

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






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## USER MANUAL

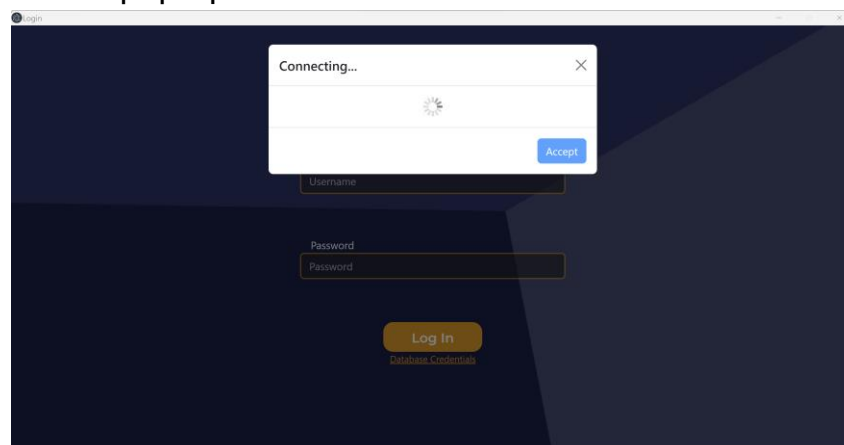
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### I. Execute GoGamblerGo

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.

<input type="checkbox"/> Name	Date modified	Type	Size
 app-1.0.0	3/28/2024 7:58 PM	File folder	
 packages	3/28/2024 7:58 PM	File folder	
 app.ico	3/28/2024 7:59 PM	ICO File	37 KB
 go-gambler-go.exe	3/28/2024 7:58 PM	Application	286 KB
 Update.exe	3/28/2024 7:58 PM	Application	1,855 KB

3. Once the GGG program is executed, the following window will appear. You can close the pop-up window that contains the text “Connecting...”



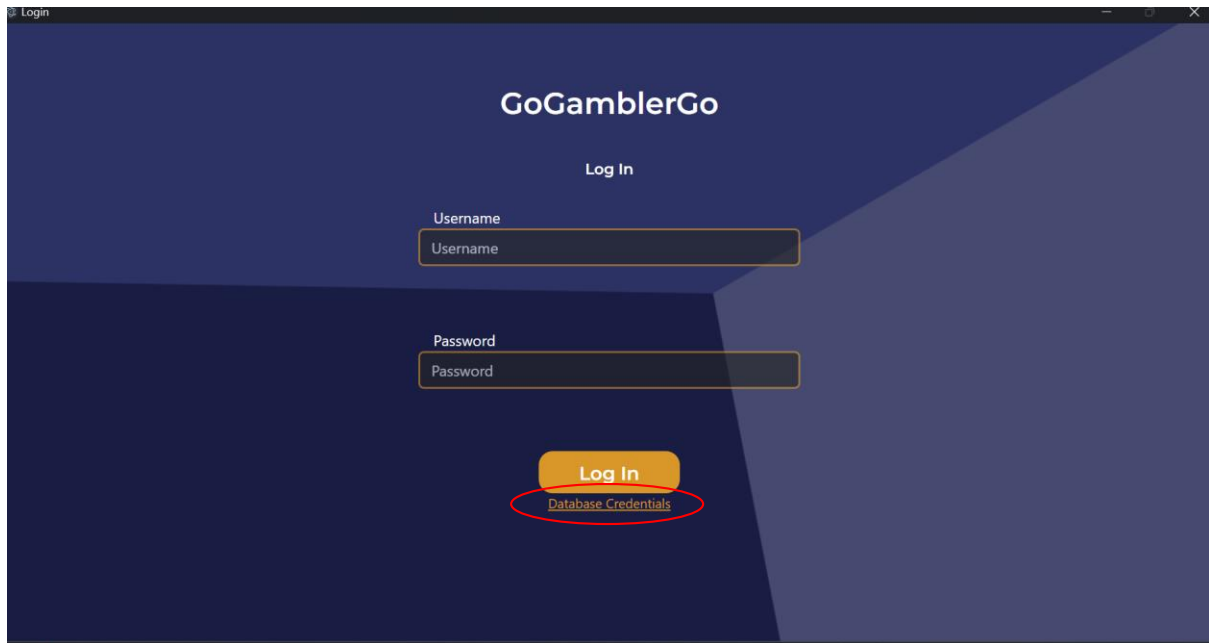
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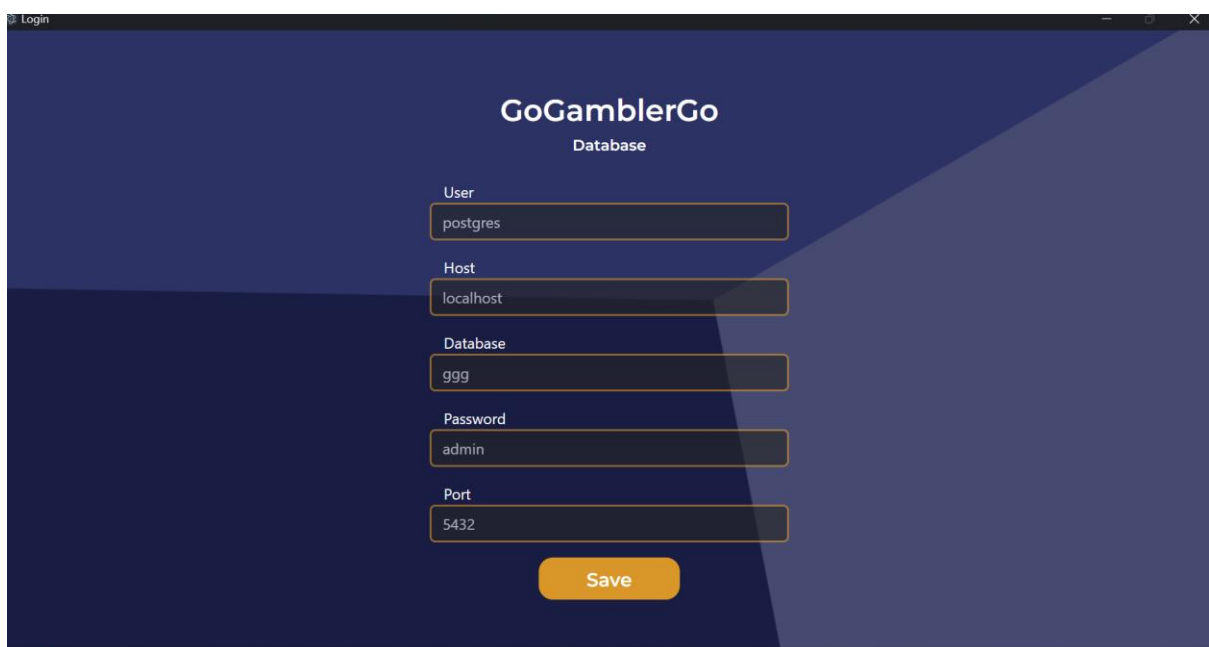
## II. Database connection

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 Log In button on the system login tab.



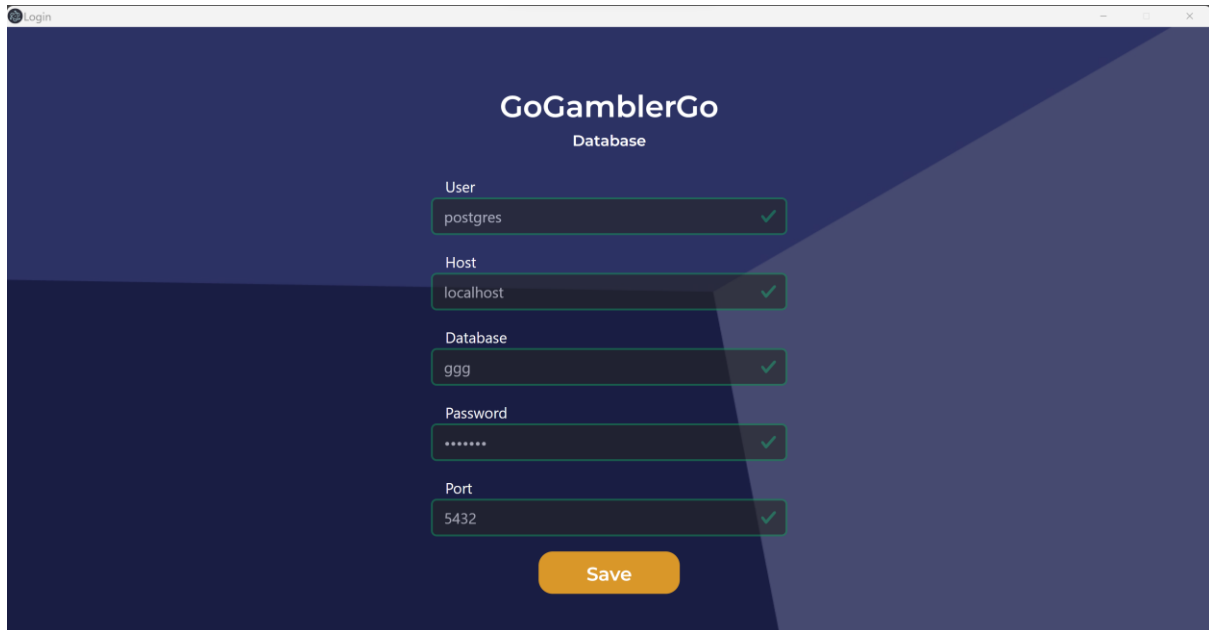
2. After clicking, the following window will be displayed:



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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.

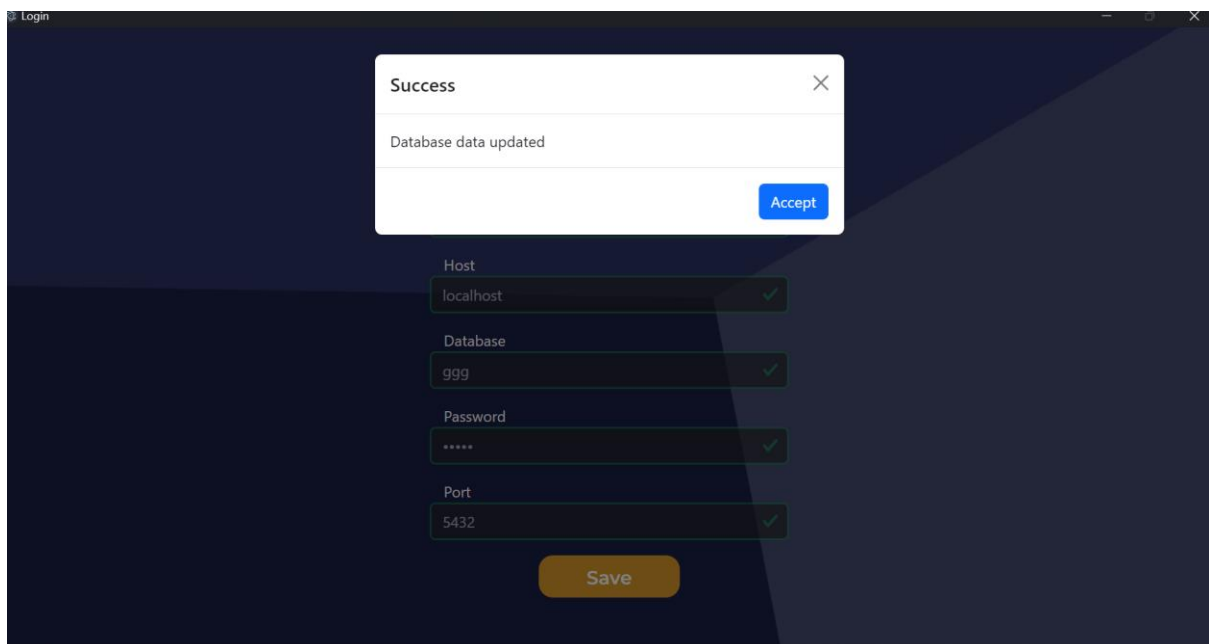


The screenshot shows a window titled "GoGamblerGo Database" with a dark blue background. It contains five input fields, each with a green checkmark on the right side, indicating successful input:

- User: postgres
- Host: localhost
- Database: g99g
- Password: \*\*\*\*\*
- Port: 5432

Below the fields is an orange "Save" button.

