

Using MoodMeasure:

- Download the entire 'music-mood-measure' directory and place it somewhere on your PC
- Launch 'RUN.py' to run the application*
- A dialog box will open, allowing you to enter a participant ID. This can contain any alphanumeric characters. Alternatively, entering 0 here will cause the application not to save any data.
- After confirming the ID, a second dialog box will open, allowing a sound file to be selected (supported formats: WAV, MP3, OGG). For convenience, demo music (non-copyrighted) is also included in the 'Resources' directory.
- Once you have chosen a sound file, the main window will open, and the sound file will play. During this time participants can use the mouse to click and drag the ball on-screen, adjusting its position to reflect their emotional response.
- At any point whilst the music is playing, the session can be terminated by closing the main window. Data are automatically saved when the window is closed. You can ask the participant to close the window once the song is over.
- Experimental data are saved in the 'Data' directory, in a CSV file. This includes the participant ID, date and time of testing, and all arousal/ valence ratings.

** You can also run 'RUN_NO_SOUND.py' to run the application without playing any music, or 'RUN_SNAPSHOT', to take a single measure of emotional state, rather than a continuous measure.*