Naturalistic Cognition Paradigm Story - ECOG\_nat\_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.

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

**Command: Aph\_nat\_story(‘<subjectID>’, storynum, run)**

* subjectID = subject ID (any string; must the be same across runs for a subject)
* storynum = number of the story to be played (1-10)
* run = run (must be greater than zero, normally we just do one run)

**Typical order of function calls**

ECOG\_nat\_story(‘subj001’, 5, 1)

ECOG\_nat\_story(‘subj001’, 2, 1)

ECOG\_nat story(‘subj001’, 3, 1)

ECOG\_nat\_story(‘subj001’, 5, 2)

ECOG\_nat\_story(‘subj001’, 2, 2)

ECOG\_nat story(‘subj001’, 3, 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.

In terms of data collection, we need each story to be heard twice (ideally, with the instances of the same story separated by at least one story / another task), so if there is only, say 30 min to work with, I would run 3 stories, each twice.

I would run the stories in this order (so Elvis, followed by the other stories in order):

5.              Elvis

1.              
  
2.              Aqua  
  
3.              Matchstick Seller  
  
4.              King of Birds  
  
6.              Mr. Sticky  
  
7.              High School  
  
8.              Roswell  
  
9.              Tulips  
  
10.  Tourette’s

So, again, if you have ~30 min to work with, I would do

Elvis

Aqua

Matchstick Seller

Elvis

Aqua

Matchstick Seller