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

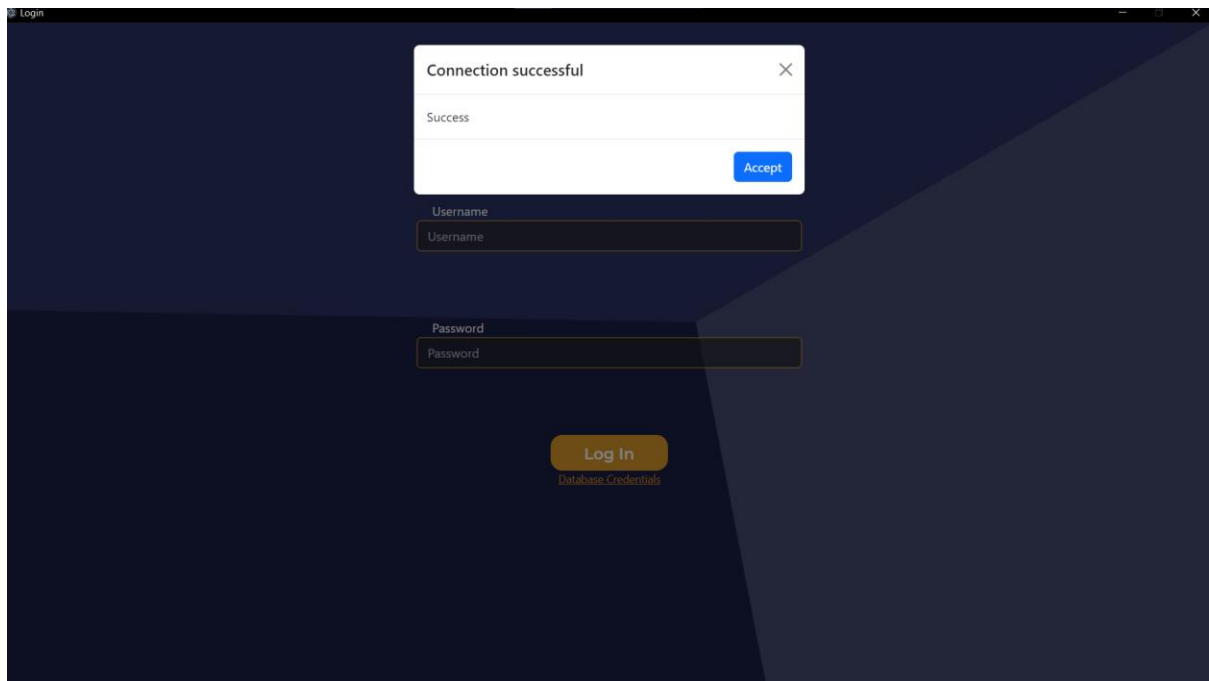


The screenshot shows the same "GoGamblerGo Database" window as before, but with a white "Success" dialog box overlaid in the center. The dialog box contains the text "Database data updated" and an "Accept" button. The input fields and the "Save" button are still visible behind the dialog.

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.

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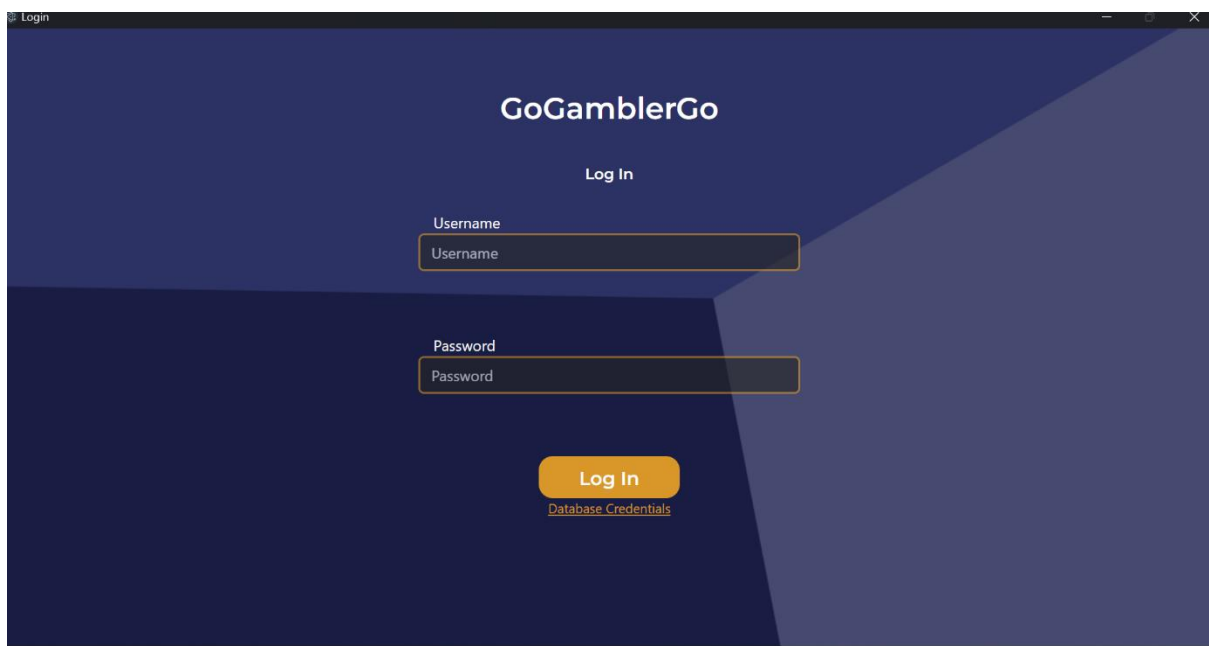
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6. After closing the popup window, the system will be ready to use.

### 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.

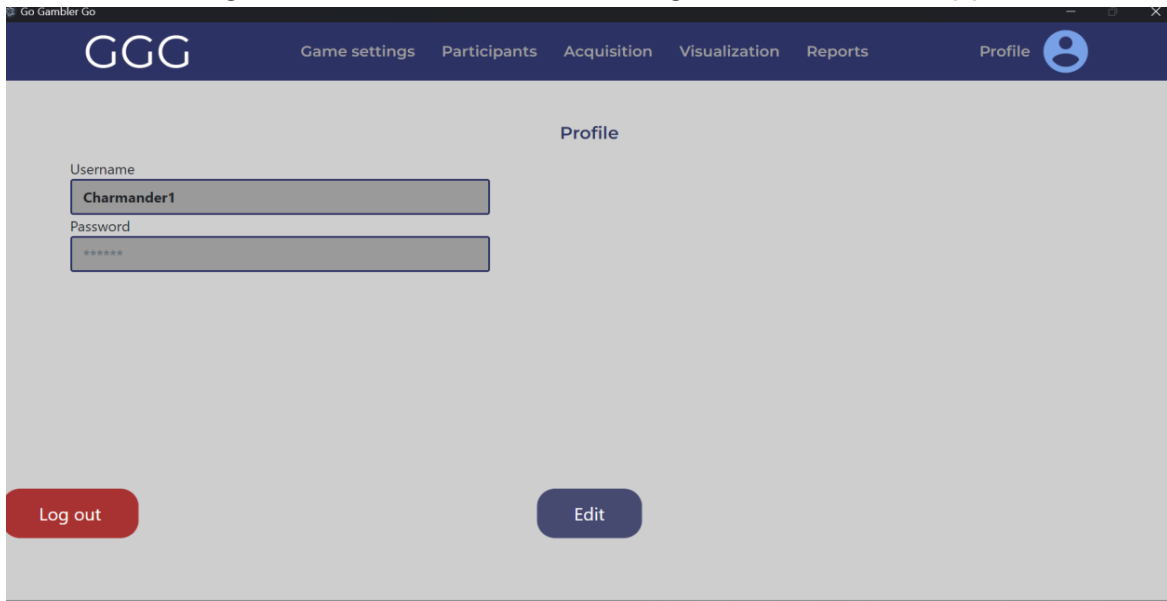


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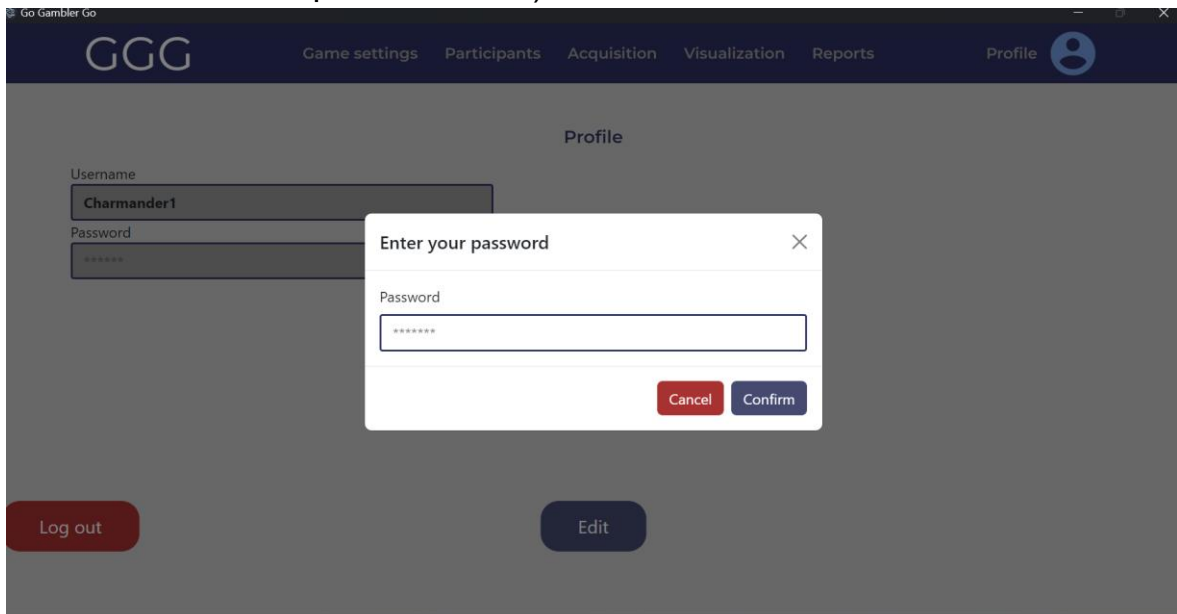
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## IV. Edit profile information

1. Once the login is successful, the following window should appear.

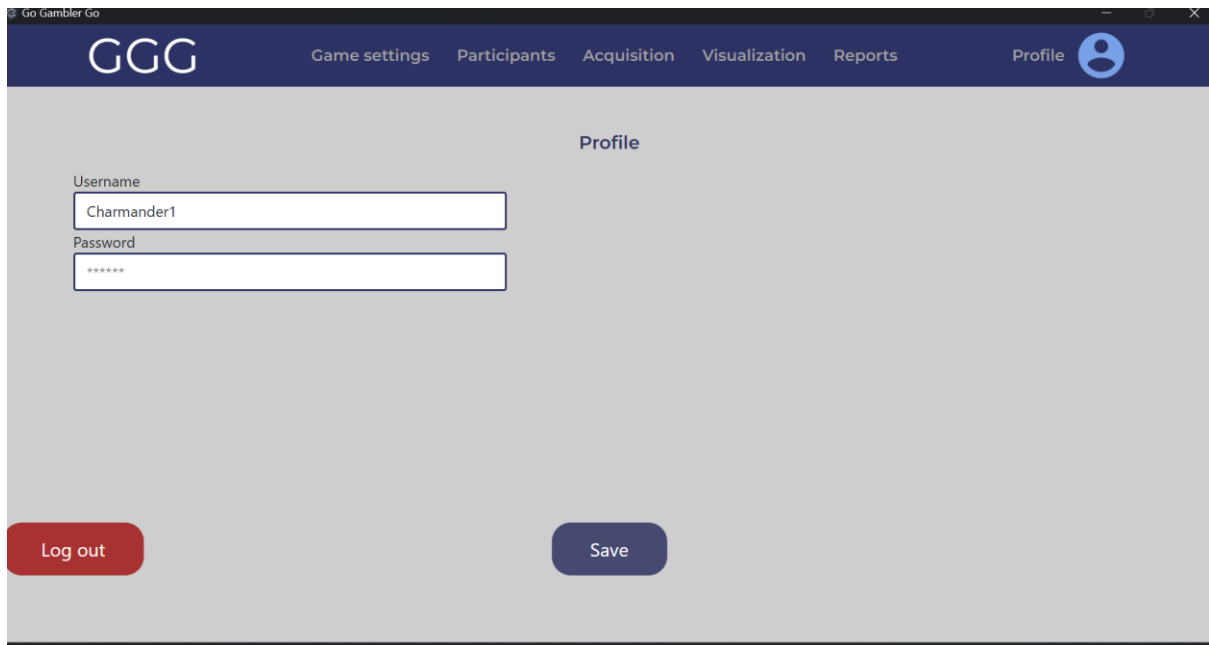


2. If you are willing to make changes on the preset Username or Password, you should click over the “Edit” button located at the bottom of the window. Once you have done so, the following window will appear. On this window you will first be asked to input your Password (which on the first time will be “admin” as explained before).



