IRAP Experimenter's Script

We have found that for participants to complete the IRAP successfully, they need to learn the following steps in this specific order. That is, if participants try to go quickly before they have learned to go accurately, or if they try to be accurate without understanding that they must be accurate to the rule rather than their own opinion, they are unlikely to complete the IRAP successfully.

1. Conceptualization – Does the participant understand that they’re not being asked for their personal opinion, but rather to follow a rule?
2. Accuracy - Can they do this accurately?
3. Speed - Are they getting faster with practice?

The following is a list of what we think are the key ‘pieces’ that need to be included in the experimenter’s verbal frontend to get participants through the IRAP successfully. They aren’t always delivered in the order they’re presented here, but are used as needed.

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| Before beginning, have the IRAP prepared at the pre-block screen that states the rule (after ‘prepare screen for participant’). Bold Text denotes content that will differ depending on the IRAP. |

* Unlike a questionnaire, which asks you for your personal opinion, this task just asks you to follow a rule. For the moment, that rule is the word ‘life’ is positive and ‘death’ is negative.
* You will see either "life" or "death" at the top of the screen, and positive and negative words in the middle of the screen such as “happy” or “upsetting”. According to the rule – and not necessarily what you believe – is this one True or False? What was the rule again?
* This is just a pairing task - go as slowly as you need to get them all right according to the rule. You’ll naturally start to go faster when you’ve learned to be accurate.
* Unlike a questionnaire, where you can give whatever answer you want to, in this task if you get one “wrong” according to the rule you’ll see a red X. Simply give it the “right” answer to continue.
* After every block the rule swaps, and there’s only two rules. As you can see, now the rule is ‘life is negative and death is positive’.
* Well done. Keep going until you see a blue screen. Keep being as accurate as you can, and when you’re accurate you’ll naturally go quickly too.

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| *If a participant is responding very quickly at the sacrifice of accuracy, the experimenter needs to undermine this quickly and effectively. The experimenter may stop them mid-block and emphasise that they need to concentrate on being accurate first.* |