**CONSENT**

Firstly, thanks for coming here! Before starting, I would like you to have a look at the consent form here.

The results of the research will only be used for scientific purposes. The results of the research will be published at conferences or in scientific journals. However, we will NEVER display the results in a way that could identify you. Names will be replaced by anonymous numbers and all personal information (name, email) are kept on a separate secure system of the Max Planck Institute. It means that as soon as you leave this room, I won’t be able to retrieve who has done what. If at any time you are dissatisfied with these conditions, please contact us.

You will be paid €21 for participating in this study. This amount was decided in accordance with the MPI regulations : 7 euros for coming, and 2 euros for each 15 minutes spend here.

Most importantly: participation in this research is voluntary. You have the right to decide not to participate in this experiment. If you decide not to participate, this will have no further consequences. If you decide to participate, you can stop anytime without giving a reason.

**INTRODUCTION**

Now, let me explain a little bit about the content of this experiment. Do not worry if you don’t understand everything now, we will go through each step together, and you are always free to ask me any questions. Also, all instructions will be printed in Dutch on your screen.

In this experiment, you will learn a fantasy language to describe different images of aliens. Then you will use this language to communicate with other members of your group. You play in pairs and after each round you switch partners.

The goal is for communication between you and your partner to be as successful as possible, but keep in mind that your partner may not be able to communicate in the same way as you. Always keep in mind that the only goal is to make as few mistakes as possible, and to communicate as well as possible with each other! There are only 3 rules to follow:

* First, during this task you cannot use Dutch language, English, or any other existing languages. Also, don't use anything that closely resembles Dutch, English or other languages. If you want to rename an image with a blue object in it, don't use blue or blue either. You are also not allowed to use Dutch abbreviations or acronyms (bl-). If you are not sure of your word, ask us first. To say it differently, try to use something that looks like a fantasy language!
* You are also not allowed to talk, point or make gestures during the experiment: you can only communicate by typing words.
* Also, you cannot use all letters: only the letters visible on the keyboard can be used.

**ROUND 0**

(Before) First you will be presented with the 8 images. You will see each image twice. Each image is presented along with a word. Your only goal now is to remember which word goes with which scene.

(After) Now, you will be tested on these 8 images. Don't worry if you can't remember the name of the image, it is normal. We only ask you not to leave it blank, and even if you forgot the word, try your luck by typing a word.

**Round 1: Time to Play!**

Now we will start the communication game in pairs. In each turn, one of the players is shown one picture. The player with one picture comes up with a word description for that picture and shows it to the other player by turning the computer. The other player is shown eight pictures, and then has to guess which of the eight images on his/her screen it is.

Quick reminder of the rules: do not use anything that looks like Dutch or English, and communicate only by typing words on the keyboard. Also, we ask you to be nice to each other and not show your frustration if the communication with your partner is difficult. Remember: the goal is to communicate with each other as best as possible!

Don’t worry, we will go through this first step together. [explain it step by step]

The next turn you reverse the roles. Each of you will describe the images once, so a round consists of 16 turns.

**Round 2 to 9 - time to play!**

[look at the screen to make sure people are correctly switching chairs] - and do not forget to ask them to take their computer with them

**Test**

The communication game is now finished, but there are still a bit more before the experiment is finished.

First, we would now like to know your knowledge of the language. You will always see one of the images from the game. Type the word description that you think describes the scene in the fantasy language, like you did at the beginning.

**Questionnaire + Task Switching Experiment**

Now, you will have to complete a questionnaire and then a short cognitive test. After this is completed, I will take a moment with you to discuss what this research is about and why you have been doing that.

All instructions are written in Dutch, so I let you continue at your own pace. I just want to remind you that all data is anonymous, so you can answer what you think about yourself and not what you would like me to read. To preserve anonymity, I will stand there behind the office. Please continue until you see a message saying “Thank you for your participation”.