3. After you have successfully validated your password, another window will appear. This window should look like this:

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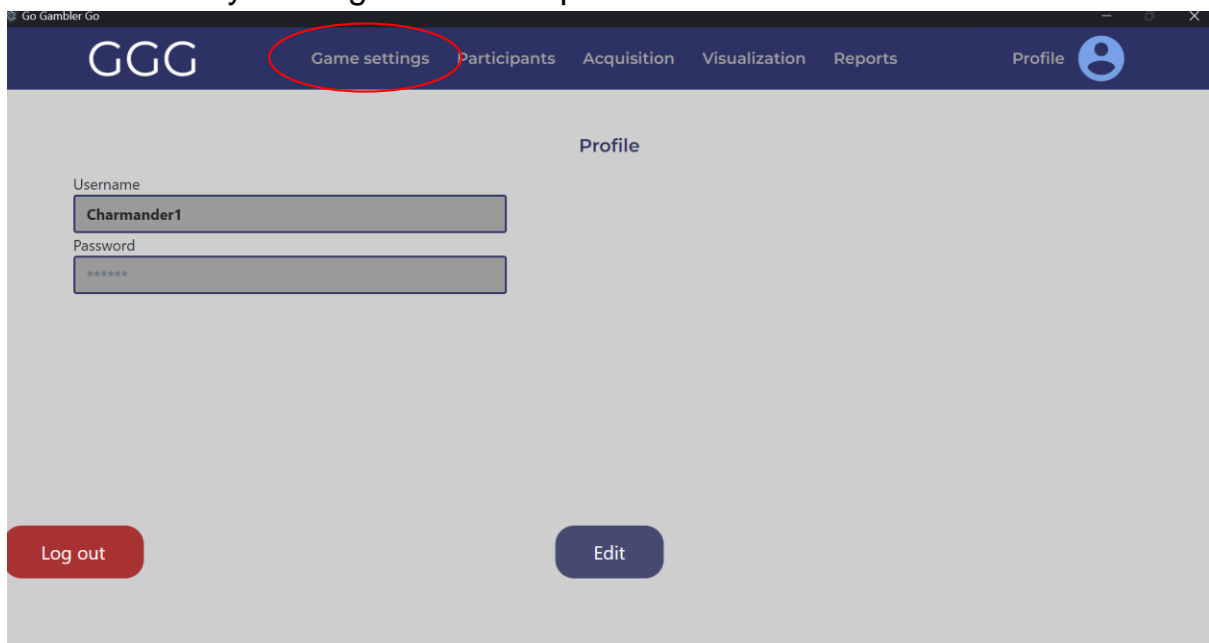


The screenshot shows the 'Profile' page of the GoGamblerGo application. The top navigation bar is dark blue with the 'GGG' logo on the left and links for 'Game settings', 'Participants', 'Acquisition', 'Visualization', 'Reports', and 'Profile' on the right. The 'Profile' link is highlighted with a user icon. The main content area is light gray and titled 'Profile'. It contains two input fields: 'Username' with the text 'Charmander1' and 'Password' with masked characters '\*\*\*\*\*'. At the bottom, there are two buttons: a red 'Log out' button on the left and a dark blue 'Save' button on the right.

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.



This screenshot is identical to the previous one, showing the 'Profile' page. However, the 'Game settings' link in the top navigation bar is circled in red to indicate it is the target for the next step. Additionally, the button at the bottom right is labeled 'Edit' instead of 'Save'.

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2. The following window will display.

The screenshot shows the 'Go Gambler Go' application window with the 'Game settings' tab selected. The interface includes a navigation bar with 'GGG' logo and links to 'Game settings', 'Participants', 'Acquisition', 'Visualization', 'Reports', and 'Profile'. The 'Game settings' section contains the following fields:

- Game settings name:** A text input field with 'New Setting' entered.
- Previously saved settings:** A dropdown menu currently set to 'None'.
- Game finish mode:** Two radio buttons. 'Selections' is selected with a value of '100'. 'Time (Seconds)' is unselected with a value of '60'.
- Card movement animation:** Two radio buttons. 'Enable (Animation is 3600ms long)' is selected. 'Disable' is unselected.

Below the 'Enable' option, there is a small preview window showing a game state with a central card displaying 'Gambas: +100' and 'Pierdes: 0'.

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:

The screenshot shows the 'Go Gambler Go' application window with the 'Decks' tab selected. The interface includes a 'Starting credits' field set to '2000'. Below this, there are four sections for configuring decks (A, B, C, and D). Each section contains:

- Deck A:** 10 positive integers separated by comma (Gain: 100, 100, 150, 50, 50, 200, 25, 100, 90, 100) and 10 negative integers separated by comma (Loss: -100, -200, -50, -25, -100, -50, -60, -75, -90, -100). Net gain: 0.
- Deck B:** 10 positive integers separated by comma (Gain: 100, 100, 150, 50, 50, 200, 25, 100, 90, 100) and 10 negative integers separated by comma (Loss: -100, -200, -50, -25, -100, -50, -60, -75, -90, -100). Net gain: 0.
- Deck C:** 10 positive integers separated by comma (Gain: 100, 100, 150, 50, 50, 200, 25, 100, 90, 100) and 10 negative integers separated by comma (Loss: -100, -200, -50, -25, -100, -50, -60, -75, -90, -100). Net gain: 0.
- Deck D:** 10 positive integers separated by comma (Gain: 100, 100, 150, 50, 50, 200, 25, 100, 90, 100) and 10 negative integers separated by comma (Loss: -100, -200, -50, -25, -100, -50, -60, -75, -90, -100). Net gain: 0.

A 'Save' button is located at the bottom center of the window.

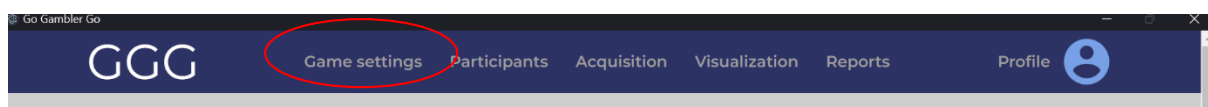
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7. At the top of this window, you can see a “Starting credits” field. In this space, you can input the desired amount of credits you want the participants to start with.
8. Since you can create new gain or loss vectors for each deck of cards, you must 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.**

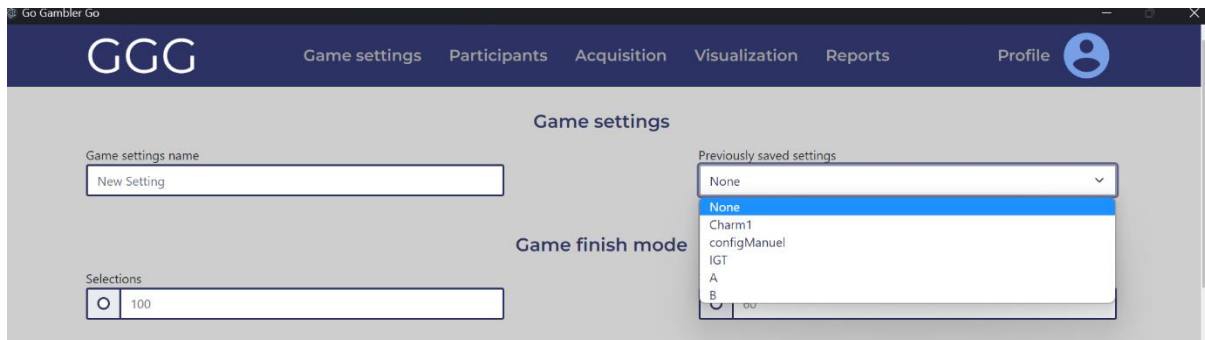
1. If you want to explore the game settings that you have previously saved, you can do so on the same “Game settings window”.



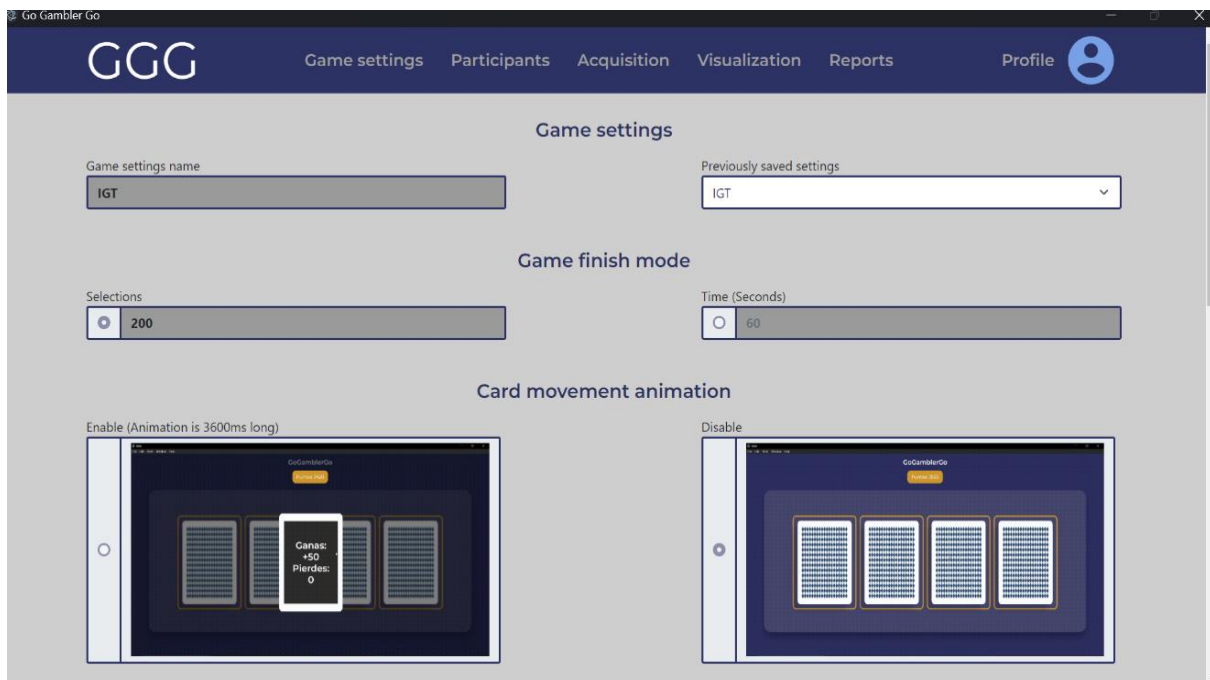


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2. At the top part of the window, you can see a label that reads: “Previously saved settings”. You will realize that this field is a dropdown. Clicking on this dropdown will display all the previously saved game settings. This action will make your 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.



