GoGamblerGo: A computer program for management and application of the Iowa Gambling Task

USER MANUAL

I.   Execute GoGamblerGo

1. Go to the folder where the application is installed in the path: C:\Users*your_user*\AppData\Local\go_gambler_go
2. Execute the "go-gambler-go.exe" file by double-clicking on it.

3. Once the GGG program is executed, the following window will appear. You can close the pop-up window that contains the text "Connecting…"
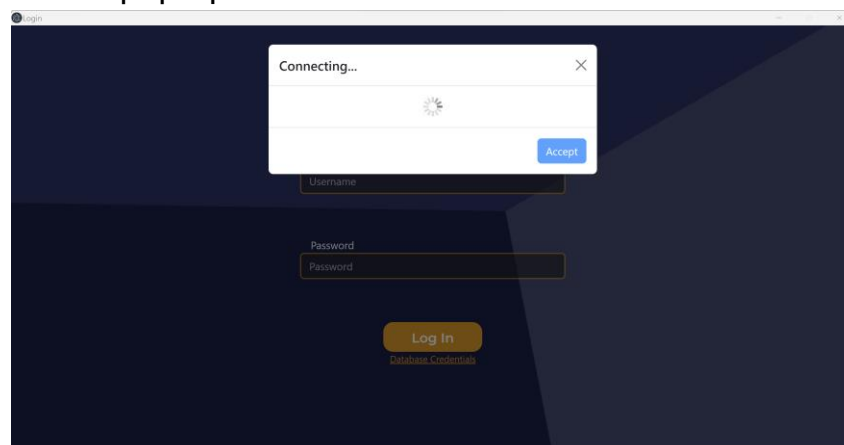
II.   Database connection

Please note that the database connection is required only for the first access to the system. If the connection was previously set, go to the log-in step.

1. To establish the database connection, you must click on the "Database Credentials" text below the Login button on the system login tab.
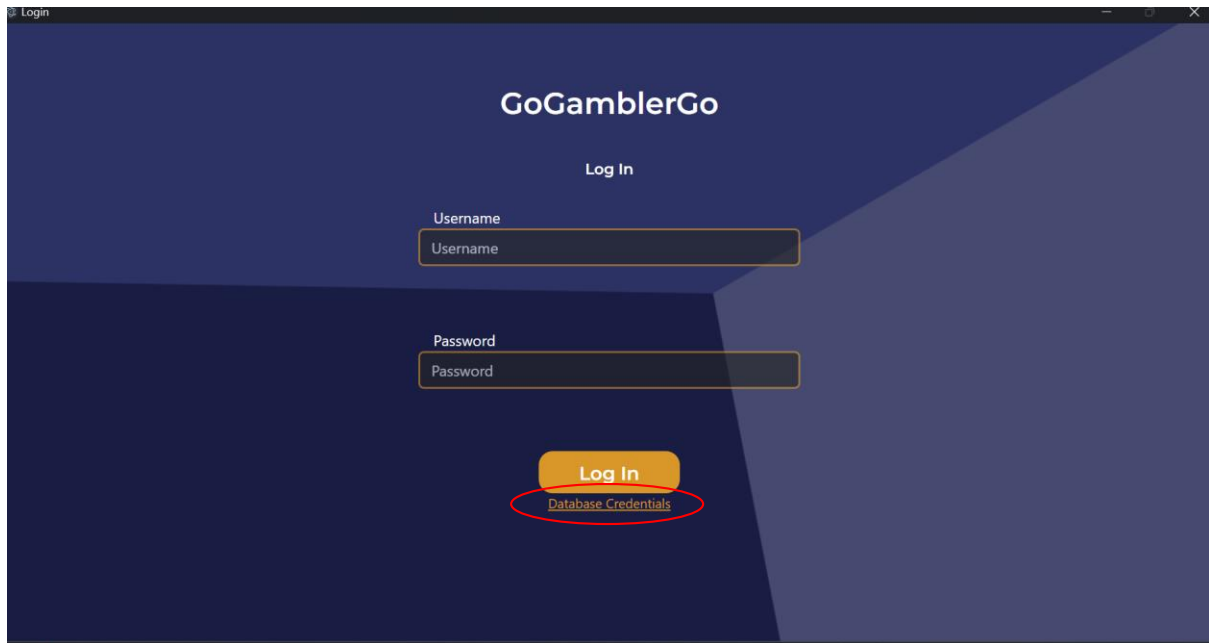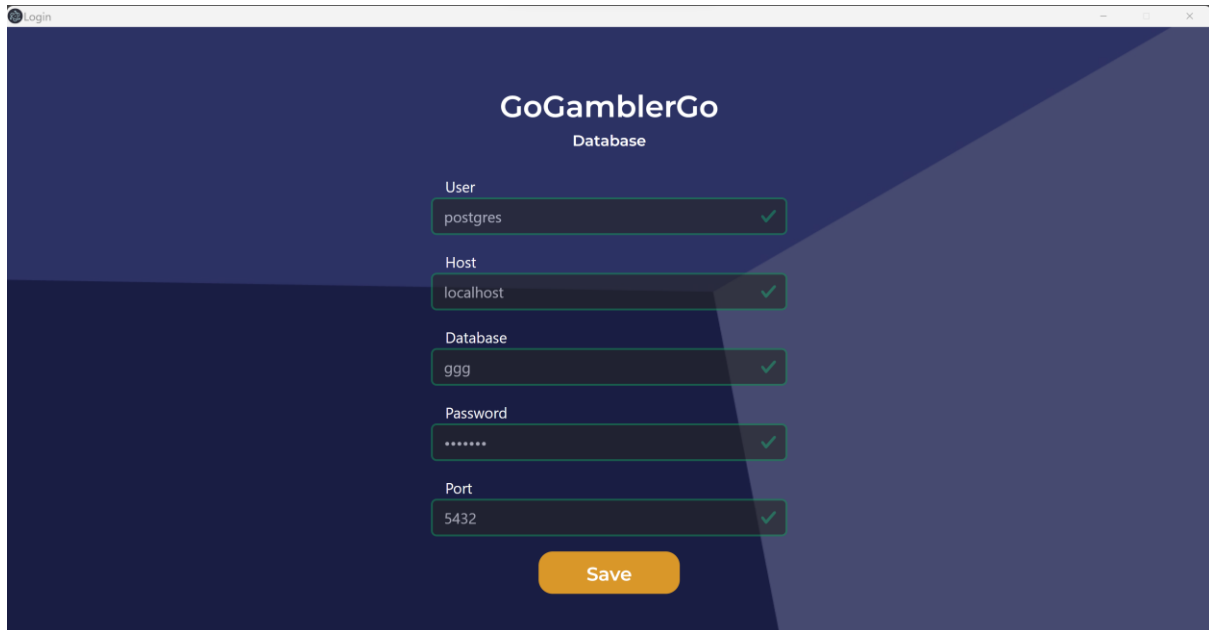
2. After clicking, the following window will be displayed:

3. In the fields you must enter the same parameters that were used to create the database (see Installation Manual, step E.1.). After writing the parameters, a green mark will appear on the fields' side, as follows.

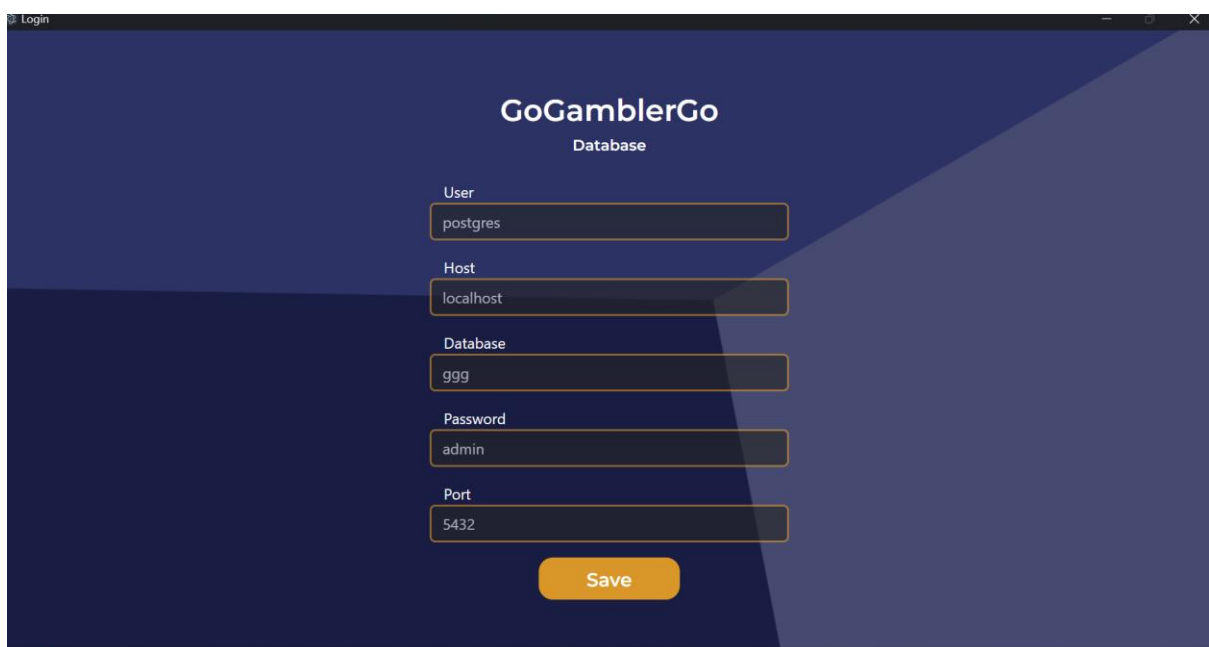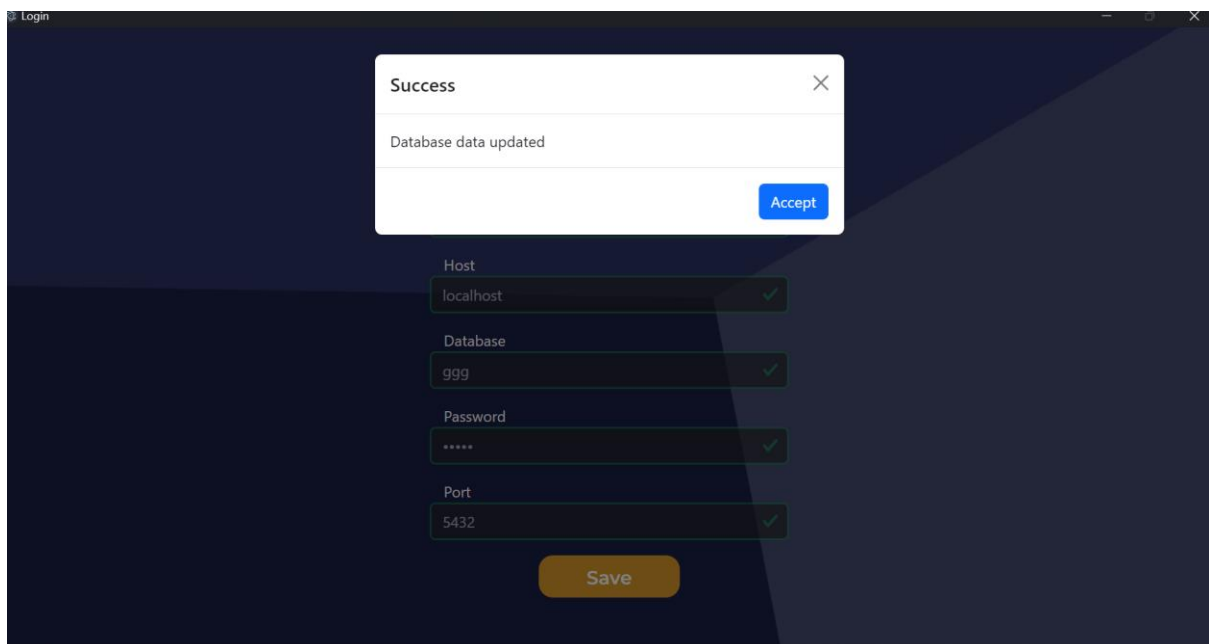4. Click the "Save" button and the following windows will appear:

5. When you click on the "Accept" button, the system will be connected to the database, and, if the connection is successful, the following window will be displayed.
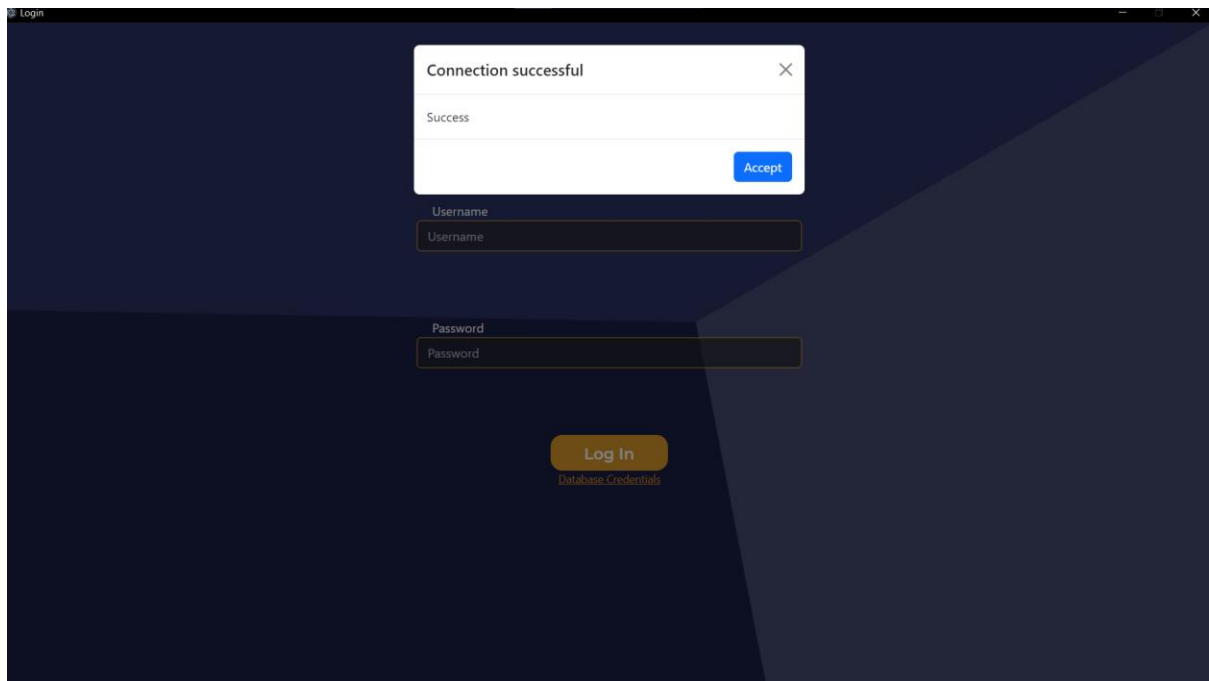
6. After closing the popup window, the system will be ready to use.

III.   Log into the system

1. To access the system, the user must type "admin" on both the Username and Password fields and click on the "Log In" button.
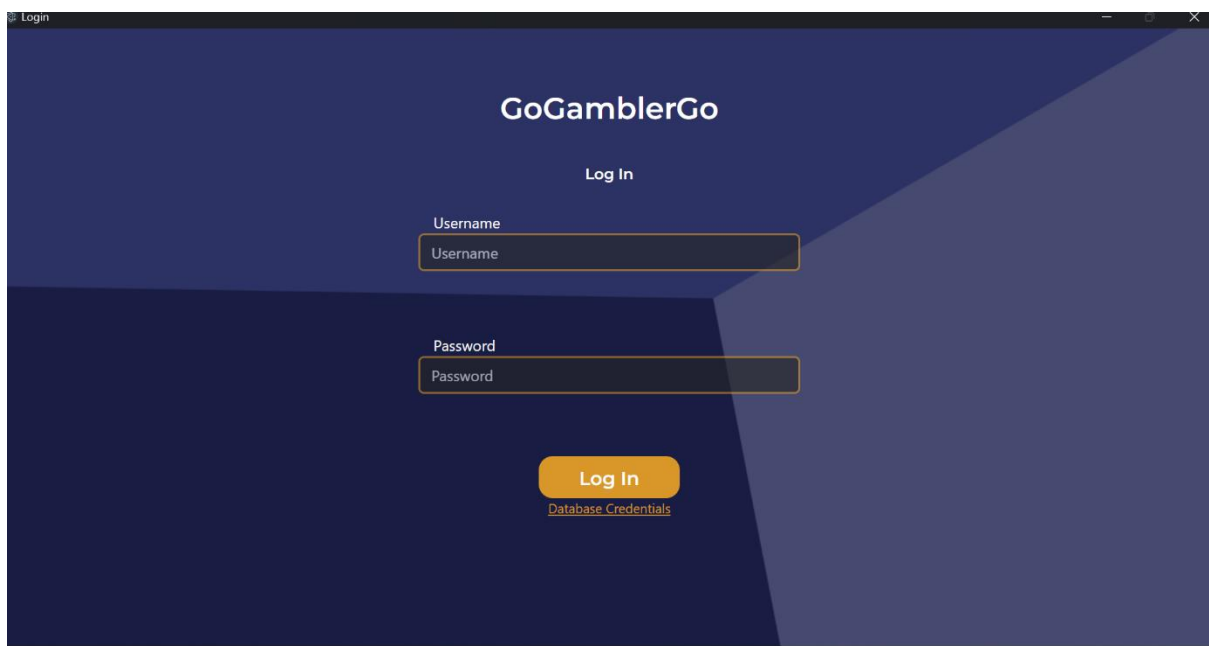
IV.   Edit profile information

1. Once the login is successful, the following window should appear.
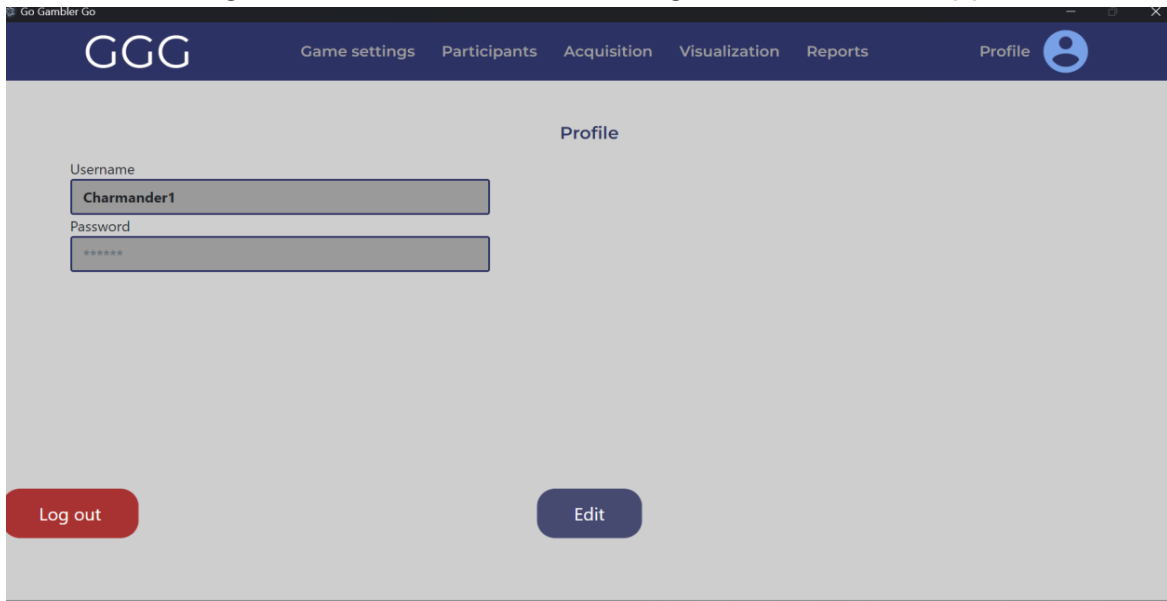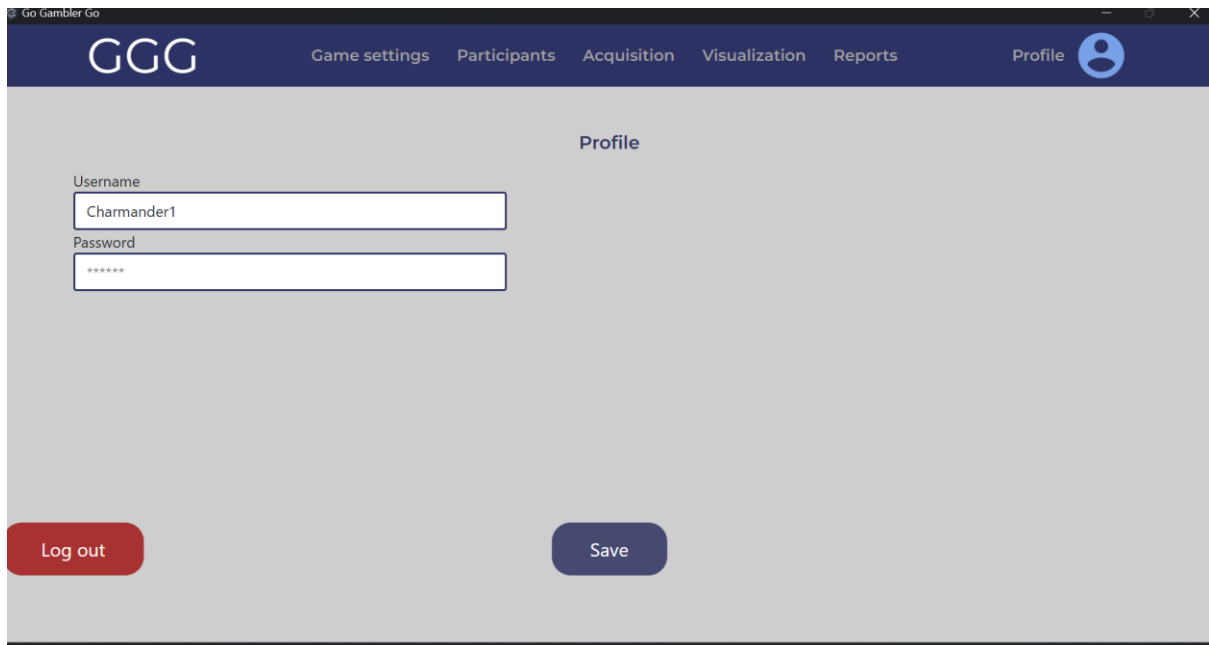
2. If you are willing to make changes on the preset Username or Password, you should click over the "Edit" button located at the bottom of the window. Once you have done so, the following window will appear. On this window you will first be asked to input your Password (which on the first time will be "admin" as explained before).
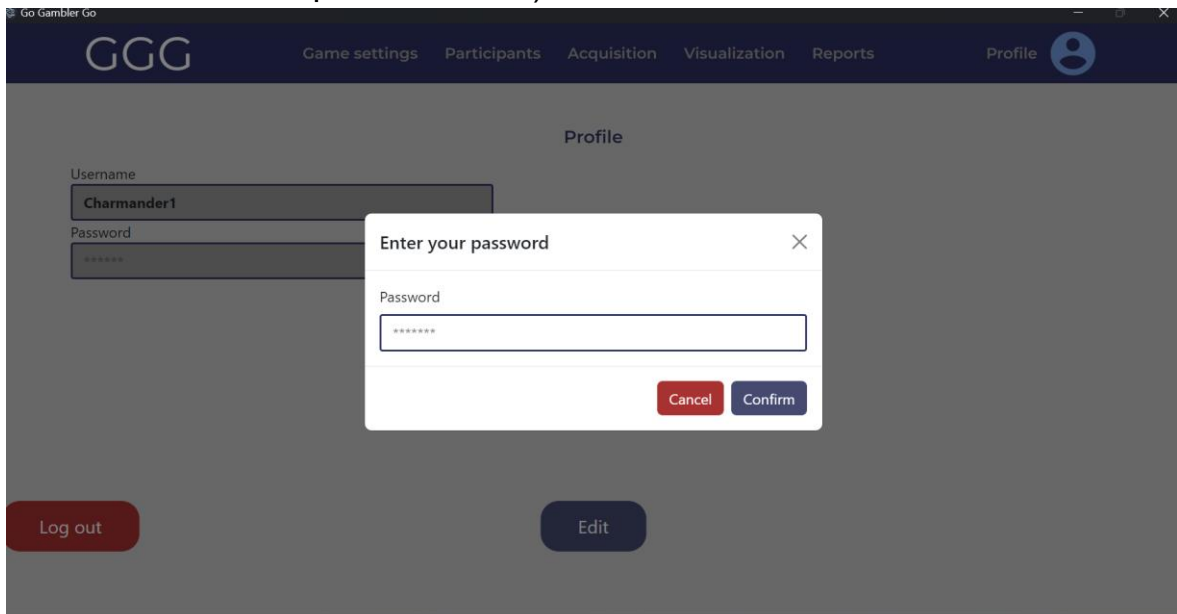
3. After you have successfully validated your password, another window will appear. This window should look like this:

This window (which is very similar to the first one that appears after the login) allows you to change both your Username and your Password. Remember to keep that information to log in the next time. After typing your Username and Password on the respective fields, you can save your changes on the "Save" button displayed at the bottom of the window.

V.   Create new game settings

1. On the navigation bar located above you can access the "Game Settings" window by clicking over the respective button.

2. The following window will display.

3. To create new game settings, you must input the name you want to use for your game settings in the "Game Settings Name" field.

4. Below that field, you will find the "Game finish mode" part. In this system, you have the option to end the game based on time or based on a determined number of selections, due to that, you can choose between one or another by clicking on the respective checkbox.

5. After that there is also an option to animate the card movement or not, same as above, you can click on whichever option you would like to use.

6. Moving on to the lower part of this window, you will see something like this:

7. At the top of this window, you can see a "Starting credits" field. In this space, you can input the desired amount of credits you want the participants to start with.

8. Since you can create new gain or loss vectors for each deck of cards, you must fill every gain or loss vector on this window. At the top, you will see in bold letters which deck you are creating. Below the deck name, you can find both the gain and loss vectors fields. A small tag is displayed, mentioning that you must input the values separated by commas with no spaces. Each vector must have 10 values, with no exceptions. For example, consider the following:

   Gain vector: 100,100,100,100,100,100,100,100,50,50
   Loss vector: -100,-100,-100,-100,-100,-100,-100,-200,-200,-200

   Note that both of them contain ten comma-separated values. Also, notice that the loss vector contains only negative values.

   It is important to mention that there is an order relationship of pairs of values between the vectors, i.e., the first value of the gain vector is related to the first value of the loss vector, the second value of the gain vector with the second value of the loss vector, and so on. In the previous example, seven of ten possibilities or cards will have 100 gain points and -100 loss points, one card will have 100 gain points and -200, and two cards will have 50 gain points and -200 loss points. Finally, note that once the gain-loss relationships of the ten cards or possibilities are established, the order of appearance is not important, because those relationships are randomly re-ordered every ten cards.

9. You will notice a "Net gain" field at the right of every gain vector, this is a calculated value for each deck, which is obtained by subtracting the sum of all the loss vector values from the sum of all the gain vector values.

10. Once you have finished filling the fields for the four decks, you can save your game settings on the "Save" button displayed at the bottom of the window.

VI.   View previously saved game settings.

1. If you want to explore the game settings that you have previously saved, you can do so on the same "Game settings window".
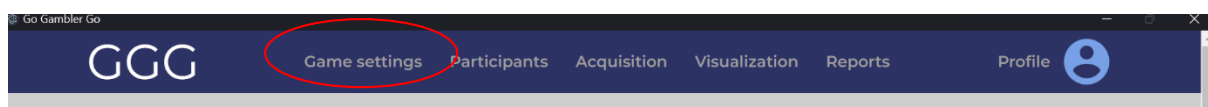
2. At the top part of the window, you can see a label that reads: "Previously saved settings". You will realize that this field is a dropdown. Clicking on this dropdown will display all the previously saved game settings. This action will make your screen look like this:
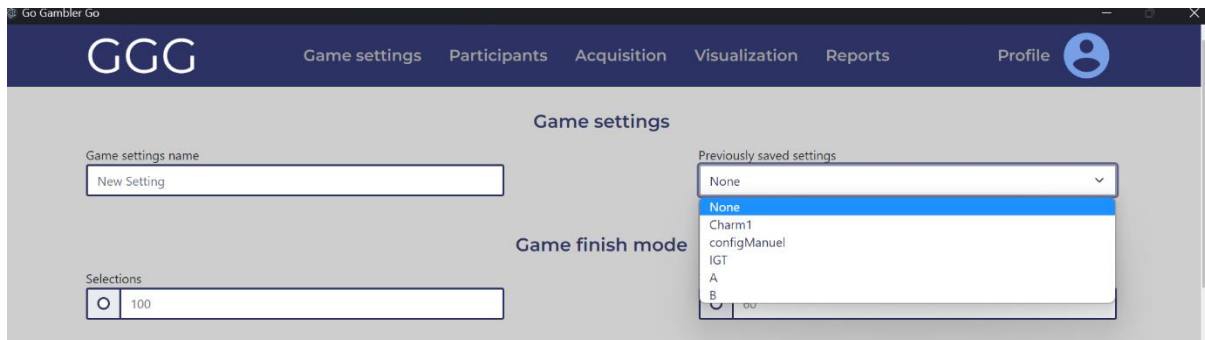
3. After clicking on the game settings you want to examine, the corresponding information of those settings will be displayed on every field as follows:
Here you can examine the information on every saved game settings, but you will not be able to alter it.

VII. Register a new participant.

1. Click on the "Participants" button on the navigation bar.
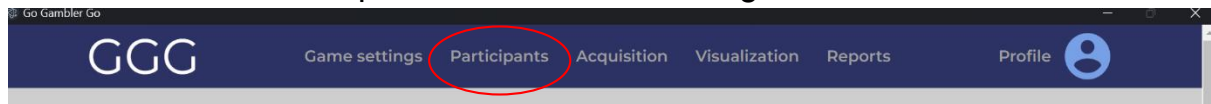
2. The following window will be displayed. Click on the "Register" button.
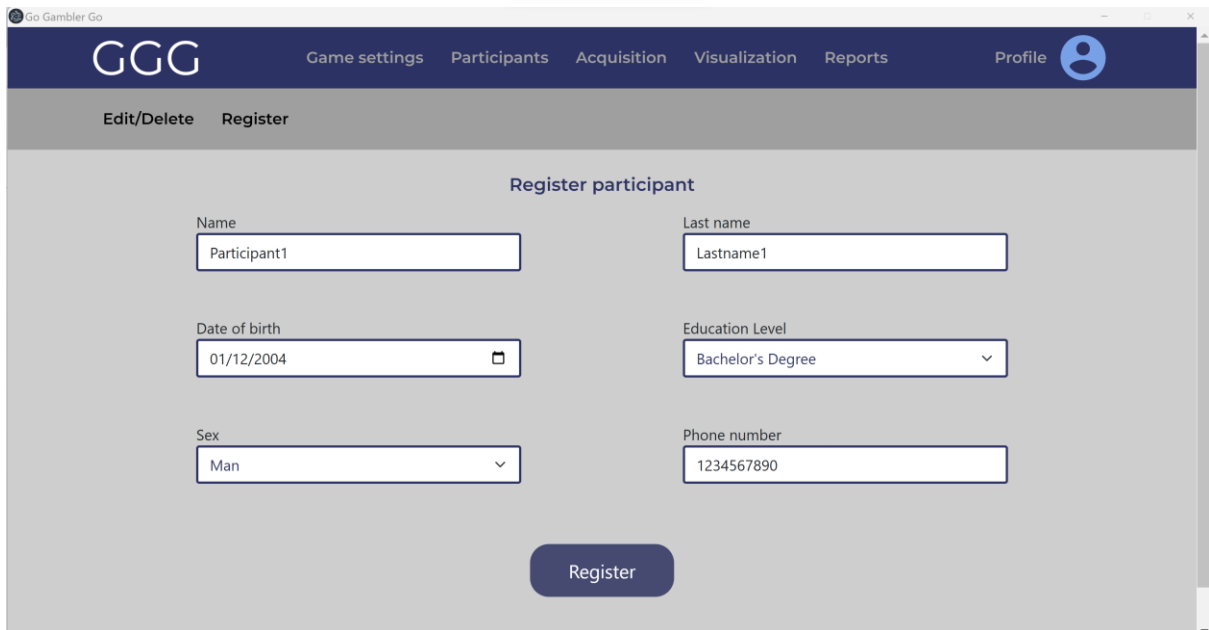
3. That action will display the following window. You must fill, in the corresponding field, the participant data. Once you have done so, you can

register the participant by clicking on the "Register" button at the bottom of the window.

