WCST data analysis - Step 1

# Overview

We used this script for the following purposes:

* to gather data from all the raw data files
* to merge data into a few data frames
* to calculate variables from the data
* to output data into excel spreadsheets for manual rating of the free text answers
* to exclude participants
* to save data frames

# Read data sources

To run this script, copy-paste the following files to “datadir”, and change “datadir” to your path to that folder:

* prolific\_export\_5f917030b1ac5a05a2123cac.csv: this contains the demographic data of participants from Prolific
* all the result files from the server (one for each participant): these contain the data from the game (file names: condition\_ID\_Results.txt)
* vpn.txt from the server: this contains data from the pre-game questionnaire
* survey.txt from the server: this contains data from the post-game questionnaire
* time.txt from the server: this contains the timestamps of different actions from the participants during the experiment (e.g., started game, filled out survey, etc.). This is not used for data analysis, but can be useful to check manually if something is not clear

We have manually made some modifications to these files to ensure that the data is read correctly. In the vpn.txt file:

* Participant 306: accidentally copied an URL next to their ID, we deleted the URL
* Participant 509: wrote “4o” for age, we corrected it to 40
* Participant 894: copy-pasted a random text to the ID field, we deleted it

In the survey.txt file:

* We deleted empty lines, where participants hit enter in a free text field for the following participants: 188, 237, 298, 363, 434, 529, 563, 582, 646, 763, 790
* Participant 593 wrote “10!” for difficulty, we corrected it to 10
* Participant 790, when describing the rule, the html number > appeared insead of >; we changed it back, so the rule reads “1>2>3>4.”
* Participant 886 wrote “d” for the level of difficulty field - we deleted this entry

We collected survey data separately for a few participants for whom the server froze before they could submit their survey. We made a google form with the survey questions and we asked participants to fill it out after they indicated their problem via the Prolific messaging system. This usually happened within a week of them completing the experiment. One participant indicated that they do not remember the experiment well - we excluded their data. Some participants proactively sent us their survey answers via messaging within the Prolific platform before we could send them the link for the google form. For these participants, we copy-pasted their answers from their message to the Google form.

# Merge data

We merged the data from the two survey files and the prolific file into a data frame, called “participantdata”.

# Calculate variables

## Variables per move

For each move participants made during the game we had the following variables from the server:

* Trial number
* Source card
* Target card
* Match: correct or incorrect move
* Total time: the time elapsed between the source card appearing and the source card being dropped
* Move time: the time elapsed between dragging and dropping the source card
* Time stamp

Apart from these, we calculated a few more variables for each move:

* Think time: total time - move time
* Matching shape: whether the move conformed to the shape rule
* Matching color: whether the move conformed to the color rule
* Matching number: whether the move conformed to the number rule

## Variables per participant

We also calculated some descriptive variables for each participant based on their move data:

* Number of moves
* Task time (min): time spent with the task (only the card sorting game)
* Mean total time (ms): mean trial time
* Mean move time (ms): mean drag and drop time
* Mean think time (ms): mean thinkning time

We merged these variables with the main data frame (participantdata).

# Exclusion criteria

We excluded entries where the participant:

* Played the game more than once, even if they got assigned a different condition after the first time (we still included their first attempt though): -195
* Did not fill out the first data sheet: -1
* Did not start the game after filling out the data sheet: -76
* Refreshed the screen during the game or went back to the instructions page after starting the game: -31
* Who did not fill out the final survey: -98
* Indicated that they were colorblind: -4
* Who played longer than 15 minutes due to server error: -1
* Who did not have matching data on Prolific, probably due to wrong IDs: -4
* Revoked their consent to use their data: 0

All-in-all, we excluded 413 initialized experimental sessions and we were left with 546 participants.

We excluded extra participants if there were more than the desired sample size in a condition. In the end, we had 78 number of participants in each condition.

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| --- | --- | --- | --- | --- | --- |
| Condition | Number of participants | Aha rate of solvers | Failure rate | Avg task time | Avg number of moves |
| wlin | 78 | 0.821 | 0.000 | 1.605 | 31.962 |
| wlout | 78 | 0.932 | 0.064 | 4.286 | 68.756 |
| wnol | 78 | 0.980 | 0.359 | 8.985 | 166.500 |
| wnolfs | 78 | 0.884 | 0.115 | 6.606 | 124.962 |
| wnola | 78 | 0.902 | 0.474 | 10.134 | 235.231 |
| moonsq | 78 | 0.757 | 0.103 | 4.672 | 94.923 |
| wonly | 78 | 0.577 | 0.000 | 0.846 | 19.295 |

# To do on Prolific

Approve the participation and pay the following participants (to be copied to Prolific -> Approve by upload):

|  |
| --- |
| Batch approve list |

Manually reject participation on Prolific:

* If the same ID shows “quit” and then “played twice”, approve anyway. These are probably cases where the game froze and then the participant restarted the experiment.
* Check Messages too, because sometimes participants explain their technical difficulties there.
* Check comments in the survey too, because sometimes it is obvious from their comments that they finished the experiment, even though they have missing data.

|  |  |
| --- | --- |
| prolific\_ID | prolific\_action |

# Costs

We estimated that the median time for completing the experiment would be 8 minutes. The suggested hourly rate is 7.5 GBP on the Prolific website. From this, we calculated the fee for the task to be 1 GBP (independently of how long it took for the participant to finish). Together with 33% service fee and 20% VAT of the service fee, each approved participant costs around 1.396 GBP.

The time-out limit was calculated by the Prolific website to be 39 minutes for the whole experiment including the surveys (for the game, our own time-out was 15 minutes).

827 participants initiated the experiment on the Prolific website. From this:

* 111 participants returned the task
* 17 participants timed-out
* We excluded 30 participants for various reasons (see above)
* We approved and paid the remaining 669 participants
* From these, we could use the data of 546 participants

Sometimes we lost data because of server error. Other times, the screen of participants froze (probably also server error). In these cases, we cannot use the data of these participants, but we still have to pay them, because it was not their fault.

Costs for the experiment should be: 933.924

The pilot experiments cost 73.23 GBP all together:

* Pilot 1: 33.60 GBP
* Pilot 2: 16.80 GBP
* Pilot 3: 14.01 GBP
* Pilot 4: 8.82 GBP

# Save data

## Data files

* We saved all dataframes that should be used in Step 2 as "\_Step1\_output.RData"
* We saved free text answers for manual rating as "\_free\_text\_answers.xlsx"