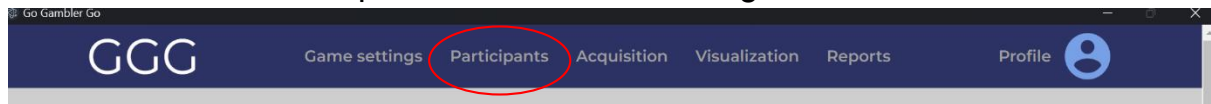
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The screenshot shows the 'Decks' window in the Go Gambler Go application. It features a 'Starting credits' field set to 2000. Below this, there are four decks (A, B, C, D) each with a 'Gain' and 'Loss' section. Each section contains 10 integers separated by commas. To the right of each deck, there is a 'Net gain' field. At the bottom, there is a 'Save' button.

Deck	Gain	Loss	Net gain
Deck A	100, 100, 100, 100, 100, 100, 100, 100, 100, 100	0, 0, 0, 0, -250, -250, -250, -250, -250, -250	-250
Deck B	100, 100, 100, 100, 100, 100, 100, 100, 100, 100	0, 0, 0, 0, 0, 0, 0, 0, 0, -1250	-250
Deck C	50, 50, 50, 50, 50, 50, 50, 50, 50, 50	0, 0, 0, 0, -50, -50, -50, -50, -50, -50	250
Deck D	50, 50, 50, 50, 50, 50, 50, 50, 50, 50	0, 0, 0, 0, 0, 0, 0, 0, -250, -250	250

## 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.

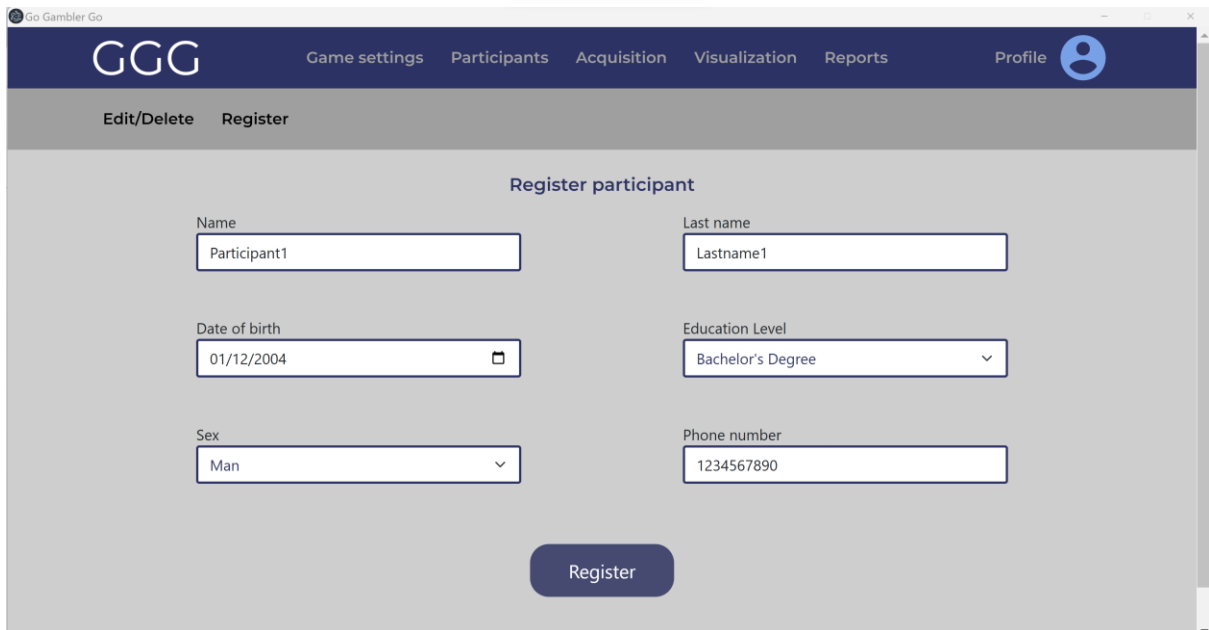
The screenshot shows the 'Subjects' window in the Go Gambler Go application. It features a navigation bar with 'Game settings', 'Participants', 'Acquisition', 'Visualization', 'Reports', and 'Profile'. Below the navigation bar, there is a 'Register' button highlighted with a red circle. The main area contains filters for Education lev, Sex, and Game, along with a 'Reset Filters' button. At the bottom, there is a table with columns for Participant ID, Name, Date of birth, Phone number, Education level, and Sex.

Participant ID	Name	Date of birth	Phone number	Education level	Sex
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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

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

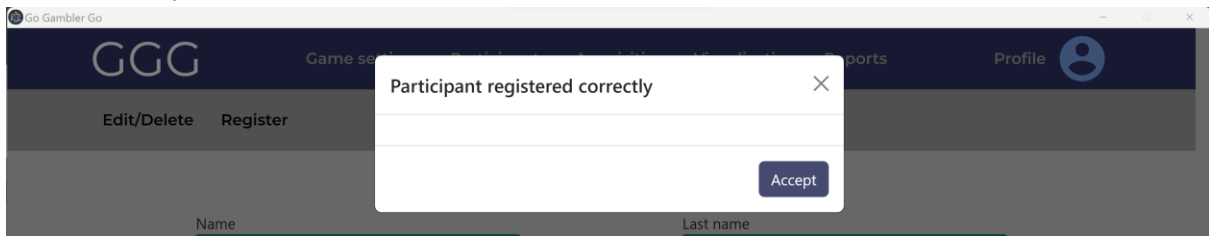


The screenshot shows the 'Register participant' form in the GoGamblerGo application. The form is titled 'Register participant' and is located within a window titled 'Go Gambler Go'. The navigation bar at the top includes 'Game settings', 'Participants', 'Acquisition', 'Visualization', 'Reports', and 'Profile'. Below the navigation bar, there are two buttons: 'Edit/Delete' and 'Register'. The form fields are as follows:

- Name: Text input field containing 'Participant1'.
- Last name: Text input field containing 'Lastname1'.
- Date of birth: Date input field containing '01/12/2004'.
- Education Level: Dropdown menu showing 'Bachelor's Degree'.
- Sex: Dropdown menu showing 'Man'.
- Phone number: Text input field containing '1234567890'.

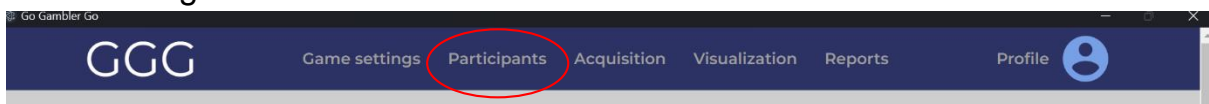
A 'Register' button is located at the bottom of the form.

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.

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Go Gambler Go

GGG

Game settings Participants Acquisition Visualization Reports Profile

Edit/Delete Register

### Subjects

#### Filters

Education lev

Bachelor's Degree  
Master's Degree

Sex

Man  
Woman

Game

No

Date of birth

From: To:

Reset Filters

Search:

Show  entries

☐ Select All

Participant ID	Name	Date of birth	Phone number	Education level	Sex
275	Participant1 Lastname1	2024-01-01	1111111111	Bachelor's Degree	Man
276	Participant2 Lastname2	2001-12-12	2222222222	Master's Degree	Woman
278	Participant4 Lastname4	2000-04-04	4444444444	Bachelor's Degree	Woman
279	Participant3 Lastname3	1908-10-10	3333333333	Bachelor's Degree	Man

Showing 1 to 4 of 4 entries 1 row selected

Previous 1 Next

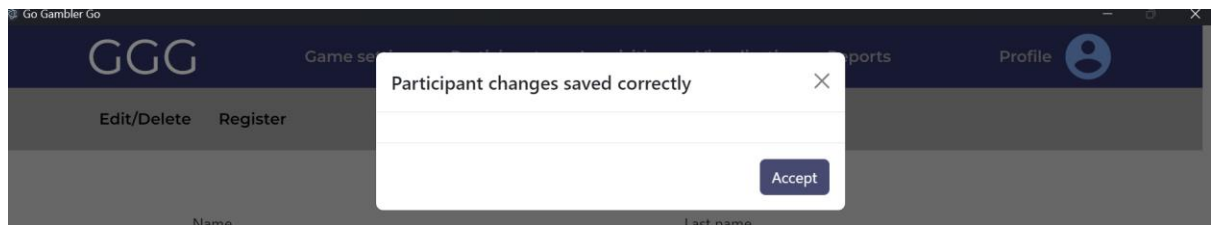
Delete Edit

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.

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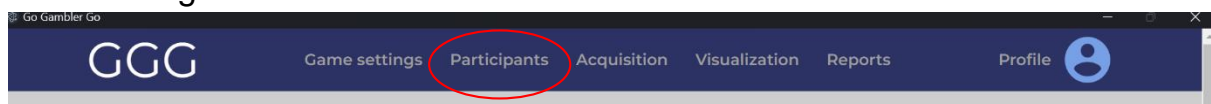
The screenshot shows the 'Edit Participant' form in the GoGamblerGo application. The form is titled 'Edit Participant' and contains several input fields and a 'Save' button. The fields are arranged in two columns. The first column contains 'Name' (text input with 'Participant4'), 'Date of birth' (date picker with '04/04/2000'), and 'Sex' (dropdown menu with 'Woman'). The second column contains 'Last name' (text input with 'Lastname4'), 'Education level' (dropdown menu with 'Bachelor's Degree'), and 'Phone number' (text input with '4444444444'). A 'Save' button is located at the bottom center of the form.

4. Once you have clicked the button, the next window will be shown, and changes will be correctly updated.

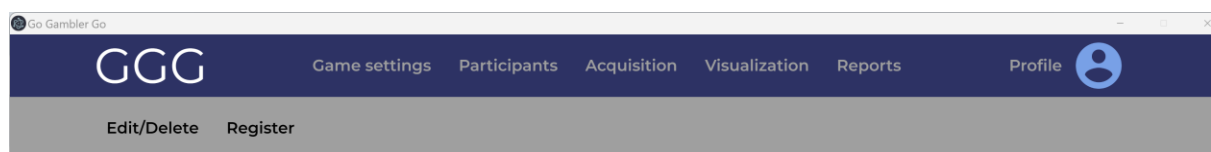


## IX. Delete an existing participant

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.