4. The following window will be displayed indicating that the register was correctly added.
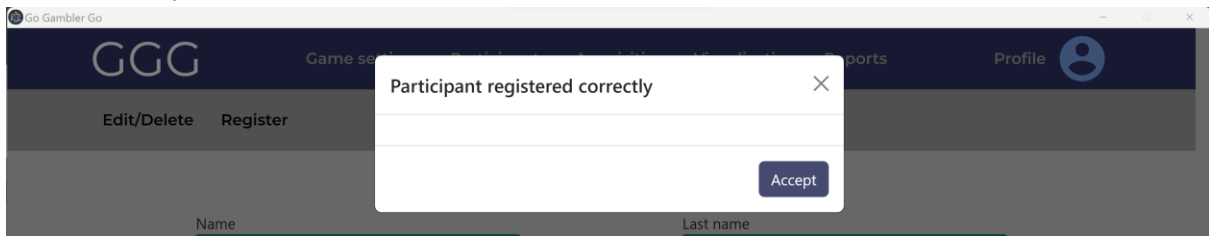
VIII. Edit an existing participant

1. Go to the main participants window by clicking the "Participants" button in the navigation bar.
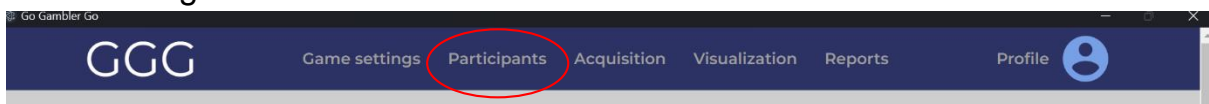
2. In the table, click on the row of the participant you want to edit, and then click on the "Edit" button below the table.

3. The system will display the following window. The corresponding participant data will be loaded inside each field. Here you can modify whichever attributes you need to. After you have changed the participant information, click on the "Save" button located below.

4. Once you have clicked the button, the next window will be shown, and changes will be correctly updated.
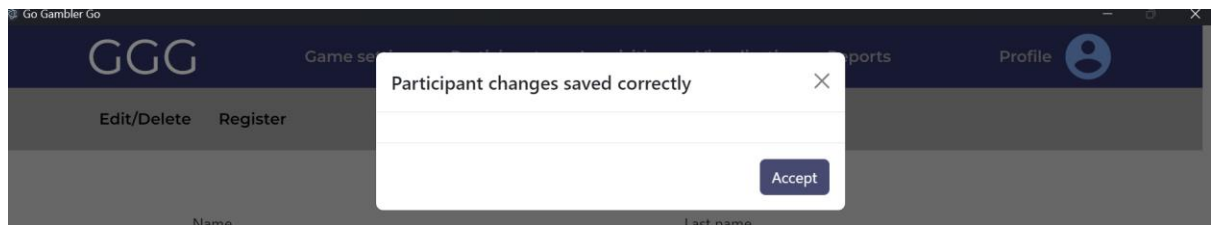
IX.   Delete an existing participant

1. Go to the "Participants" window by clicking on the corresponding button on the navigation bar.
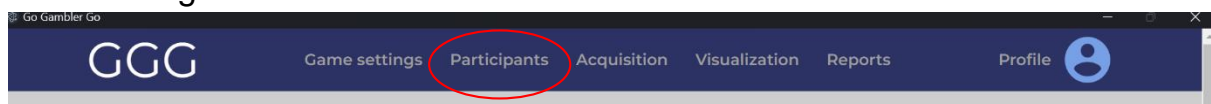
2. The following window will be displayed. On the participant table, click on the participant you want to delete. Next, go to the bottom of the window and click on the "Delete" button.

3. A window with the confirmation of the deletion will be displayed and you won't see the participant in the table anymore.

Notice that deletion of multiple participants it is possible by selecting multiple rows and clicking the "Delete" button.

X.   Start a new game or test application

1. Click on the "Acquisition" button in navigation bar.
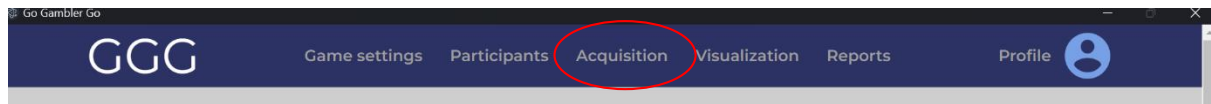
2. The following window will be displayed. On the top right part, you will find a dropdown where you can select any previously saved Game Settings.

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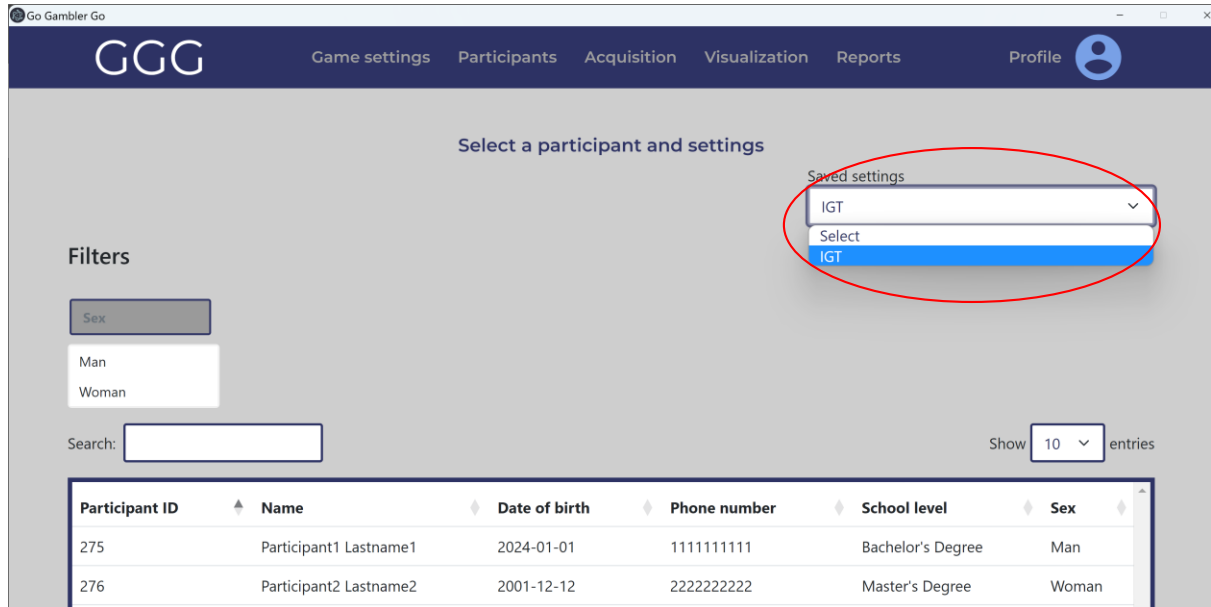
3. Go to the participant table and choose the participant who will do the test by clicking on the corresponding row, and click on the "Continue" button located at the bottom
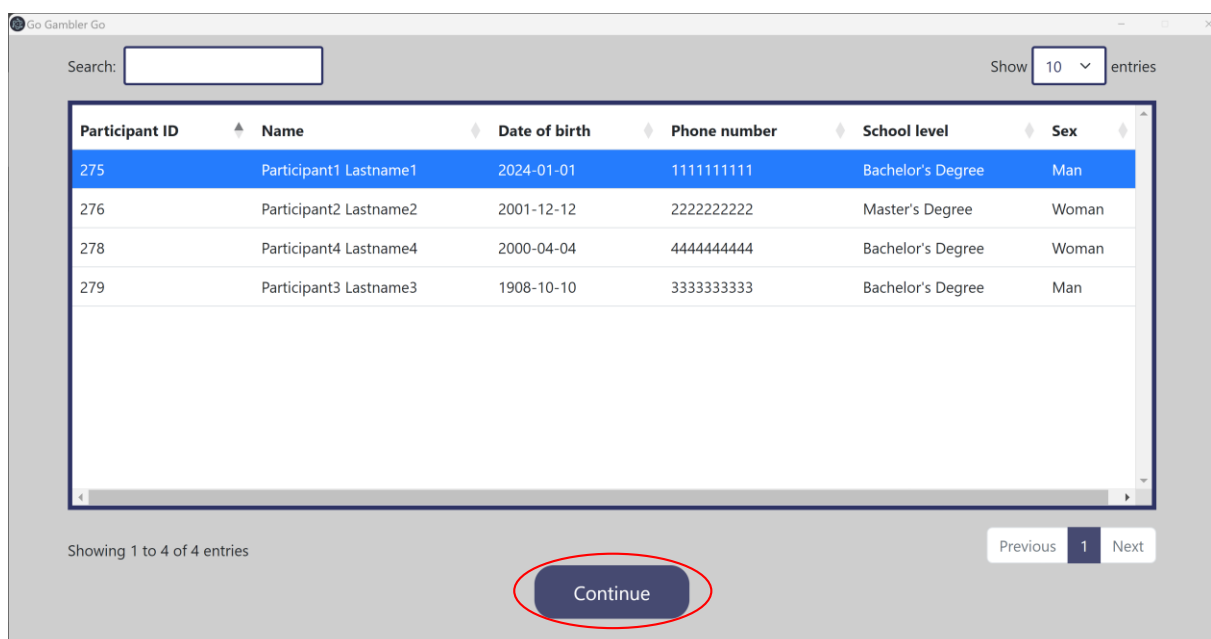
4. After game setting and participant selection, the following window will be displayed. This window is a summary of the selected options. You can see

