OpenSesame workshop handout & workbook

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Wednesday 6th November 5pm – 7pm

Contents

The simplest case of an experiment

Every OpenSesame experiment is organised around a few core notions: **stimulus**, **instructions**, and **response**.

Problem specification

Let's imagine that we want to know whether the word *war* is associated with positive or negative emotions.

Solution in plain English

We need to present the word (in this example the word *war*) for some length of time (in this example it is 5 seconds); then instruct the participant what keys they can press (in this example it is *n* for negative, or *p* for positive); and then collect a response from the keyboard, only allowing *n* for negative, or *p* for positive).

Solution as flowchart

OpenSesame experiments can be visualised as flowcharts. Figure (1) is the flowchart for this particular example, the simplest case of a stimulus-response experiment.

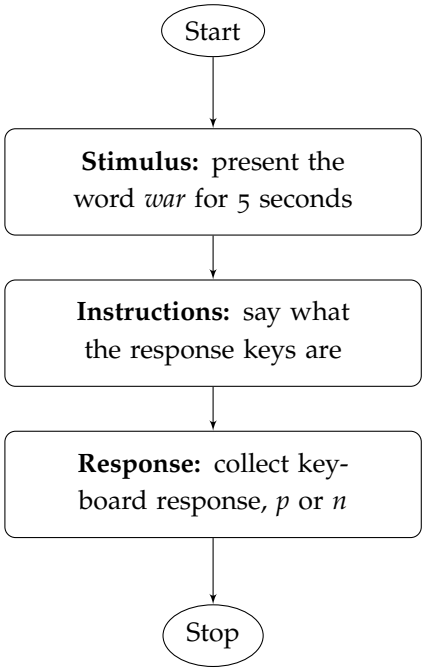

Figure 1: Simplest stimulus-response experiment, presented as a flowchart

Solution as OpenSesame

From now on I will use the shorthand **osexp** to mean "OpenSesame experiment": in the same way that the file extension for a jpeg photo is ".jpeg", the file extension for an opensesame experiment is ".osexp".

You can now download the first osexp that we will use in the workshop: `https://mjgreen.github.io/opensesame_workshop_BU/examples/example_01_the_simplest_case.osexp`

Appendix

This is a minimal flowchart.

This is a fully specified flowchart you can steal from.

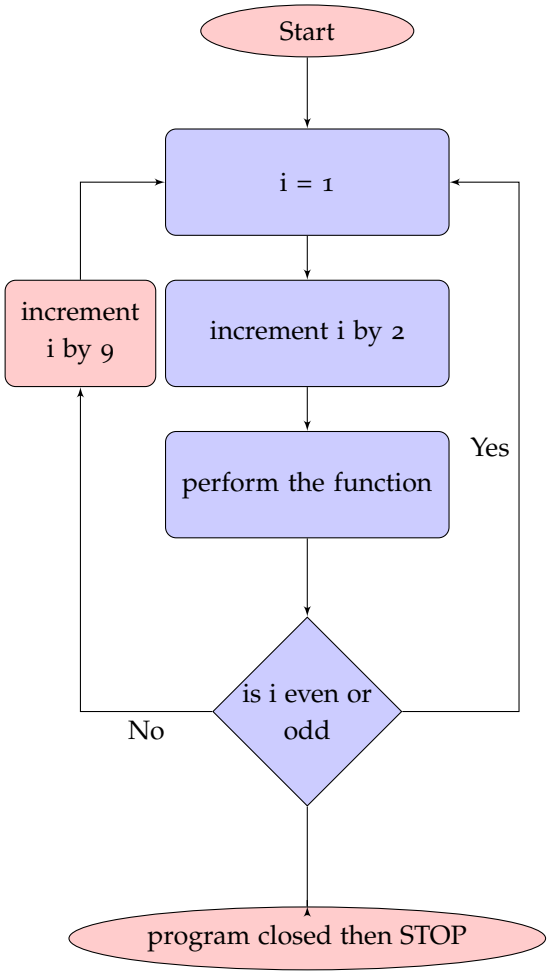

Figure 2: Problem formulation and the process