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

**Subjects**

**Filters**

Education lev: Bachelor's Degree, Master's Degree

Sex: Man, Woman

Game: No

Date of birth: From: , To: , Reset Filters

Search:

Show  entries

☐ Select All

Participant ID	Name	Date of birth	Phone number	Education level	Sex	Game
275	Participant1 Lastname1	2024-01-01	1111111111	Bachelor's Degree	Man	No
276	Participant2 Lastname2	2001-12-12	2222222222	Master's Degree	Woman	No
278	Participant4 Lastname4	2000-04-04	4444444444	Bachelor's Degree	Woman	No
279	Participant3 Lastname3	1908-10-10	3333333333	Bachelor's Degree	Man	No
282	t t	2001-01-01	0000000000	Bachelor's Degree	Man	No

Showing 1 to 5 of 5 entries 1 row selected

Previous 1 Next

Delete Edit

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

☐ Select All

Participant ID	Name	Date of birth	Phone number	Education level	Sex	Game
275	Participant1 Lastname1	2024-01-01	1111111111	Bachelor's Degree	Man	No
276	Participant2 Lastname2	2001-12-12	2222222222	Master's Degree	Woman	No
278	Participant4 Lastname4	2000-04-04	4444444444	Bachelor's Degree	Woman	No

Success

Subjects deleted

Accept

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

Participant ID	Name	Date of birth	Phone number	Education level	Sex	Game
275	Participant1 Lastname1	2024-01-01	1111111111	Bachelor's Degree	Man	No
276	Participant2 Lastname2	2001-12-12	2222222222	Master's Degree	Woman	No
278	Participant4 Lastname4	2000-04-04	4444444444	Bachelor's Degree	Woman	No
279	Participant3 Lastname3	1908-10-10	3333333333	Bachelor's Degree	Man	No

Showing 1 to 4 of 4 entries 2 rows selected

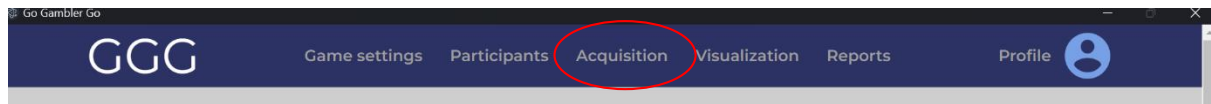
Previous 1 Next

Delete Edit

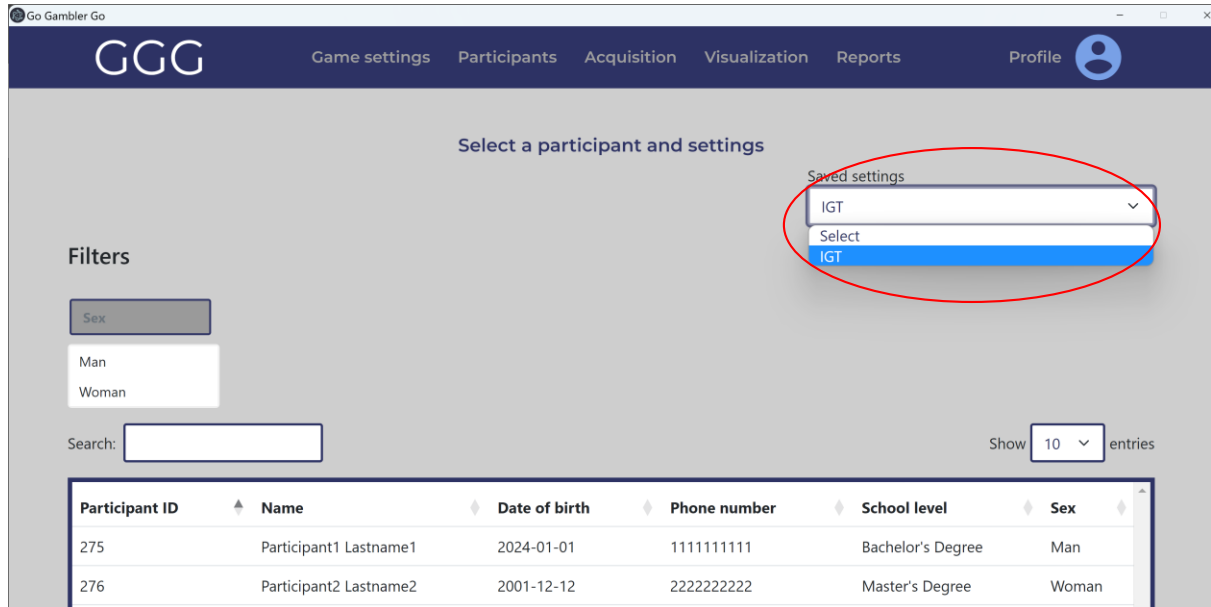
## X. Start a new game or test application

1. Click on the "Acquisition" button in navigation bar.

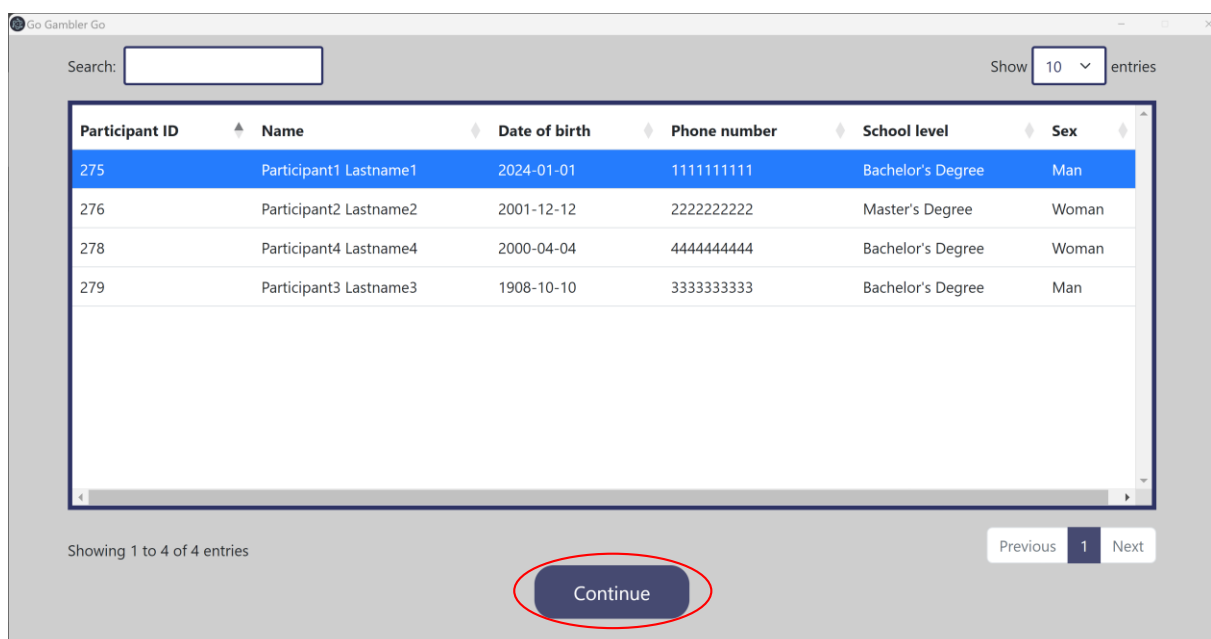
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2. The following window will be displayed. On the top right part, you will find a dropdown where you can select any previously saved Game Settings.



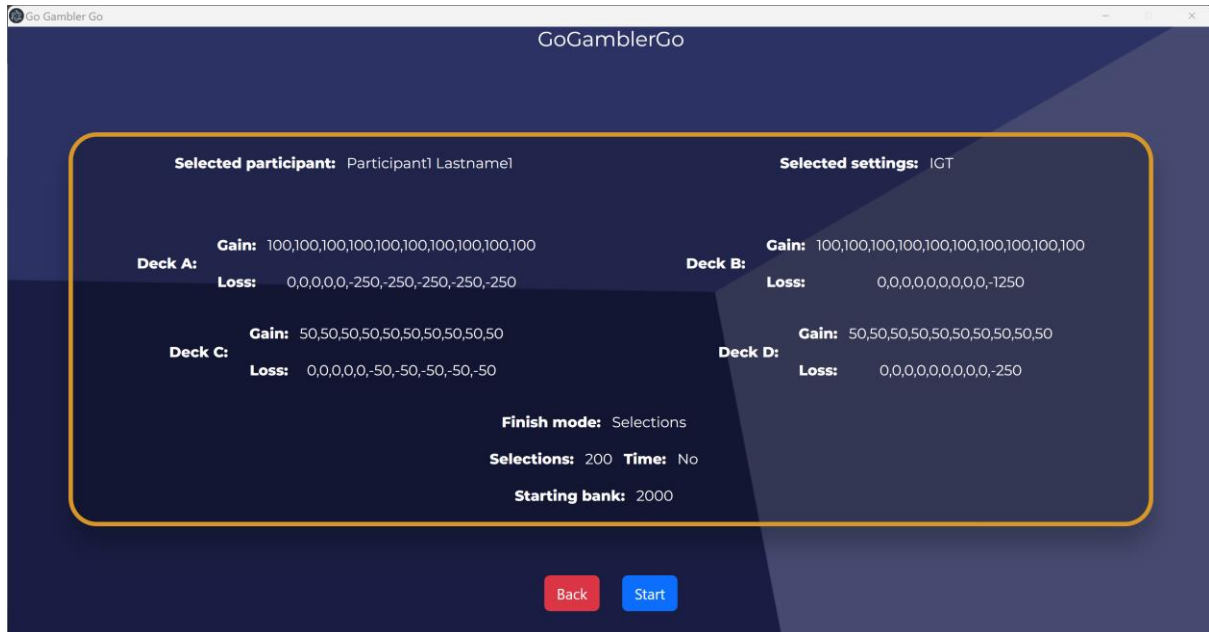
3. Go to the participant table and choose the participant who will do the test by clicking on the corresponding row, and click on the "Continue" button located at the bottom



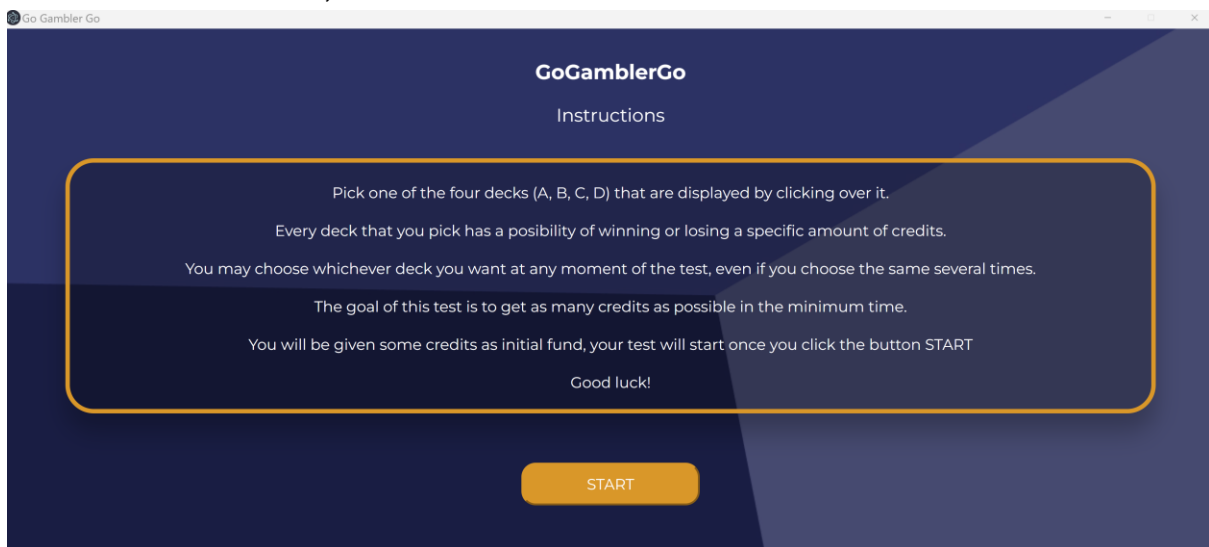
4. After game setting and participant selection, the following window will be displayed. This window is a summary of the selected options. You can see

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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.

