Node-linked graphs are graphs made of vertices and edges. Those graphs are used to represent *causal relationship* between two or more variables. The node-linked graph displayed in figure 2 has two vertices: "having fun" and "good memories", and one edge between them which points towards "good memories". When reading this graph one would say: "Having fun causes good memories".

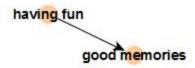


Figure 1.1

Those graphs are also used to show *causal paths* or *indirect relationships* between factors. For example Figure 1.2 shows that "playing games" causes "having fun" which causes "good memories". At the same time "playing games" causes "procrastination", which causes "dissatisfaction". These are two different *causal paths*. Therefore, "playing games" *indirectly causes* "dissatisfaction" and "good memories".

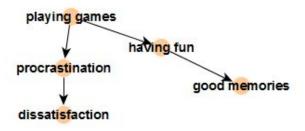


Figure 1.2

The same information can also be displayed in a **matrix-based graph** (Figure 1.3). The darker squares on the matrix show that the row factor (horizontal label, on the left) is causing the column factor (vertical label, at an angle). For example, "playing games" (horizontal) causes "having fun" (vertical). Then if we are looking for a path we will look for factors that are caused by "having fun". In order to do this we find the "having fun" factor on the left and will find the column factor that it is connected with, which is "good memories". This way the same causal path is found: playing games -> having fun -> good memories.

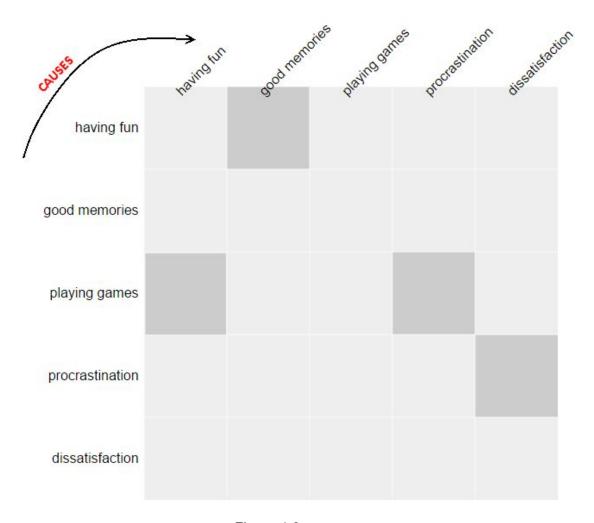


Figure 1.3

To see that one factor can lead to different causal paths, we need to find the row factor that has more than one darker square. In this example, this is playing games. Please, find the the row "playing games" and find what are two different factors that it can lead to. As previously mentioned those are "having fun" and "procrastination".

If you still have any questions regarding reading how to read those graphs please ask the researcher in the room for help.

Otherwise, you can proceed to start the experiment.