the selected participant, selected game settings and every attribute related to those game settings. This window is the last confirmation before the actual game or test application. So, if everything is correct, click on the "Start" button, otherwise, click on the "Back" button.
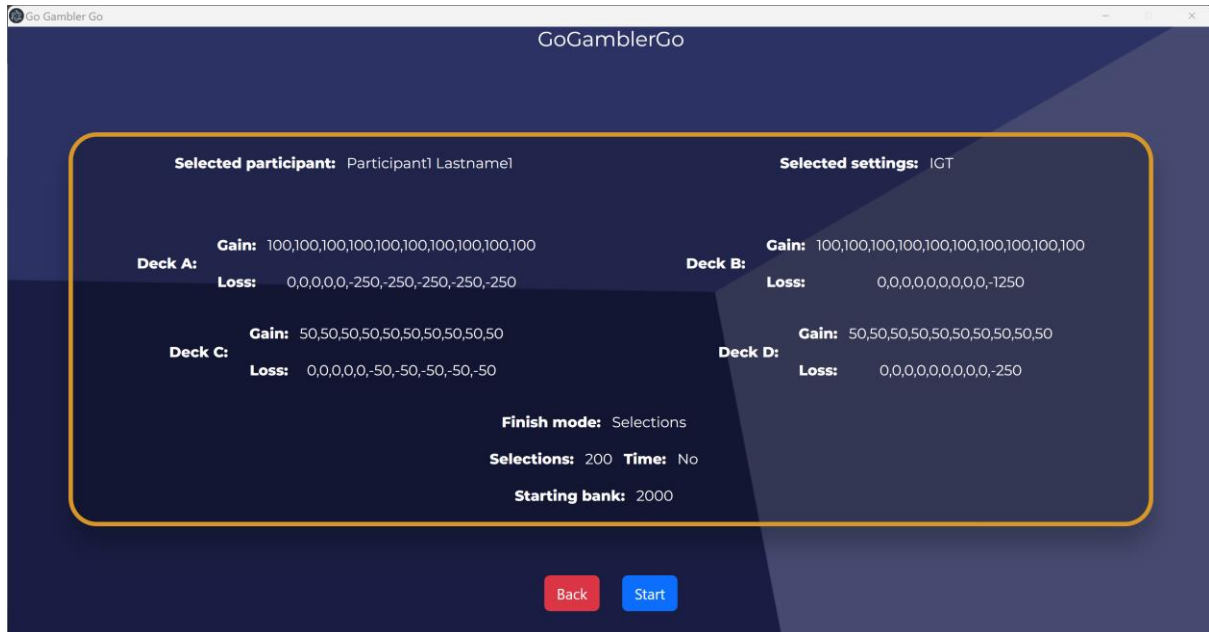
5. After clicking on the "Start" button, you should PASS THE COMPUTER TO THE PARTICIPANT for them to start the game. Yet, we continue explaining the following windows as if you were the one playing.

6. The following window will display the instructions of the test. Once you have read them, click on the "Start" button.
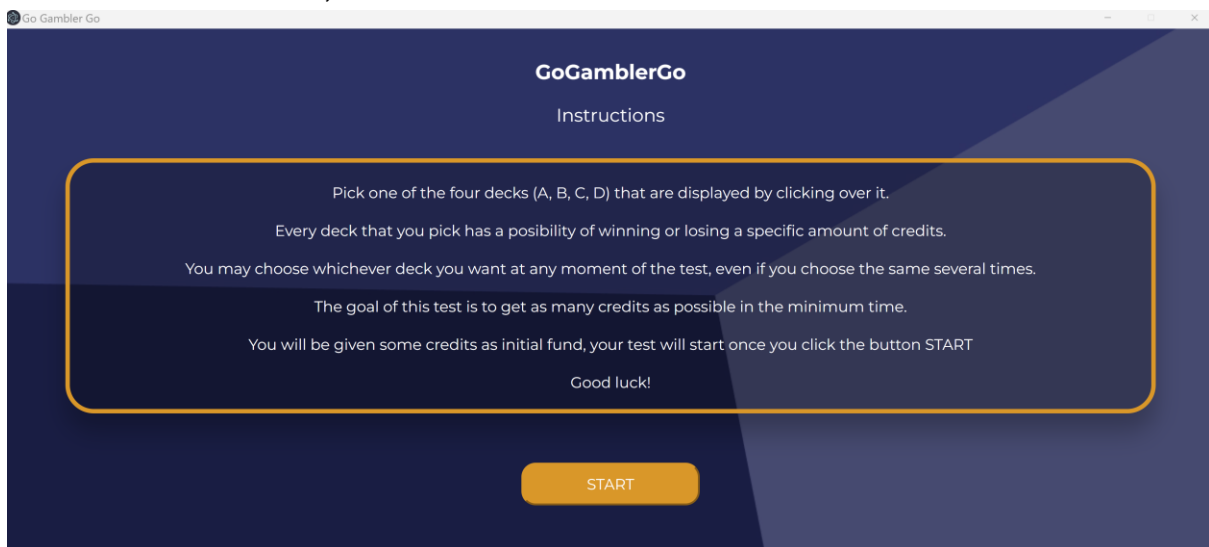
7. After clicking the start button, the test or game begins. Play by choosing whichever deck you want to every round.
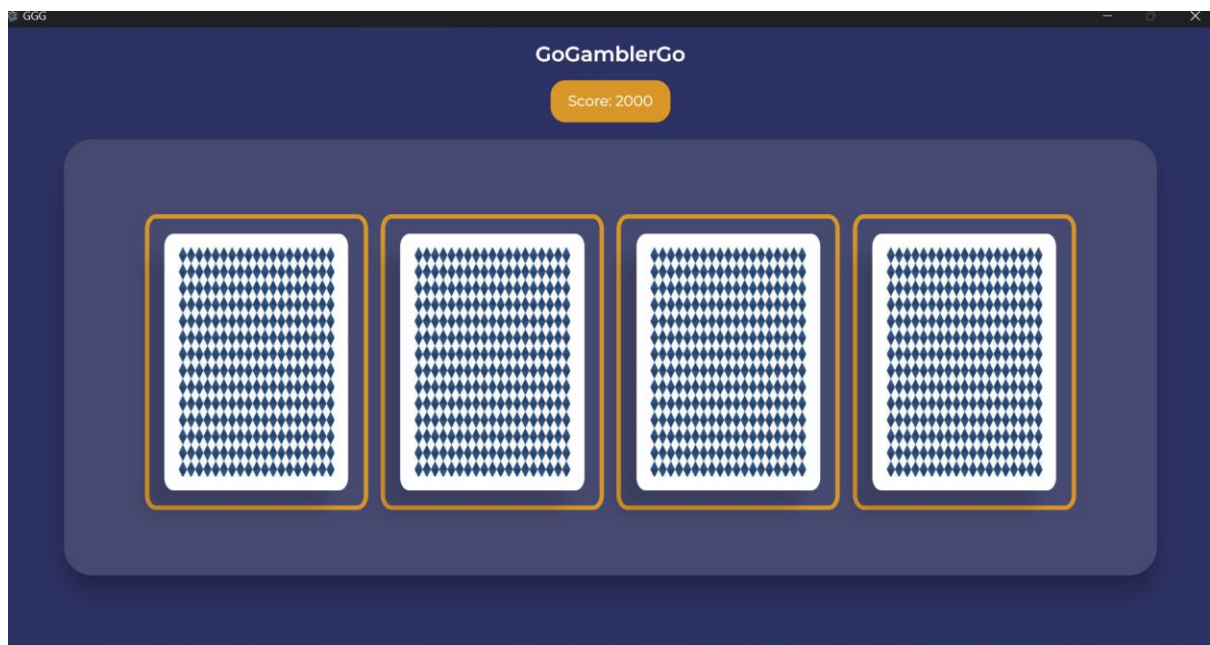
8. After clicking on a deck of cards, this window will open, showing the feedback of your choice, and repeating the process until the game ends.
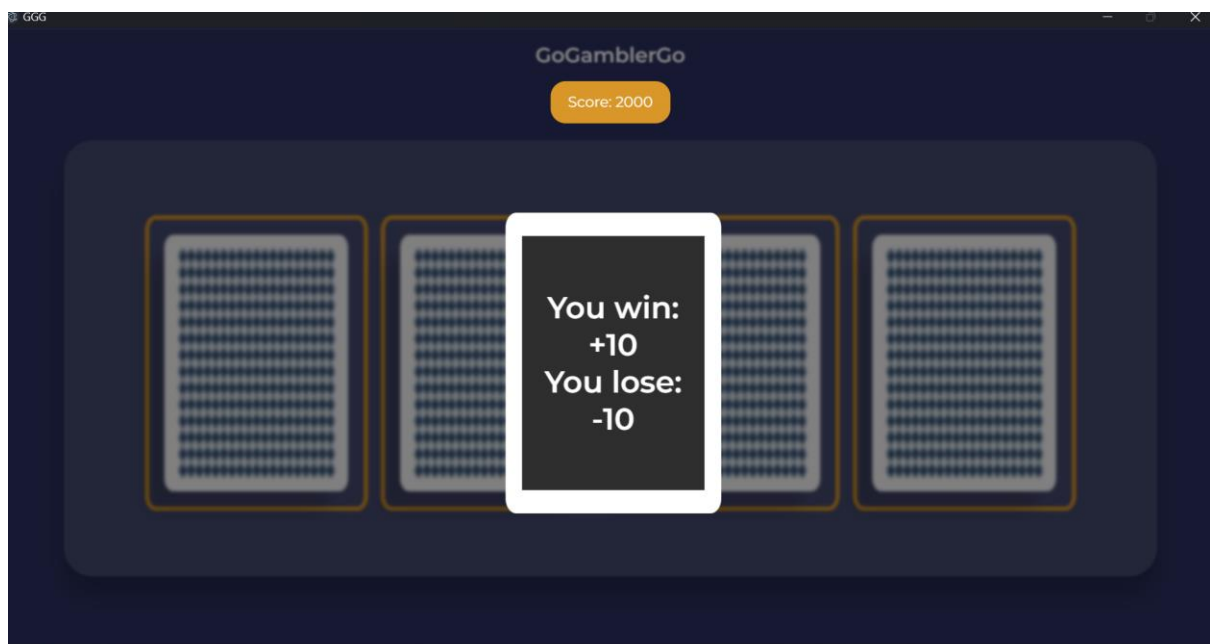
Notice that this feedback disables 3 seconds the selection of the decks.