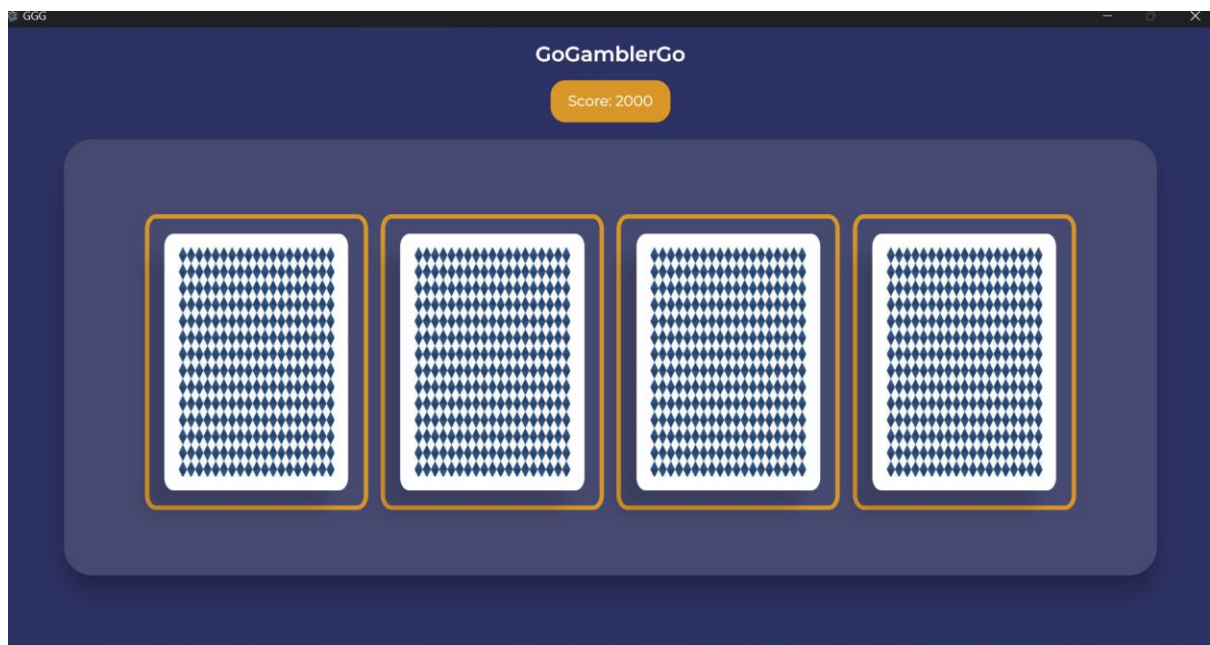


7. After clicking the start button, the test or game begins. Play by choosing whichever deck you want to every round.

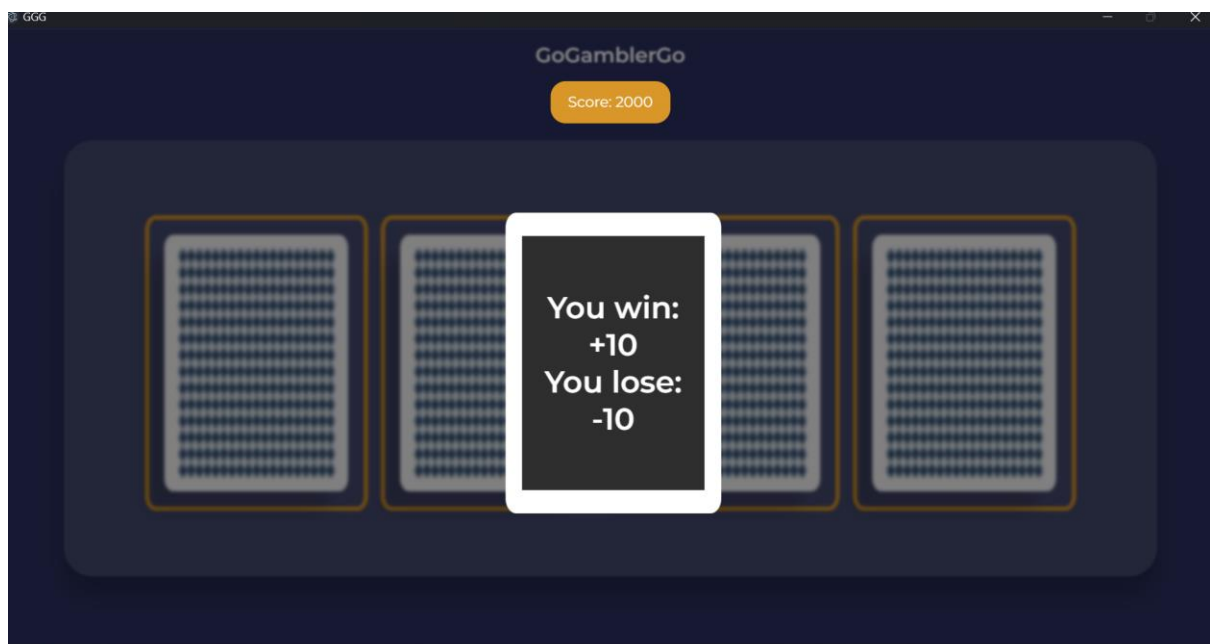


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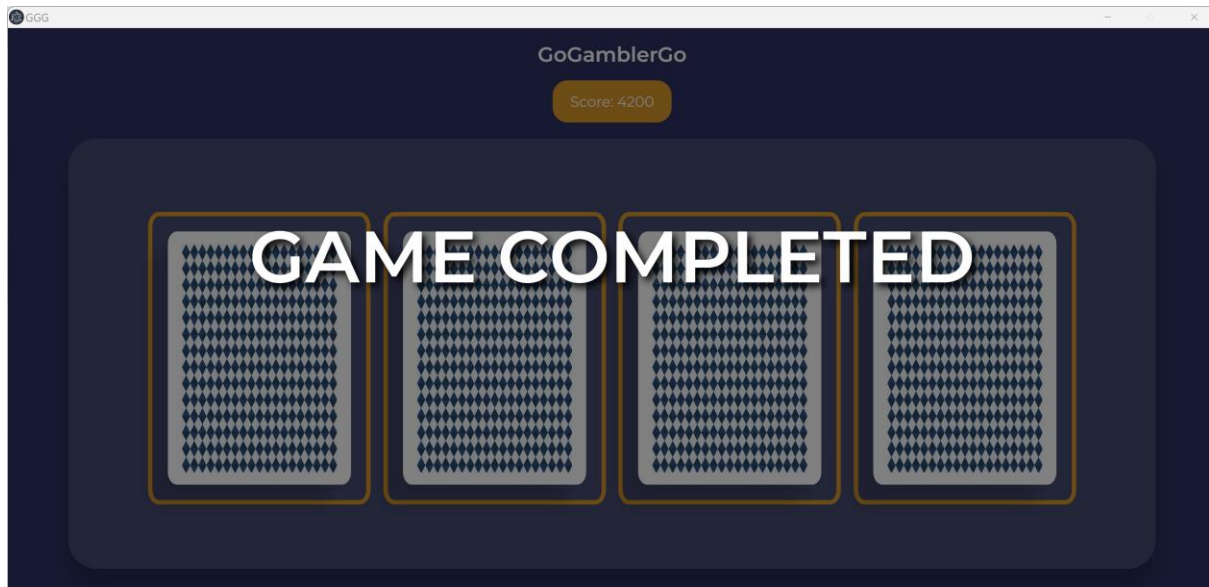
8. After clicking on a deck of cards, this window will open, showing the feedback of your choice, and repeating the process until the game ends.



Notice that this feedback disables 3 seconds the selection of the decks.

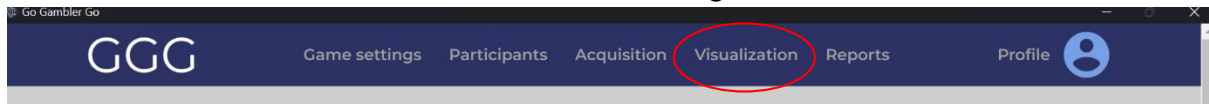
9. Once the game or test has finished, the following window is displayed. To go back to the “Acquisition” view, click over the phrase “GAME COMPLETED”.

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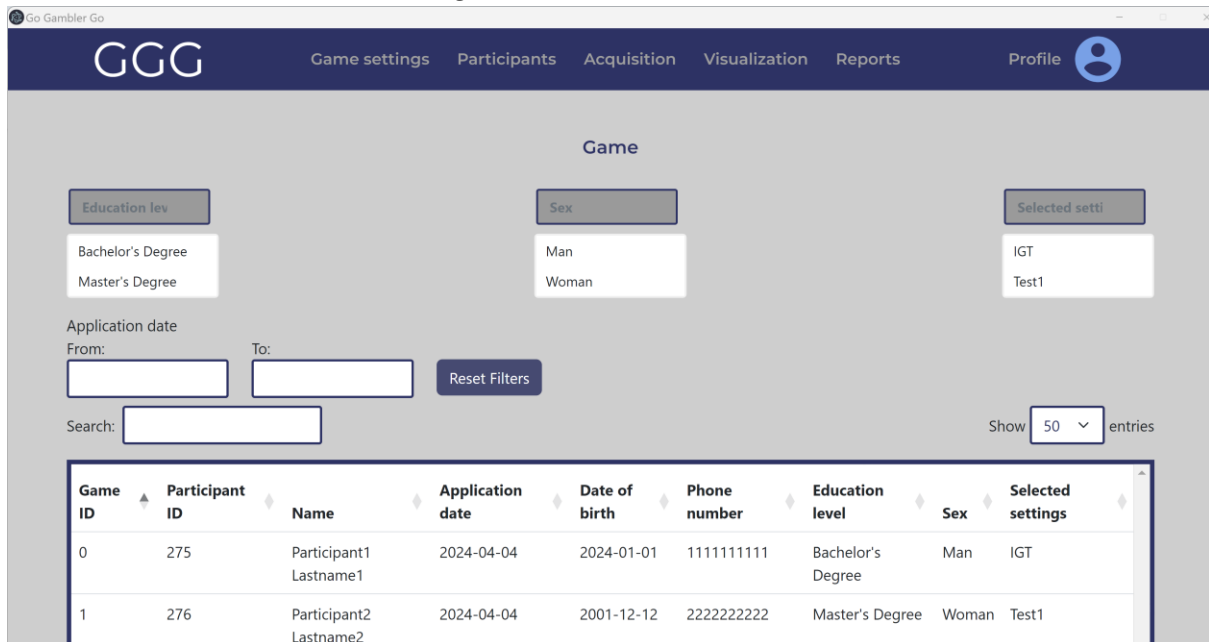


## XI. Examine a completed game or test

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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The screenshot shows the 'Go Gambler Go' application window. At the top, there are input fields for 'From:' and 'To:', a 'Reset Filters' button, a 'Search:' field, and a 'Show 50 entries' dropdown. Below these is a table with the following columns: Game ID, Participant ID, Name, Application date, Date of birth, Phone number, Education level, Sex, and Selected settings. The table contains three entries, with the second entry (Game ID 1) highlighted in blue. At the bottom, it says 'Showing 1 to 3 of 3 entries' and has 'Previous', '1', and 'Next' navigation buttons.

Game ID	Participant ID	Name	Application date	Date of birth	Phone number	Education level	Sex	Selected settings
0	275	Participant1 Lastname1	2024-04-04	2024-01-01	1111111111	Bachelor's Degree	Man	IGT
1	276	Participant2 Lastname2	2024-04-04	2001-12-12	2222222222	Master's Degree	Woman	Test1
2	278	Participant4 Lastname4	2024-04-04	2000-04-04	4444444444	Bachelor's Degree	Woman	Test1

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

The screenshot shows the 'Results' table in the application. The table has columns: Iteration, Start, Click, Feedback, Feedback end, Interval, Pick, Gain, Loss, and Balance. It contains 10 rows of data. Below the table is a red 'Delete Game' button and the text 'Delete game to reapply.'

Iteration	Start	Click	Feedback	Feedback end	Interval	Pick	Gain	Loss	Balance
1	13:53:13:376	13:53:14:007	13:53:14:009	13:53:16:012	631	A	150	-50	2100
2	13:53:16:015	13:53:16:689	13:53:16:691	13:53:18:695	676	A	200	-50	2250
3	13:53:18:697	13:53:19:132	13:53:19:133	13:53:21:144	431	C	150	-100	2300
4	13:53:21:145	13:53:21:451	13:53:21:452	13:53:23:458	312	B	150	-25	2425
5	13:53:23:460	13:53:23:858	13:53:23:859	13:53:25:868	396	D	100	-50	2475
6	13:53:25:871	13:53:26:339	13:53:26:340	13:53:28:351	469	C	200	-60	2615
7	13:53:28:353	13:53:28:849	13:53:28:851	13:53:30:858	500	B	200	-60	2755
8	13:53:30:861	13:53:31:376	13:53:31:378	13:53:33:380	523	C	100	-200	2655
9	13:53:33:382	13:53:33:828	13:53:33:829	13:53:35:840	439	B	100	-200	2555

The data displayed are:

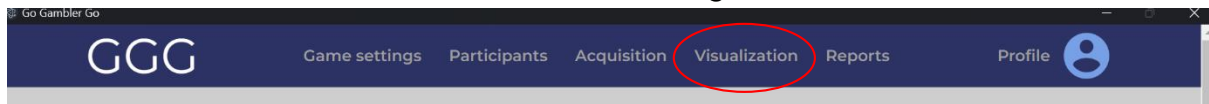
- Iteration: Round number or selection number.
- Start: Time when the round begins.
- Click: Time when the deck selection was made.
- Feedback: Time when the feedback card was shown.
- Feedback end: Time when the feedback card is thrown out.
- Interval: Response latency, i.e. amount of milliseconds between the last round click and the click of the current round, without considering the feedback time.

