In-task script for experiment RLvSL

Bulk text-loading functions:

function load\_instructions

inst\_txt1 = 'Thank you for participating in our experiment.';

inst\_txt2 = 'In this experiment, you will play a game where the goal is';

inst\_txt3 = 'to guess which one of two presented shapes or letters';

inst\_txt4 = 'provides more points on average (more meaning greater than 50).';

inst\_txt5 = 'Imagine you have a 2-choice slot machine in front of you,';

inst\_txt6 = 'and there is one that is objectively better than the other';

inst\_txt7 = 'Once you know that one of the shapes is the best,';

inst\_txt8 = 'you wouldn''t care to try the other since it might''ve been an';

inst\_txt9 = 'unlucky pull.';

inst\_txt10 = 'It is the same with our game.';

function load\_instructions2

inst\_txt1 = 'Imagine now that you are at the casino.';

inst\_txt2 = 'In front of you are 3 slot machines, each marked by a color';

inst\_txt3 = 'and a unique set of shapes for each machine.';

inst\_txt4 = 'You will pull on one machine for 16 pulls, and then have to move on';

inst\_txt5 = 'to another.';

inst\_txt6 = 'Each machine is calibrated by 1 of 3 technicians:';

inst\_txt7 = 'Alice, Bob, and Charlie.';

% insert picture of their faces here in main loop

inst\_txt8 = 'During the task you''ll see which technician calibrates which machine.';

inst\_txt9 = 'Press [space] to continue.';

function load\_instructions3

inst\_txt8 = 'At each calibration, the technician will set';

inst\_txt9 = 'the good shape for that round.';

inst\_txt10 = 'Each technician employs a different strategy';

inst\_txt11 = 'in setting the good shape.';

inst\_txt12 = 'Your goal is to choose the good shape set by the technician,';

inst\_txt13 = 'since that is how you will earn more points.';

inst\_txt14 = 'Remember: The outcome shown is there to help, but sometimes,';

inst\_txt15 = 'confuse you in determining the good shape.';

inst\_txt16 = '(i.e. the good shape can have outcomes less than 50,';

inst\_txt17 = 'and the bad shape can have outcomes more than 50';

inst\_txt18 = 'Press [space] to continue.';

function load\_pre\_prac

prac\_txt1 = 'Now, we are going to do some training rounds.';

prac\_txt2 = 'The goal of this training is to understand';

prac\_txt3 = 'how the game works and see some of the quirks';

prac\_txt4 = 'you''ll encounter throughout the game.';

prac\_txt5 = 'For example, you''ll notice that the letters are not';

prac\_txt6 = 'always in the same position after each trial.';

prac\_txt7 = 'So pay constant attention to where your desired letter is';

prac\_txt8 = 'to not accidentally lose points!';

In-loop text:

elseif iblk == length(expe) % end of last session

labeltxt1 = 'End of experiment.';

labeltxt2 = 'Thanks for playing.';

elseif mod(expe(iblk).sesh,2) == 1 && mod(iblk-nblk\_prac,(length(expe)-nblk\_prac)/expe(length(expe)).sesh)==0 % end of a session but not break time (odd)

labeltxt1 = sprintf('End of session %d.',expe(iblk).sesh);

labeltxt2 = 'Winning points is hard work!';

labeltxt3 = 'Take a short break to rest your eyes and neck.';

labeltxt4 = 'Press [space] to continue to next session.';

elseif mod(expe(iblk).sesh,2) == 0 && mod(iblk-nblk\_prac,(length(expe)-nblk\_prac)/expe(length(expe)).sesh)==0 % break time screen (even)

labeltxt1 = sprintf('End of session %d.',expe(iblk).sesh);

labeltxt2 = 'Do not continue.';

labeltxt3 = 'Notify the proctor.';