9. Once the game or test has finished, the following window is displayed. To go back to the "Acquisition" view, click over the phrase "GAME COMPLETED".
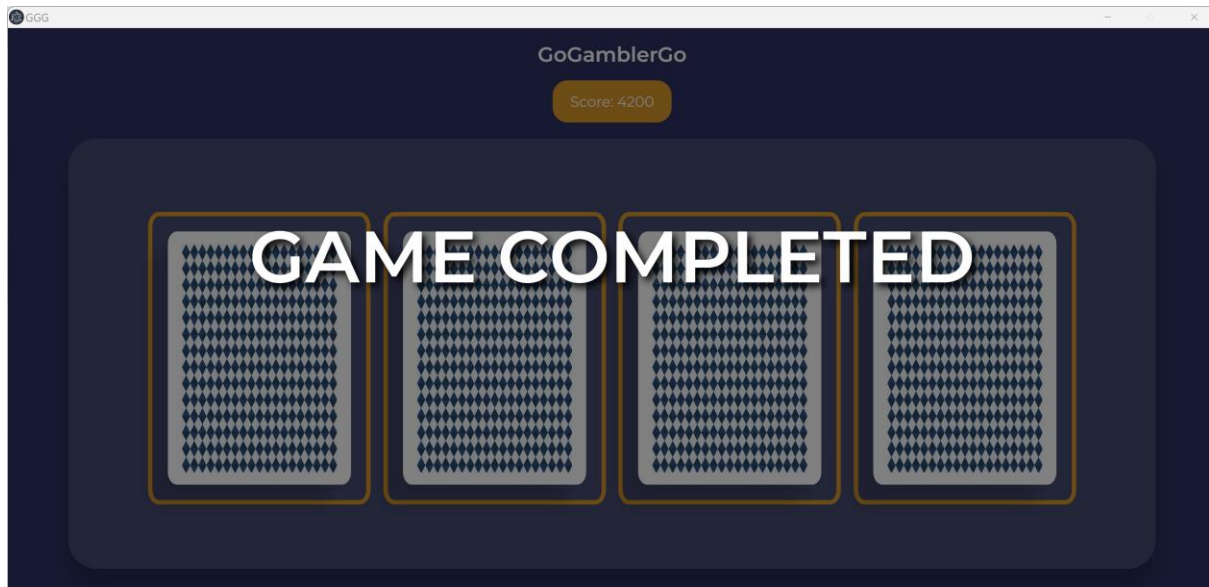
XI. Examine a completed game or test

1. Click on the "Visualization" button in navigation bar.
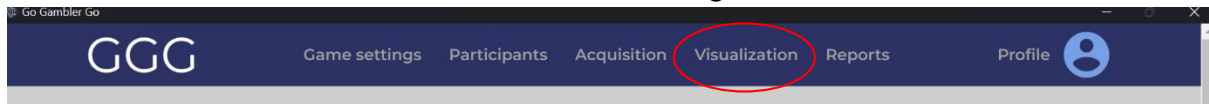
2. You will see the following window.
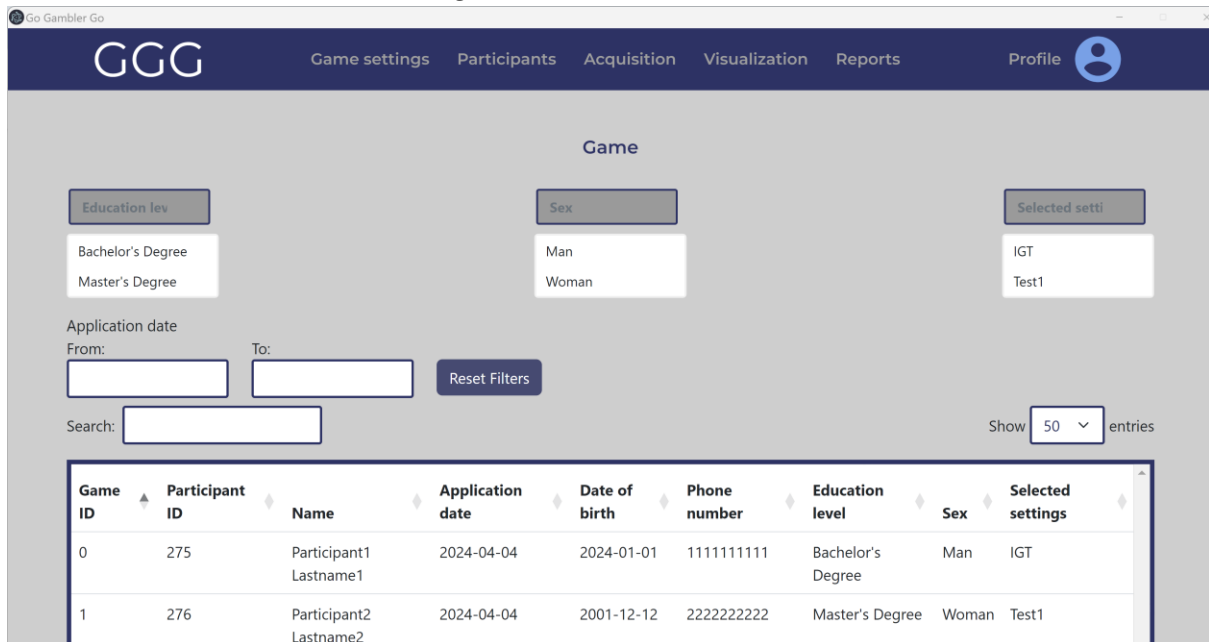
3. In the first table, you will see every previously completed game. If you want to review the choice data and information related to a specific game or test, you can click on the corresponding row.

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4. The information about the selected game will be displayed in the same window, on a second table with the title "Results".

The data displayed are:

    a. Iteration: Round number or selection number.

    b. Start: Time when the round begins.

    c. Click: Time when the deck selection was made.

    d. Feedback: Time when the feedback card was shown.

    e. Feedback end: Time when the feedback card is thrown out.

    f. Interval: Response latency, i.e. amount of milliseconds between the last round click and the click of the current round, without considering the feedback time.

g. Pick: Selected deck (A, B, C, D).
h. Gain: Earned credits in this iteration or round.
i. Loss: Lost credits in this iteration or round.
j. Balance: Total of credits obtained until this iteration or round.

XII.   Delete an existing completed game

1. Click on the "Visualization" button in navigation bar.
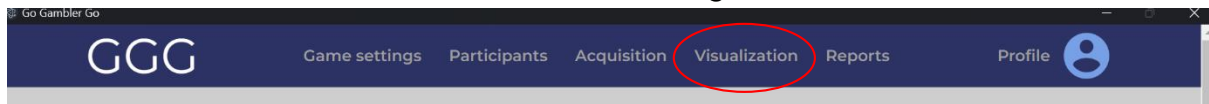
2. You will see the following window.
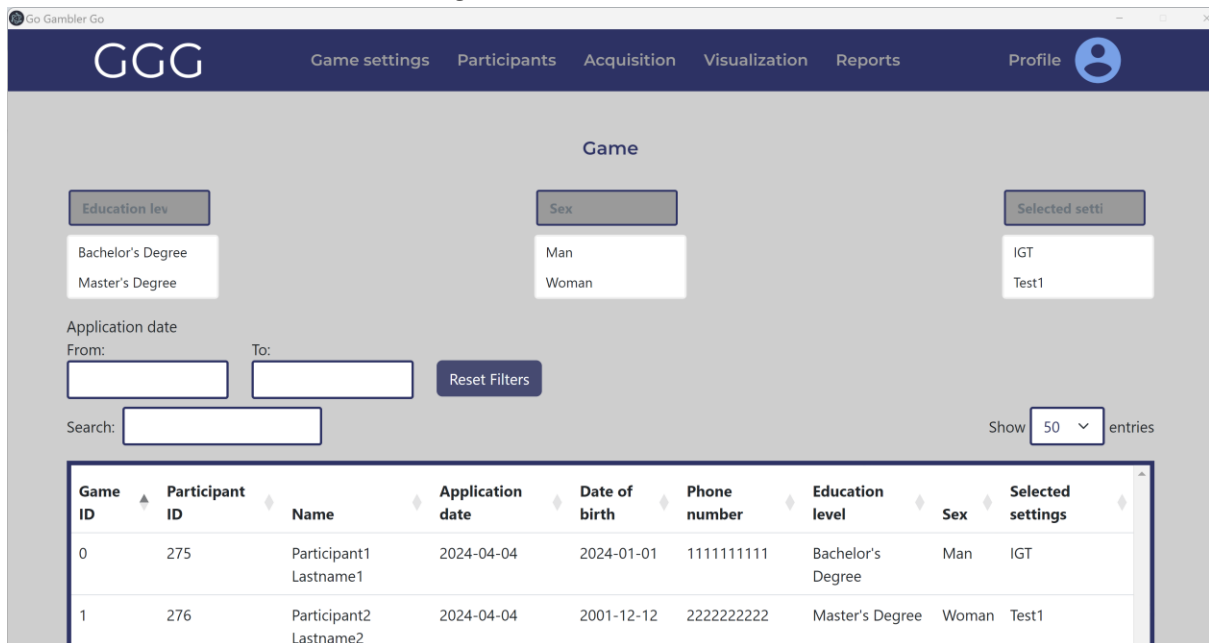
3. In the first table, you will see every previously completed game. If you want to delete a specific game or test, you can click on the corresponding row.