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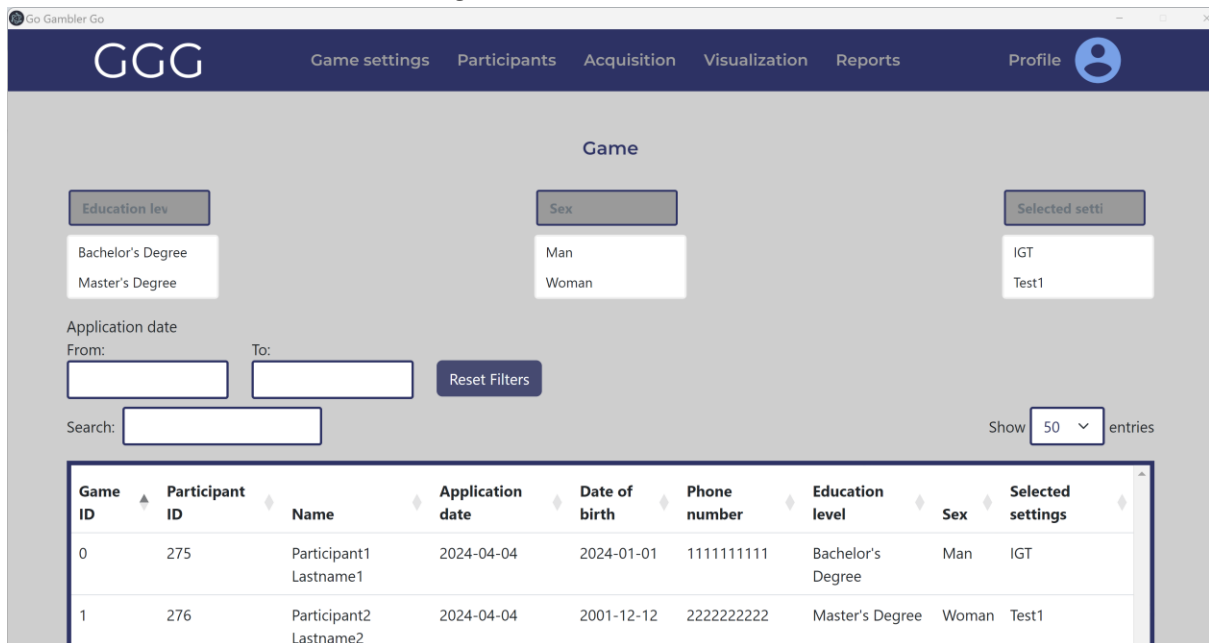
- g. Pick: Selected deck (A, B, C, D).
- h. Gain: Earned credits in this iteration or round.
- i. Loss: Lost credits in this iteration or round.
- j. Balance: Total of credits obtained until this iteration or round.

## XII. Delete an existing completed game

1. Click on the “Visualization” button in navigation bar.

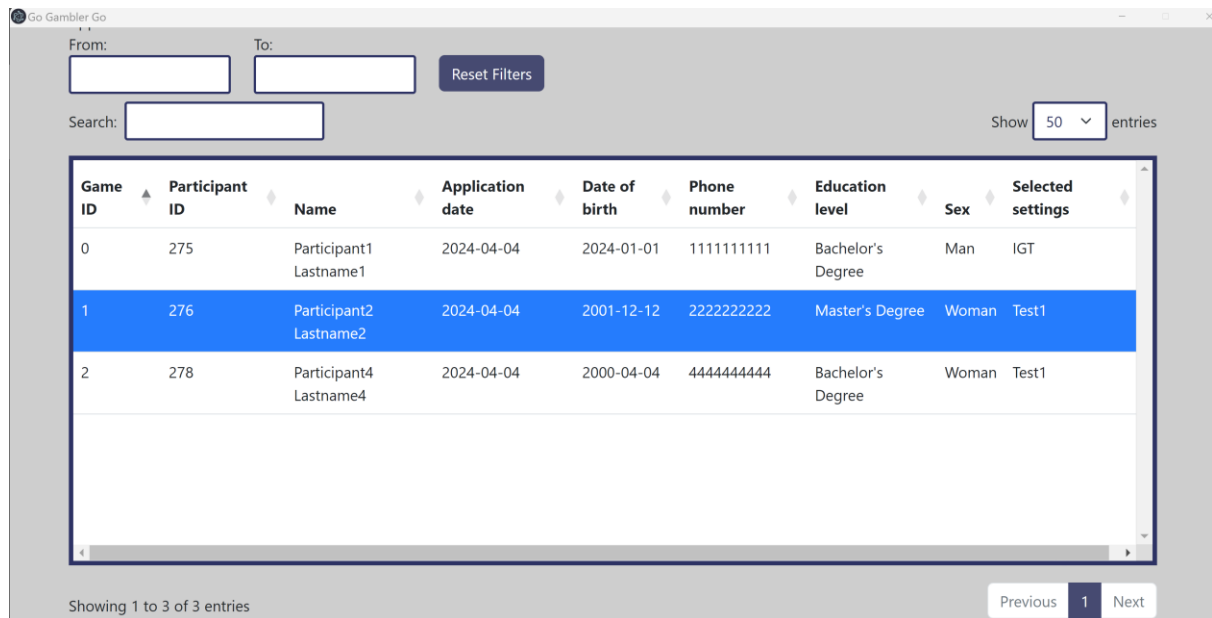


2. You will see the following window.

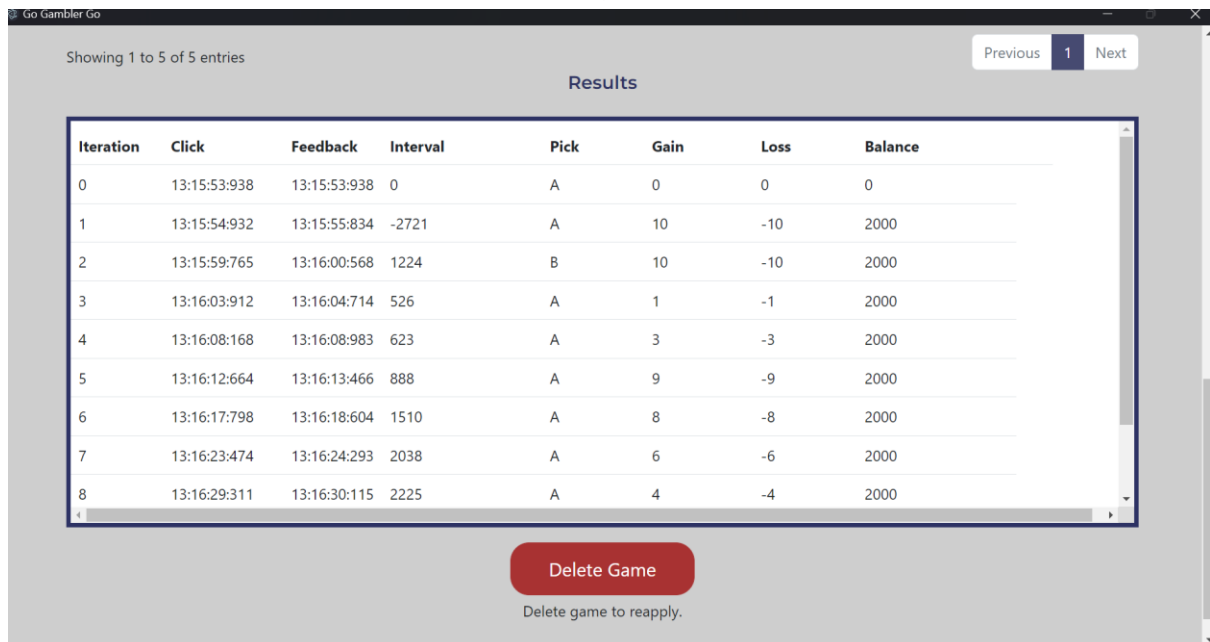


3. In the first table, you will see every previously completed game. If you want to delete a specific game or test, you can click on the corresponding row.

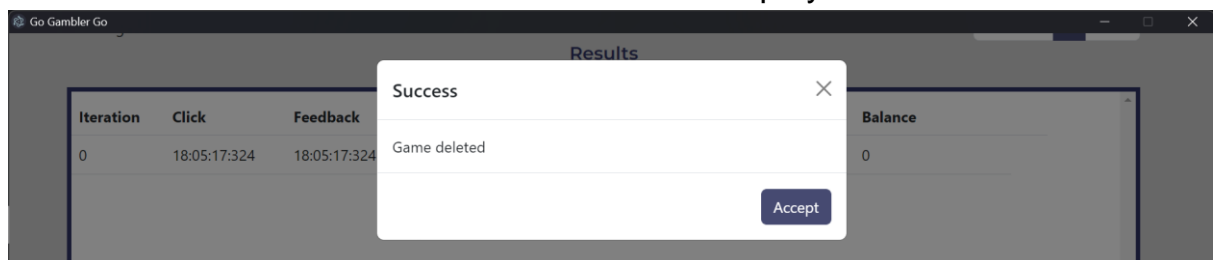
# GoGamblerGo: A computer program for management and application of the Iowa Gambling Task



4. Move to the bottom of the window, and click on the “Delete Game” button.



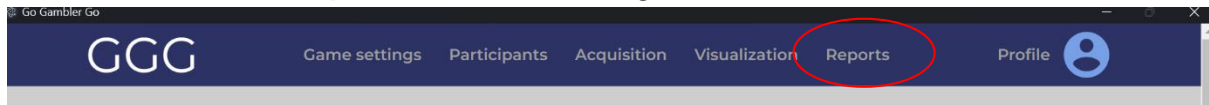
5. A confirmation windows of the deletion will be displayed.



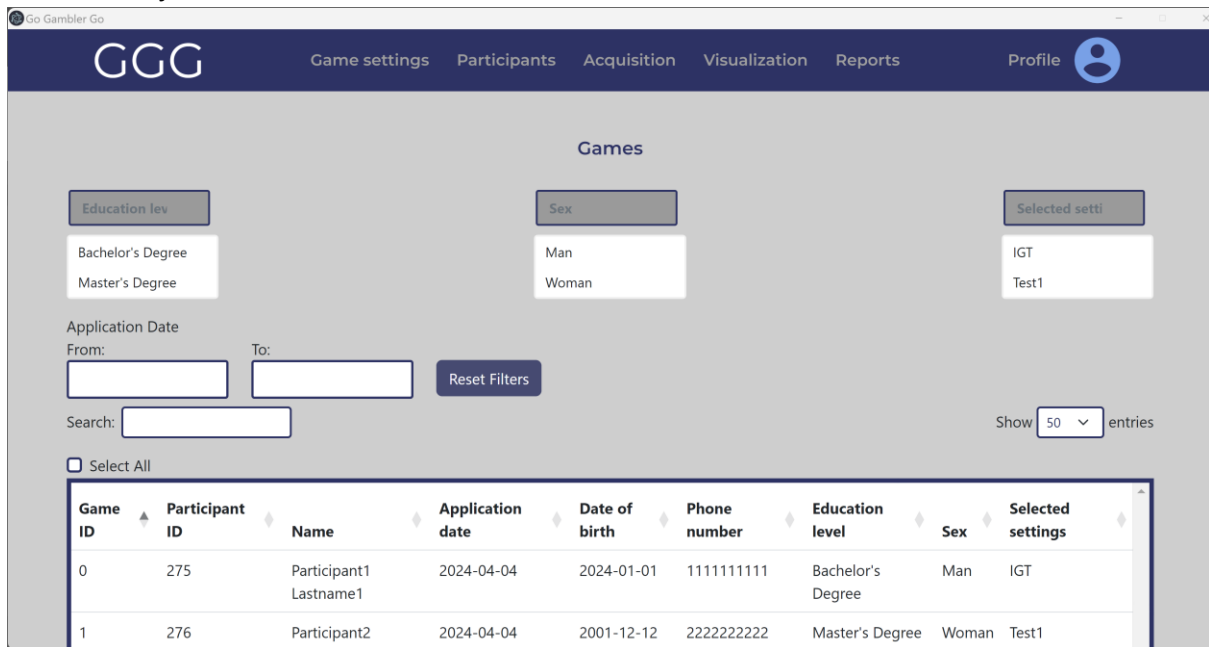
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## XIII. Export game information

