stories(‘subj001’, 8, 1)

U01\_Expt5\_Stories(‘subj001’, 9, 1)

U01\_Expt5\_Stories(‘subj001’, 5, 2)

**Subject Instructions**

* You will listen to a ~5min long story.
* Please listen attentively.
* After the story, you will be asked to answer a set of questions about the content. Press the ‘1’ key to select A and the ‘2’ key to select B.