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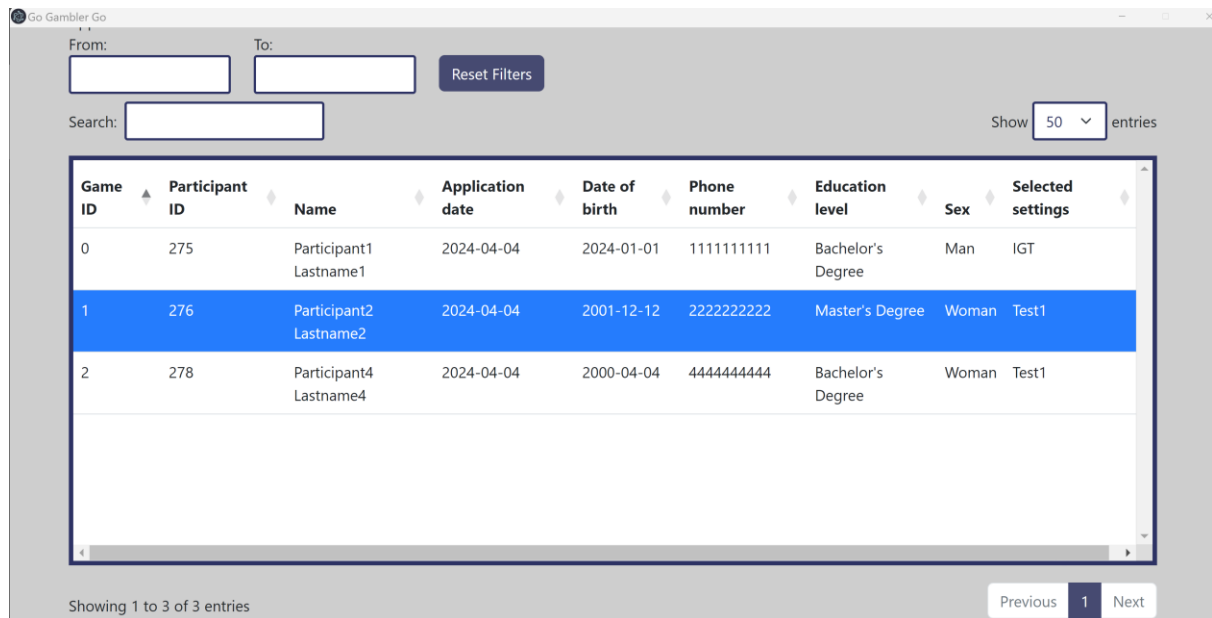
4. Move to the bottom of the window, and click on the "Delete Game" button.
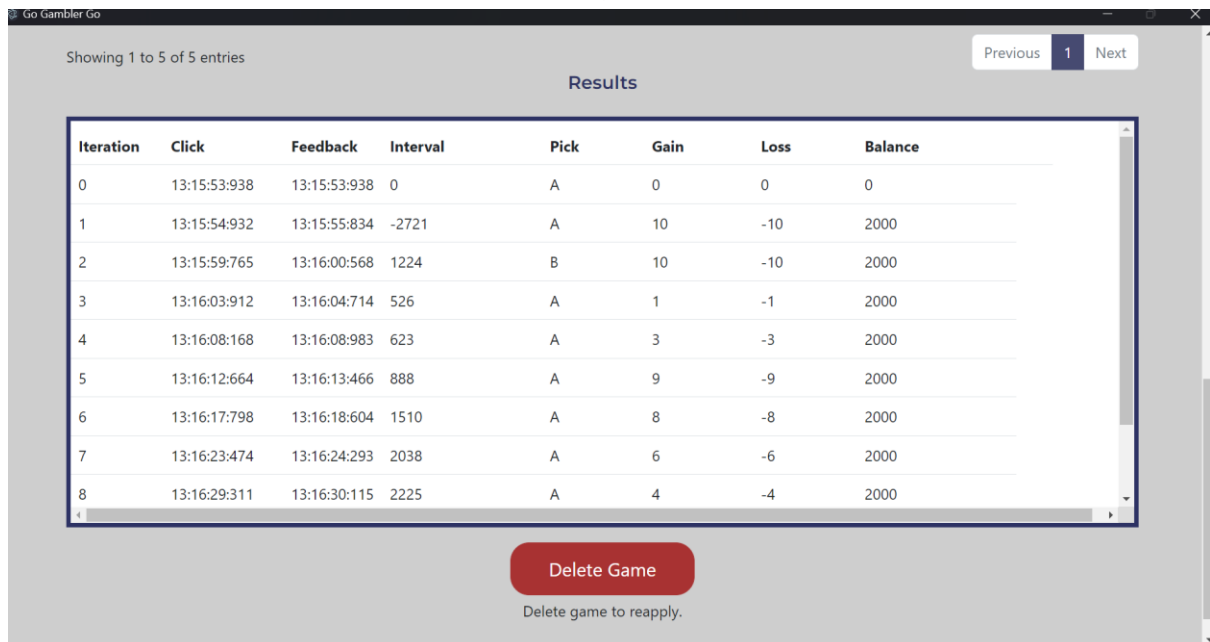
5. A confirmation windows of the deletion will be displayed.
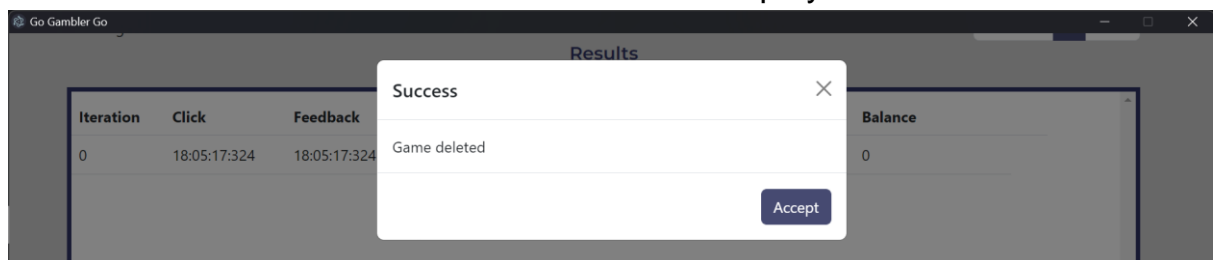
XIII. Export game information

1. Click on the "Reports" button in navigation bar.
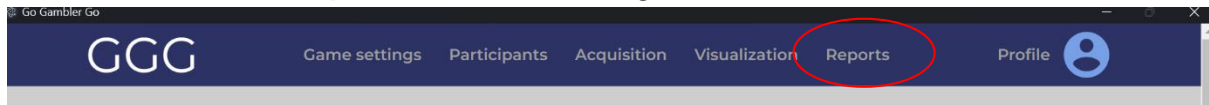
2. You will see the following window which contains the completed games in the system.
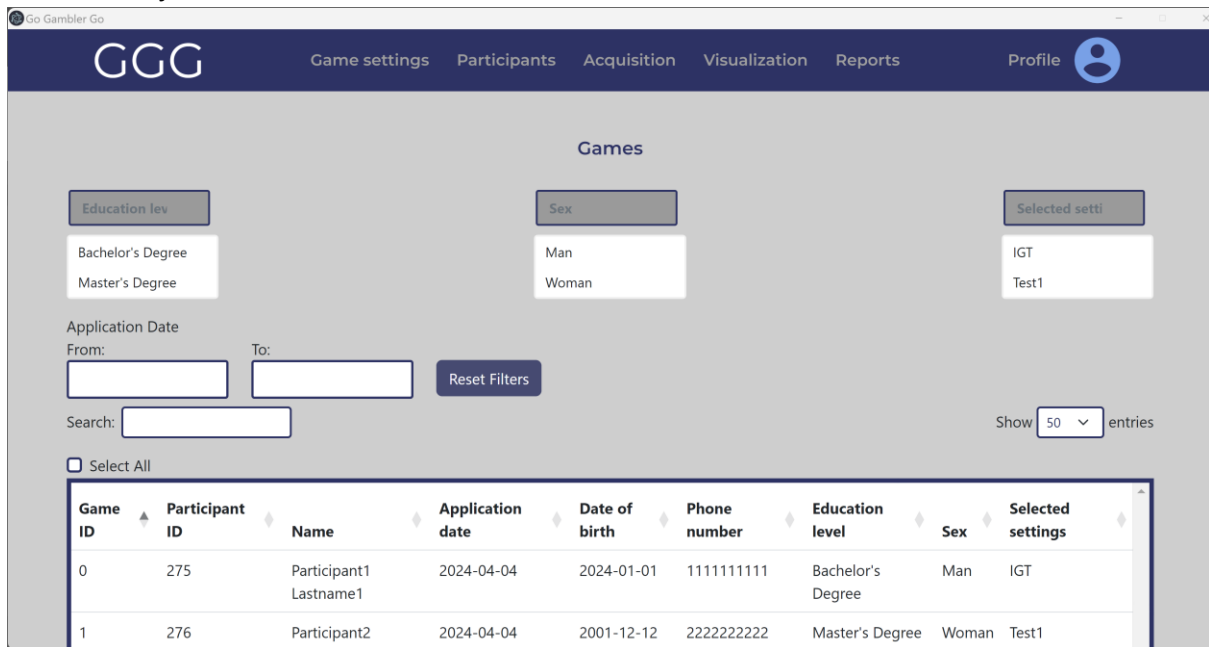
3. Click on the game(s) or application(s) you want to export, and click on the "Export Selected" button.
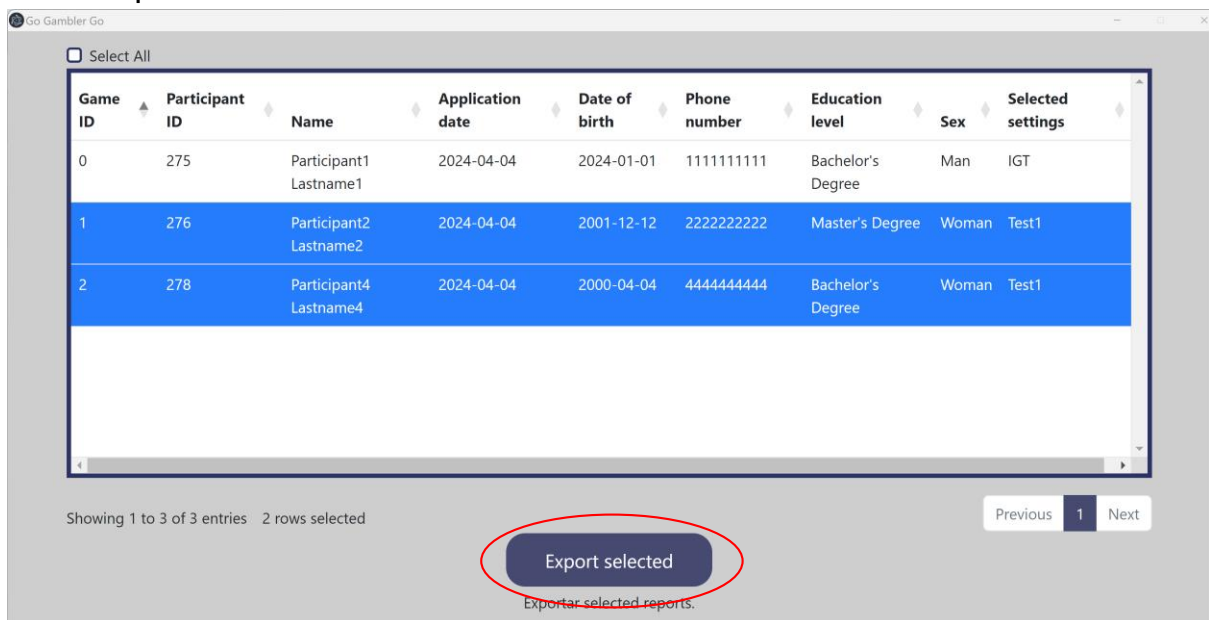
4. Once the data have been exported, you will get the following feedback.
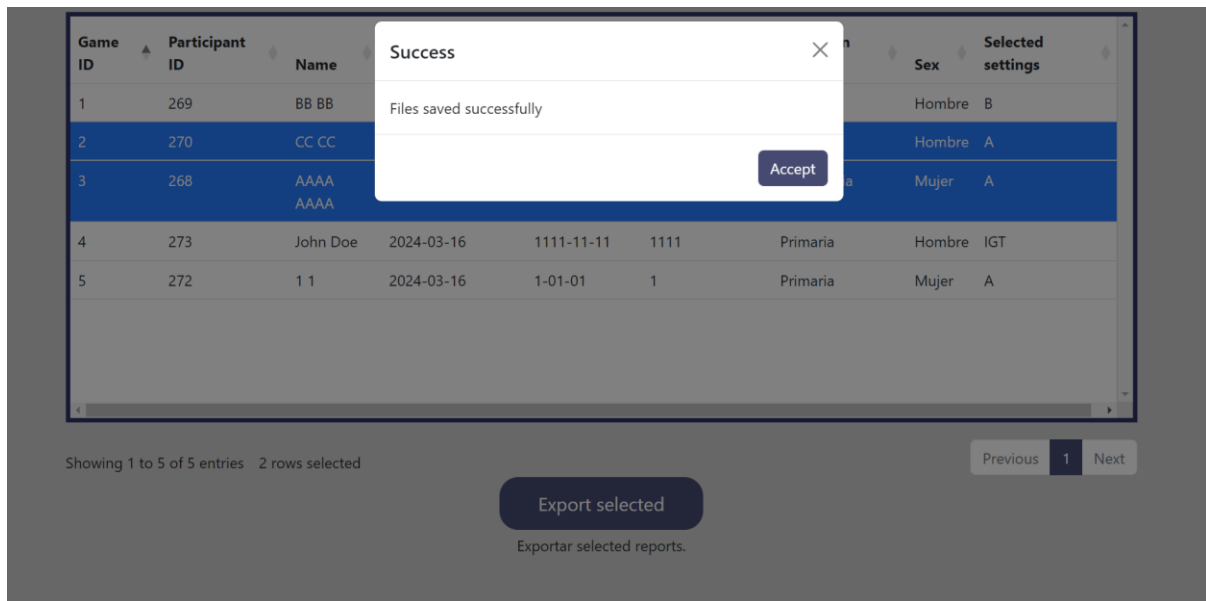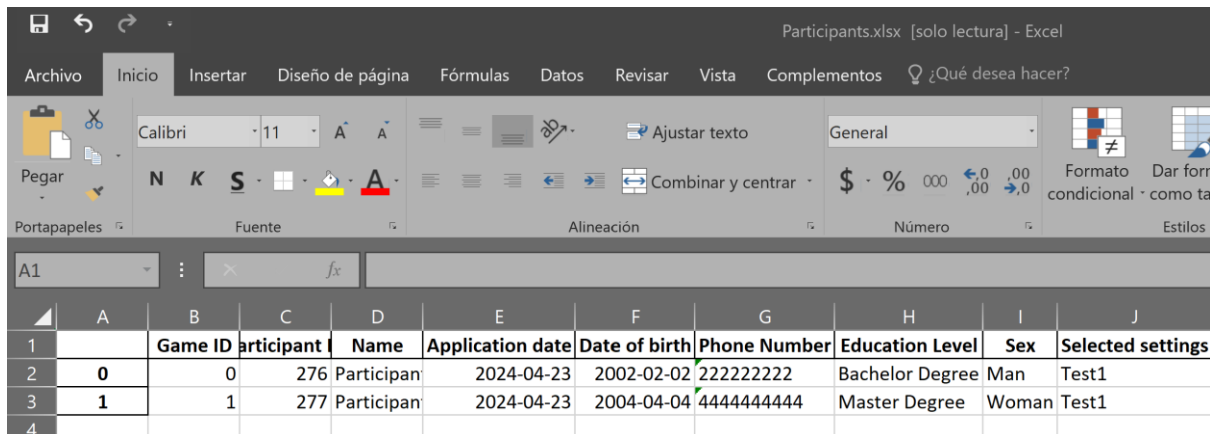
5. After that, a file explorer window is displayed and you have to select the path on your computer where you want to save the generated zip file.
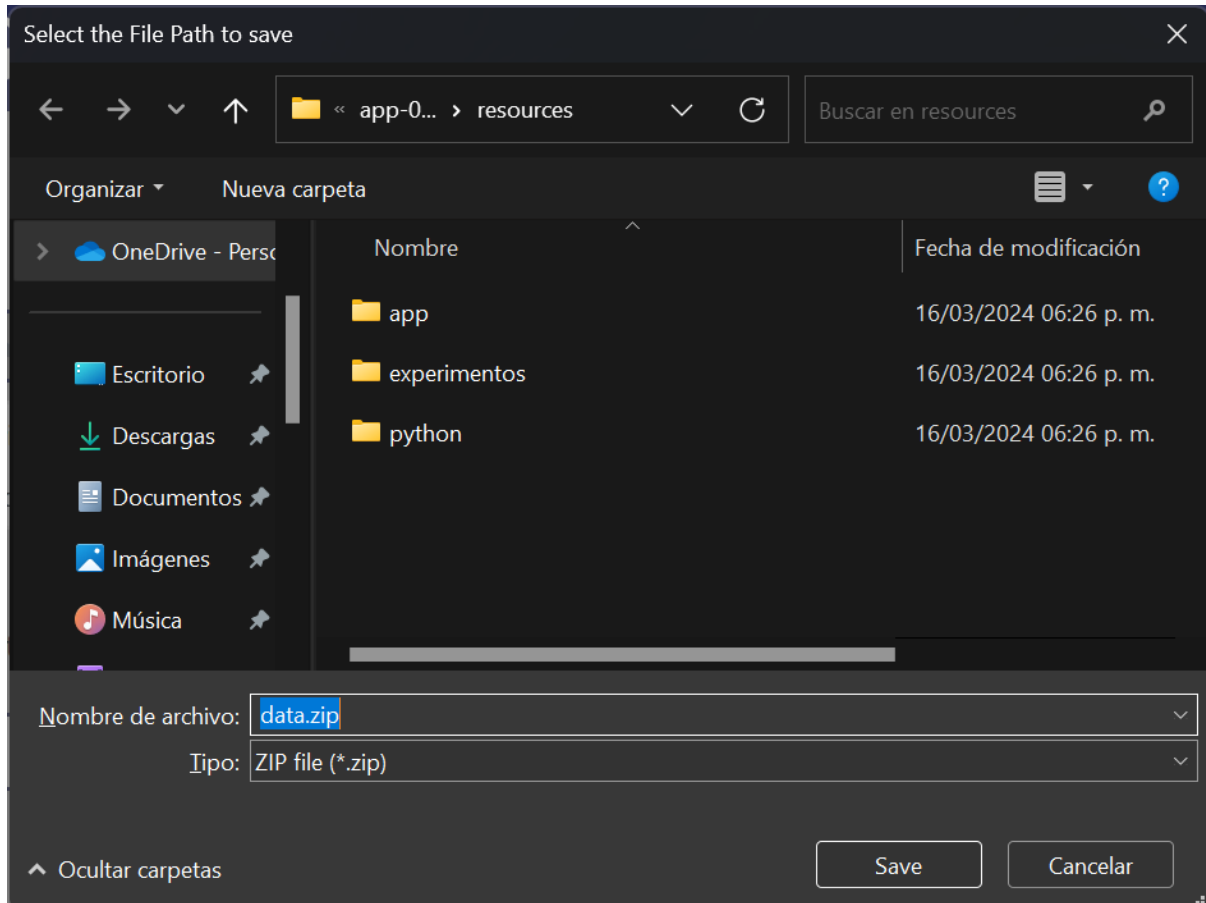
6. The zip file includes an Excel file called "Participants.xlsx" which contains the information about the participants that were chosen for exporting (see the following figure). The included data are:
    a. A unique and automatically generated ID to identify the implemented games or applications of the test.
    b. A unique and automatically generated ID to identify the participants.
    c. Participant's name including last name.
    d. The date when the application or game was played or implemented by the participant.
    e. Participant's birthdate.
    f. Participant's Phone Number
    g. Education Level of the participant
    h. Participant's sex
    i. The settings of the application or game.