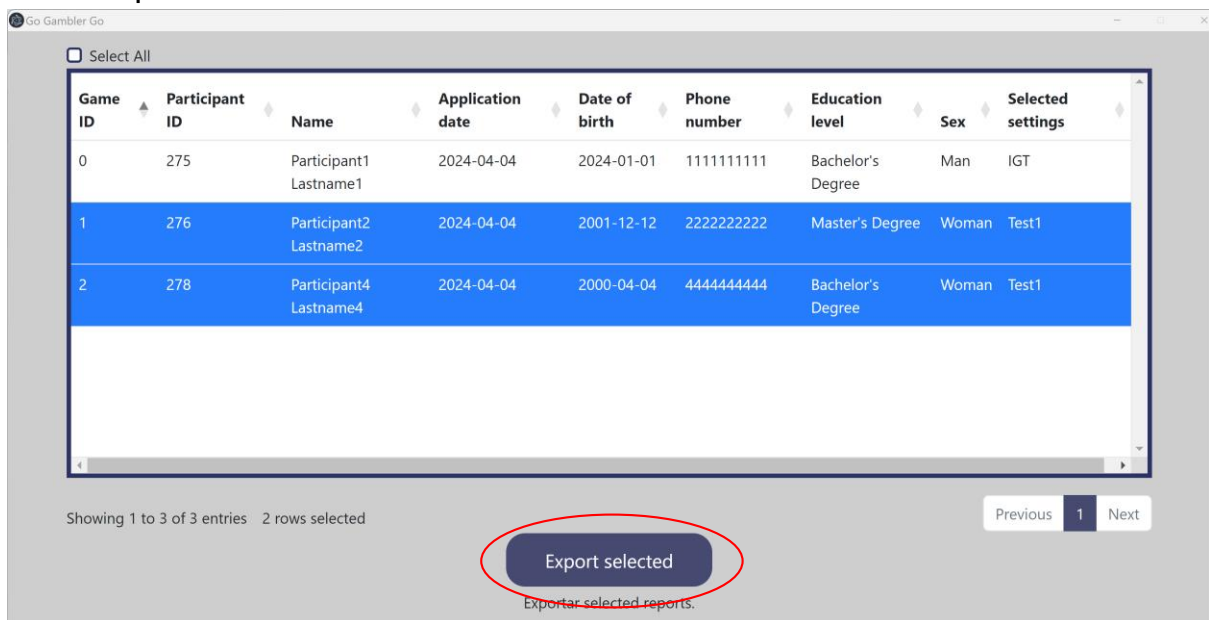
1. Click on the “Reports” button in navigation bar.



2. You will see the following window which contains the completed games in the system.

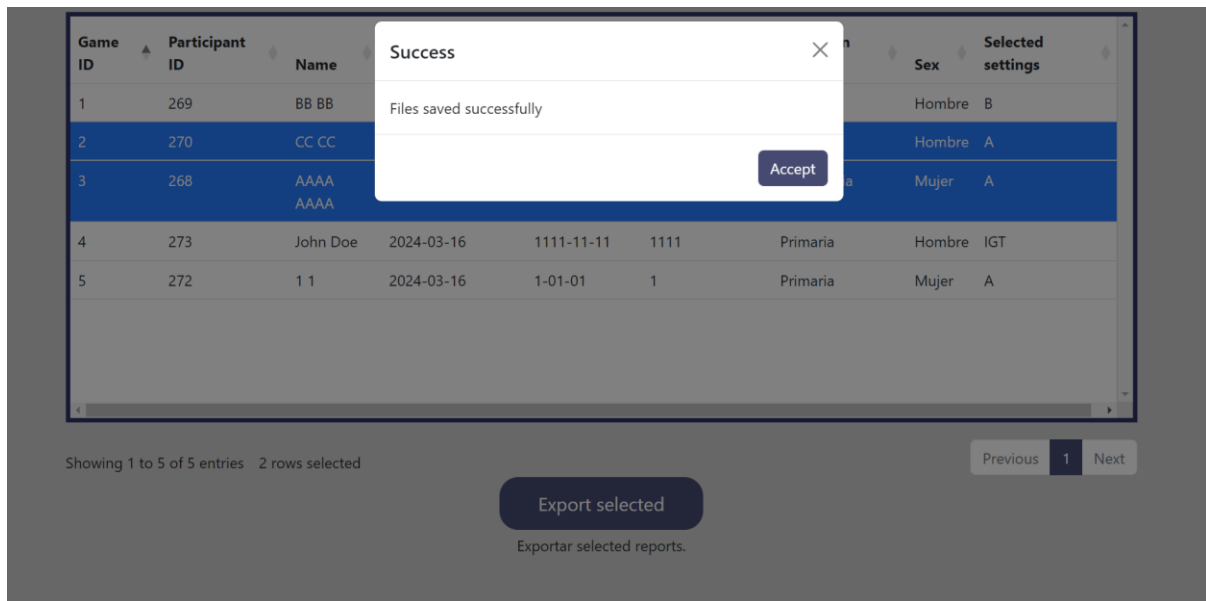


3. Click on the game(s) or application(s) you want to export, and click on the “Export Selected” button.

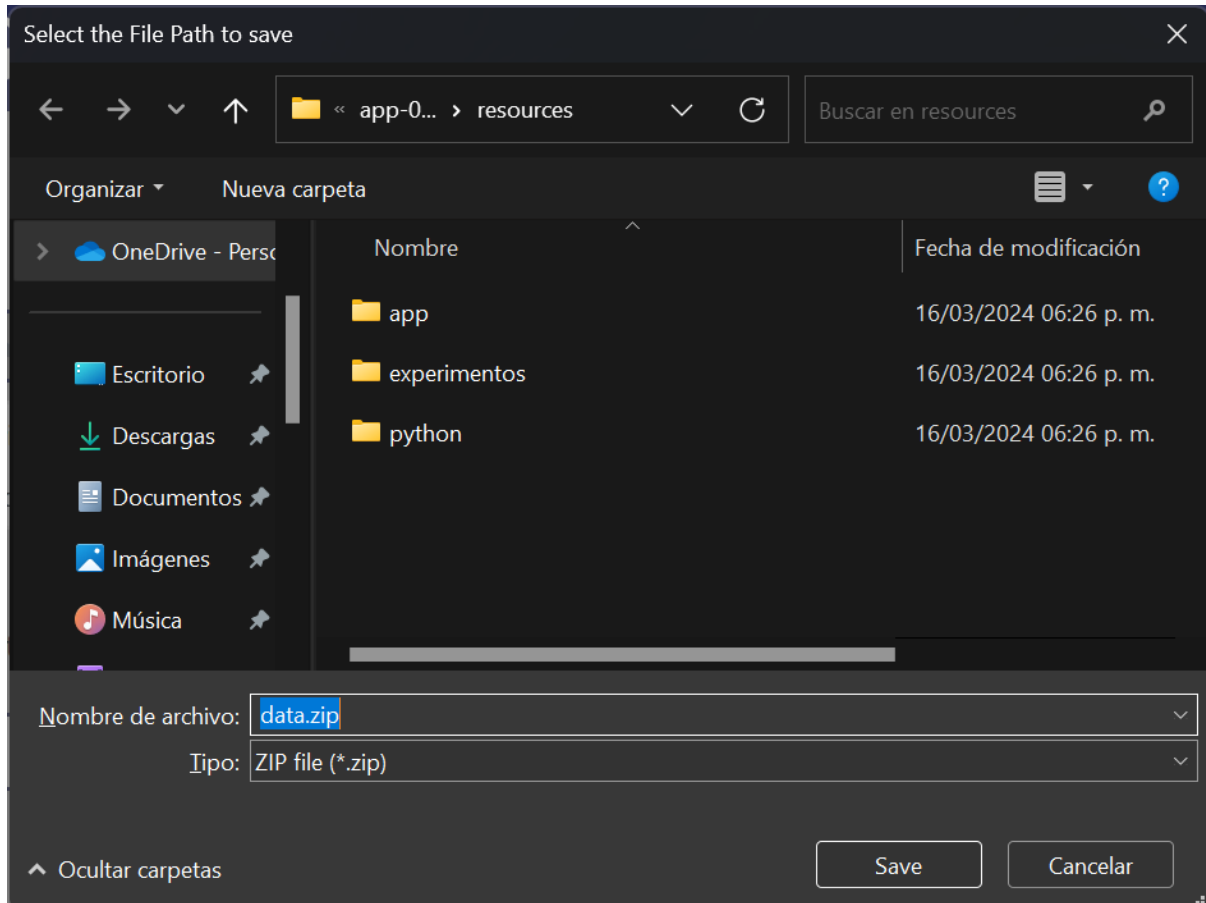


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4. Once the data have been exported, you will get the following feedback.

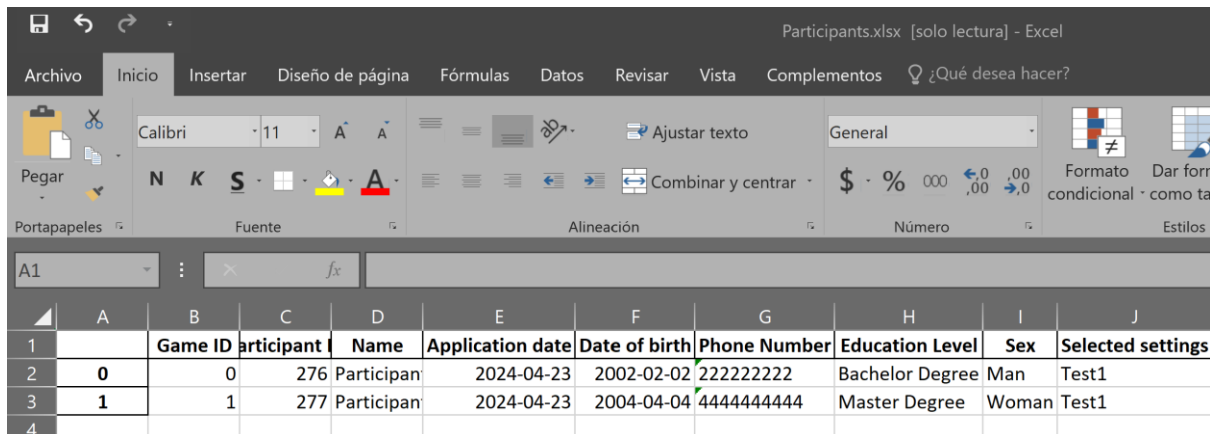


5. After that, a file explorer window is displayed and you have to select the path on your computer where you want to save the generated zip file.



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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 unique and automatically generated ID to identify the implemented games or applications of the test.
  - A unique and automatically generated ID to identify the participants.
  - Participant’s name including last name.
  - The date when the application or game was played or implemented by the participant.
  - Participant’s birthdate.
  - Participant’s Phone Number
  - Education Level of the participant
  - Participant’s sex
  - The settings of the application or game.



	A	B	C	D	E	F	G	H	I	J
1		Game ID	participant	Name	Application date	Date of birth	Phone Number	Education Level	Sex	Selected settings
2	0	0	276	Participant	2024-04-23	2002-02-02	222222222	Bachelor Degree	Man	Test1
3	1	1	277	Participant	2024-04-23	2004-04-04	444444444	Master Degree	Woman	Test1
4										

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:

- Iteration: Round number or selection number.
- Start: Time when the round begins.
- Click: Time when the deck selection was made.



