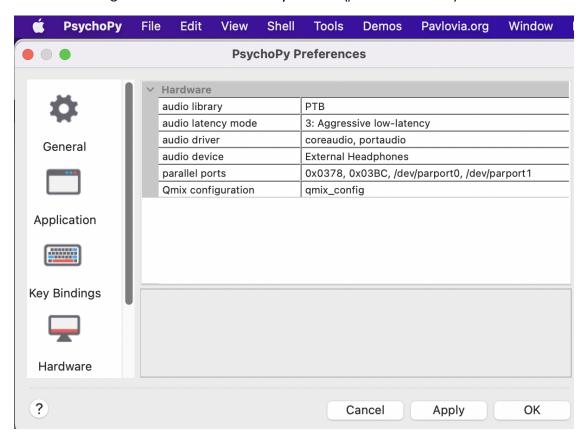
Getting started/setup:

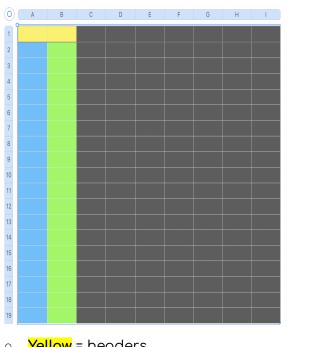
- 1. Install PsychoPy for your machine.
 - Official installation for specific operating systems can be found here: https://www.psychopy.org/download.html
- 2. Download and extract the experiment runner if you don't already have it.
 - o Download available here.
 - Extract the downloaded folder (PsychoPy can't open ZIP files).
- 3. Open PsychoPy and enable the correct sound library.
 - Navigate to the hardware menu in preferences.
 - i. On Mac/Linux menu bar: PsychoPy > Preferences > Hardware
 - ii. On Windows: Files > Preferences > Hardware
 - Change the field **audio library** to PTB (pictured below):



- i. Hit Apply.
- ii. Press **OK** or the close window button to exit preferences.

Setting up an example data file:

- 1. To ensure an input file is compatible with the program, ensure that:
 - The first line/row is "reserved" for potential headers.
 - If you choose not to use headers, then put placeholder texts or whitespace in the first line/row.
 - With the exception of the header line/row:
 - The rest of the FIRST column is for words.
 - ii. The rest of the SECOND column is for the "delays" corresponding to the word in the same row.
 - iii. All other columns are not read by the program.
- 2. As an example, check this .csv in table and comma-separated text formats:

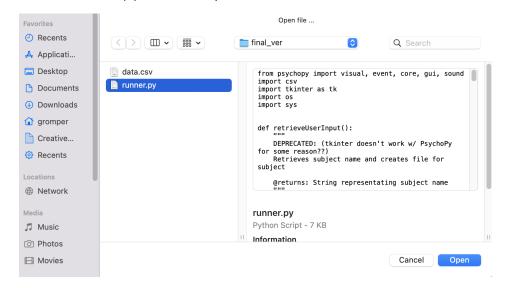




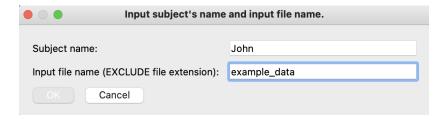
- Yellow = headers
- Blue = words
- Green = delays
- Gray = *ignored*
- 3. For a more realistic example, check out the example_data.csv file.
 - It's located in the same directory as *runner.py*.
- 4. <u>IMPORTANT</u>: Input data files can only be read if it is in the same directory/folder as *runner.py*

Importing and running the program:

- 1) Open up the PsychoPy coder.
- 2) Import the runner.py program into the PsychoPy coder.
 - File > Open
 - Navigate to the *final_ver* directory/folder using your OS's file manager.
 - Select runner.py and hit Open.



- 3) Now, you can run runner.py by hitting the Run experiment button.
 - One of the big green "play" buttons at the top of the coder's GUI.
 - o Enter the appropriate fields.
 - i) <u>IMPORTANT</u>: Avoid special symbols (e.g., %, \, #) when naming data files and directories for subjects.



- Once fullscreened, press your *continueKey* button(s) twice to skip the instructions and start the experiment.

Customizing the program:

1) To customize variables, first, navigate to line 112 of *runner.py* (pictured below).

```
---- CUSTOMIZE PROGRAM HERE ----
112
         continueKey = ["6"]
113
114
         startFixationTime = 1
115
         textFont = "Times New Roman"
116
         textContrast = 1
117
         wordSize = 0.25
         wordColor = (-128, -128, -128)
118
119
         instruction = "Random instructions here. Read this if you want :)"
         instructionSize = 0.1
120
121
         instructionColor = (-128, -128, -128)
122
         fixationSize = 0.15
123
         fixationColor = (-128, -128, -128)
```

- 2) When modifying variables, ensure the "syntax" remains the same, or else the program won't work.
 - a) Include all quotes, brackets, parentheses, etc. as shown.
- 3) Explanation of each variable:
 - a) continueKey = ["6"] means that the number 6 on the keyboard is used to proceed through the instruction text and to start the experiment.
 - i) To add additional keys, simply include them in the brackets.
 - ii) Say you want to use the keys 6, 7, or 8 to perform this function, then simply set continueKey = ["6", "7", "8"]
 - b) startFixationTime = 1 means that the initial fixation time is set to 1 second (i.e., 1 second elapses between the second keypress of continueKey and the first word being displayed).
 - c) textFont = "Times New Roman" means all text is in Times New Roman font.
 - i) <u>Note</u>: Fonts used MUST be installed on your system, else the program will crash.
 - (1) Pre-installed fonts on MacOS are found here.
 - (2) Pre-installed fonts on Windows 10 are found here.
 - d) textContrast = 1 dictates the color contrast of all text.
 - i) Any floating point value/decimal between -1 and 1 works.
 - e) wordSize = 0.25 means that the size of the words the subject will be reading will be of size 0.25.
 - i) Note: Values larger than 0.75 may crash the program.

- f) wordColor = (-128, -128, -128) basically means that the words the subject will be reading will be in **black** colored font.
 - i) In this case, the RGB values are (Red: -128, Green: -128, Blue: -128).
 - ii) Because PsychoPy has *signed* RGB values, values range from -128 to 127 instead of the typical 0 to 256. This ultimately means that (R: -128, G: -128, B: -128) is **black** and (R: 127, G: 127, B: 127) is white.
- g) instruction = "Random instructions here. Read this if you want :)" represents the text that is displayed upon the start of the program.
- h) instructionSize = 0.1 means that the size of the instruction text is 0.1.
 - i) Note: Values larger than 0.75 may crash the program.
- i) instructionColor = (-128, -128, -128) means that the instruction text will be in **black** colored font.
 - i) For an explanation, read the subpoints of <u>(4f)</u>.
- j) fixationSize = 0.15 means that the size of the "fixation cross" is 0.15.
 - i) Note: Values larger than 0.75 may crash the program.
- k) fixationColor = (-128, -128, -128) means that the fixation cross's color is **black**.
 - i) For an explanation, read the subpoints of <u>(4f)</u>.