7. The zip file also will include an Excel file per game or application exported, i.e., if you selected two games or applications to be exported like in the last example, two Excel files will be generated; if you exported three games, three excel files are generated, and so on. Those files have the following format name: "Game_<Game ID>_IGT.xlsx" where Game ID is the unique and automatically generated ID that identifies the implemented games or applications of the test and could be related to the Game ID indicated in "Participants.xlsx".

The included data in of each game file is:
    a. Iteration: Round number or selection number.
    b. Start: Time when the round begins.
    c. Click: Time when the deck selection was made.

d. Feedback: Time when the feedback card was shown.
e. Feedback end: Time when the feedback card is thrown out.
f. Interval: Response latency, i.e. amount of milliseconds between the last round click and the click of the current round, without considering the feedback time.
g. Pick: Selected deck (A, B, C, D).
h. Gain: Earned credits in this iteration or round.
i. Loss: Lost credits in this iteration or round.
j. Balance: Total of credits obtained until this iteration or round.

	A	Iteration	Start	Clic	Feedback	Feedback end	Interval	Pick	Gain	Loss	Balance
1		Iteration	Start	Clic	Feedback	Feedback end	Interval	Pick	Gain	Loss	Balance
2	0	(1,)	13:53:13.3	13:53:14.0	13:53:14.009000	13:53:16.012000	(631.0,)	('A',)	(150,)	(-50,)	(2100,)
3	1	(2,)	13:53:16.0	13:53:16.6	13:53:16.691000	13:53:18.695000	(676.0,)	('A',)	(200,)	(-50,)	(2250,)
4	2	(3,)	13:53:18.6	13:53:19.1	13:53:19.133000	13:53:21.144000	(431.0,)	('C',)	(150,)	(-100,)	(2300,)
5	3	(4,)	13:53:21.1	13:53:21.4	13:53:21.452000	13:53:23.458000	(312.0,)	('B',)	(150,)	(-25,)	(2425,)
6	4	(5,)	13:53:23.4	13:53:23.8	13:53:23.859000	13:53:25.868000	(396.0,)	('D',)	(100,)	(-50,)	(2475,)
7	5	(6,)	13:53:25.8	13:53:26.3	13:53:26.340000	13:53:28.351000	(469.0,)	('C',)	(200,)	(-60,)	(2615,)
8	6	(7,)	13:53:28.3	13:53:28.8	13:53:28.851000	13:53:30.858000	(500.0,)	('B',)	(200,)	(-60,)	(2755,)
9	7	(8,)	13:53:30.8	13:53:31.3	13:53:31.378000	13:53:33.380000	(523.0,)	('C',)	(100,)	(-200,)	(2655,)
10	8	(9,)	13:53:33.3	13:53:33.8	13:53:33.829000	13:53:35.840000	(439.0,)	('B',)	(100,)	(-200,)	(2555,)
11	9	(10,)	13:53:35.8	13:53:36.2	13:53:36.237000	13:53:38.239000	(403.0,)	('C',)	(0,)	(-100,)	(2455,)
12	10	(11,)	13:53:38.2	13:53:38.6	13:53:38.696000	13:53:40.710000	(442.0,)	('B',)	(100,)	(-100,)	(2455,)
13	11	(12,)	13:53:40.7	13:53:41.1	13:53:41.155000	13:53:43.156000	(455.0,)	('C',)	(100,)	(-50,)	(2505,)
14	12	(13,)	13:53:43.1	13:53:43.5	13:53:43.591000	13:53:45.592000	(432.0,)	('B',)	(100,)	(-50,)	(2555,)
15	13	(14,)	13:53:45.5	13:53:45.8	13:53:45.873000	13:53:47.875000	(279.0,)	('C',)	(100,)	(-90,)	(2565,)
16	14	(15,)	13:53:47.8	13:53:48.2	13:53:48.281000	13:53:50.283000	(404.0,)	('D',)	(200,)	(-50,)	(2715,)
17	15	(16,)	13:53:50.2	13:53:50.7	13:53:50.747000	13:53:52.749000	(463.0,)	('B',)	(100,)	(-90,)	(2725,)
18	16	(17,)	13:53:52.7	13:53:53.2	13:53:53.287000	13:53:55.293000	(531.0,)	('C',)	(50,)	(-50,)	(2725,)
19	17	(18,)	13:53:55.2	13:53:57.0	13:53:57.028000	13:53:59.036000	(1730.0,)	('A',)	(100,)	(-100,)	(2725,)
20	18	(19,)	13:53:59.0	13:53:59.5	13:53:59.562000	13:54:01.567000	(526.0,)	('B',)	(50,)	(-50,)	(2725,)