**Desk Clutter**

**General setup:**

* **Clutter condition will change weekly approx. (10-15 participants/week)**
* **Light will remain on in the room**
* **Participants can walk out of the study at any time**

**Counterbalance encoding:**

1. N-back, flanker, go-no go, Posner
2. N-back, flanker, Posner, go-no go
3. N-back, go-no go, flanker, Posner
4. N-back, go-no go, Posner, flanker
5. N-back, Posner, go-no go, flanker
6. N-back, Posner, flanker, go-no go
7. Posner, flanker, go-no go, N-back
8. Posner, flanker, N-back, go-no go
9. Posner, go-no go, N-back, flanker
10. Posner, go-no go, flanker, N-back
11. Posner, N-back, go-no go, flanker
12. Posner, N-back, flanker, go-no go
13. Flanker, go-no go, Posner, N-back
14. Flanker, go-no go, N-back, Posner
15. Flanker, N-back, go-no go, Posner
16. Flanker, N-back, Posner, go-no go
17. Flanker, Posner, N-back, go-no go
18. Flanker, Posner, go-no go, N-back
19. Go-no go, Posner, N-back, flanker
20. Go-no go, Posner, flanker, N-back
21. Go-no go, N-back, flanker, Posner
22. Go-no go, N-back, Posner, flanker
23. Go-no go, flanker, Posner, N-back
24. Go-no go, flanker, N-back, Posner

**N-back(2 back):**

* 15 letters are used A, B, C, D, E, H, I, K, L, M, O, P, R, S, and T.
* When participants see a letter that is the same as the letter presented 2 presentations before they should press ‘M’ on the keyboard.
* This experiment has one practice block of 25 and 4 real blocks of 25.
* This portion should task less than 10 minutes.
* Columns:
  + Column 1: Blocknumber (the number of the block, there are 5 blocks)
  + Column 2: Trial number (25 trials in each block)
  + Column 3: Type of trial (1=a matching stimulus; 0=a non-matching stimulus)
  + Column 4: Score (1 = correct, 0 = incorrect)
  + Column 5: Match (1 means participants matched correctly, 0 otherwise; only meaningful on match trials)
  + Column 6: Miss (1 means participants missed, 0 otherwise; only meaningful on non-matching trials)
  + Column 7: False Alarm (1 means participants wrongly pressed button, 0 otherwise; only meaningful on non-matching trials)
  + Column 8: Reaction Time
  + Column 9: Memory (a variable used internally)
  + Column 10: Current letter (the current letter, a number between 1 and 15, representing letterA, etc)
  + Column 11: nback1 (the letter 1 trial ago, a number between 1 and 15, representing with letterA, etc)
  + Column 12: nback2 (the letter 2 trials ago, a number between 1 and 15, representing with letterA, etc)

**Flanker:**

* Stimuli are c & x, v & b. When c or x are presented, the participant will respond with ‘A’ and when v or b are presented the participant responds with ‘L’.
* This experiment has one practice block consisting of 12 trials and 2 real blocks both consisting of 100 trials.
* This experiment should take less than 10 minutes.
* Columns:
  + Column 1: trial number
  + Column 2: stimulus text
  + Column 3: congruency (1 = congruent, 2 = incongruent)
  + Column 4: status (1=correct, 2=error, 3=too slow)
  + Column 5: Response time (ms)
* The first 12 trials are part of the practice block and should be excluded from analysis.

**Go-no go:**

* Stimuli are either a green circle that says go or a red circle that says no-go. Participants are instructed to press the spacebar when they see a green circle and to not press anything when they see a red circle.
* This task has 1 block of 200 go trials and 50 no-go trials randomized
* This experiment should take less than 10 minutes
* Columns:
  + Column 1: Name of task (go or nogo)
  + Column 2: The response speed (in nogo trials it should be 2000 which is the timeout)
  + Column 3: The error status (0 = correct, 1 = error)

**Posner cueing:**

* In this task two boxes are on either side of the fixation point. A cross is presented within one of the boxes and a green circle is presented after. A congruent trial is when the cross and circle are presented in the same box. Incongruent is when a cross is presented in one box and the circle is presented in another.
* This task is consisting of 200 trials in a single block.
* This task should take 10 minutes or less
* Columns:
  + Column 1: (cueleft, cueright)
  + Column 2: target position (targetleft, targetright)
  + Column 3: cue validity (cued, uncued)
  + Column 4: cue validity number (1 = cued, 0 = uncued)
  + Column 5: Response time (ms)
  + Column 6: Status (1 = correct, 2 = wrong, 3 = timeout)

**Surveys:**

* **Demographics:**
  + Age
  + Sex
  + Ethnicity
* **State Trait Anxiety Inventory (STAI)**
  + 20 questions
* **Neuroticism Scale**
  + 10 questions
* Should take less than 5 minutes
* STAI and Neuroticism Scale are presented in random order.