**Overview**: Participants will go through the approach/avoidance training in which they will (supposedly) have to approach one group of faces and avoid another. Then, participants will go through one block of reverse correlation in which they will select the face that looks the most to the group of faces they (supposedly) approached or avoided. Finally, participants will answer self-report measures (about how they evaluate the two groups of faces), a memory measure about the instructions, and demographics.

For now, the tasks are coded in the jsPsych language (<https://www.jspsych.org/)> which is a JavaScript library. Also, the AAT and reverse correlation tasks are coded in separate files because they do not rely on the same css.

**Approach/avoidance training:**

Coded in the .js file “experiment\_vaast” (can be launched by clicking the “index.html” file). Note that this task has been created with its own packages. I did not create this task (but Cedric Batailler did), so I don’t know to what extent it will be problematic to re-build this task in another program.

Variables to randomize:

* **Approached group** (called “approached\_grp” in the code): At the beginning of the experiment, participants are randomly assigned to the “approach\_blue” or “approach\_yellow” condition. In the “approach\_blue”, participants are being said in the instructions that they will approach the blue-background faces and avoid the yellow-background faces (in the “approach\_yellow”, instructions are reversed).
* **Color assigned to the groups of faces** (called “training\_cond” in the code): Faces shown in the instructions and in the AAT are divided into two groups, group 1 (8 faces) and group 2 (8 faces), that are equivalent on a series of facial dimensions, e.g., emotional neutrality. A given group is either presented with a blue background or with a yellow background, while it is the reverse for the other group (in the instructions only because in the AAT, faces are presented without their background).

Trial in the VAAST training:

We use pictures for the background of the task to create perspective (i.e., a street-like environment; see “background” folder). Several pictures are used to create a forward/backward movement (named from 1 to 7, coding for the position). Importantly, the pictures come from screenshots in a virtual environment (this is not a zoom in/zoom out on the same picture). This aspect is important because it gives an impression of change in perspective that is different from a mere zoom feature. However, a zoom feature is applied on the stimulus (here, the face). The symbols, prime, and stimuli are presented at the center of the screen.

NB: During the training, participants have to approach and avoid as many faces from group 1 and group 2 (but they do not notice, given that we removed the color background). Each face should be presented 6 times, always with the same approach vs. avoidance action for a given participant (total: 96 trials). It means that, 4 faces should be randomly selected from group 1 and group 2 (8 faces in total) to from the group of faces that will be “truly” approached and the remaining 8 faces were the ones for the “truly” avoided group.

* Start (position 3, cf. background): Participants see the “O” symbol. They have to press the “D” key of their keyboard.
* Fixation (position 3): The “O” symbol is replaced by the symbol “+” as soon as the participants press the key. The “+” stays on the screen for a random duration of 800-2000 ms.
* Prime: The word prime “approach” or “avoid” is displayed during 200 ms.
* Face: The face is displayed and, as a function of the prime, participants have to press the E or the C key. At each key press, the background changes to correspond to either approach (position + 1 at each key press) or avoidance (position -1). A zoom feature is applied on the faces (defined in pixel). They have to press the same key three times for a complete movement. The face stays on the screen during 650 ms after the last key press. If participants make a mistake, a red cross “X” is displayed during 500 ms and they go to the next trial.

**Reverse correlation task:** (“RC.html”)

Note that here we use the “Brief-RC” which is a variant of the classic Reverse Correlation task. The only difference is that we present 12 faces as response options (instead of 2).

At each trial, the 12 faces are composed of 6 pairs with faces within a pair being opposed in their pattern of noise. Given that there are 150 trials, we have 900 pairs of faces.

Half of faces are in the “CIs\_Ori” folder and the other half in the “CIs\_Inv” folder. The number of each face indicates its pair number (e.g., faceOri1 et faceInv1 belong together).

The faces and their position on the screen in each trial remained fixed, but we randomize trial order across participants.

Variables to randomize:

* Group to select: We have only one block in which participants are either asked to select the face that looks the most to the yellow-background group or to the blue-background group.
* Trial order

**Self-report evaluations**:

Please indicate your degree of (dis)agreement with the statements listed below. To do so, use the following scale: from 1 = “Totally disagree” to 7 = “Totally agree”.

* I like the yellow group.
* I like the blue group.
* Please answer 4 to this statement. (attention check)
* The yellow group is positive.
* The blue group is positive.

**Memory of the instructions:**

Please indicate which group you approached and avoided in the Video Game task: (if you do not remember, select the 'I do not know' option)

* Approach blue-background and avoid yellow-background faces
* Approach yellow-background and avoid blue-background faces
* I do not know

**Demographics**:

* Please indicate your gender: 'Male', 'Female', 'Other'
* Please indicate your age:
* How well do you speak english? 'Native speaker', 'Very well', 'Well', 'Average', 'Badly', 'Very badly'
* Do you have any comments regarding the present study? [Optional]