

visionlabatuillinois /
CASPER-1.0_NSF-award-number-BCS1921735

<> Code

Issues

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Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#) or [learn more about diff comparisons](#).

base: 0f40e8be1c4f5bc47d3ae34a... ▾

← ...

compare: 18086f12ece91af1a39cebdd... ▾

1 commit

1 file changed

1 contributor

Commits on Nov 3, 2023

Update README.md

Verified

18086f1


<>

simonabuetti committed on Nov 3, 2023

Showing 1 changed file with 3 additions and 15 deletions.

SplitUnified

18 README.md		
...	...	@@ -1,5 +1,5 @@
1	1	# CASPER (Concurrent Attention: Serial and Parallel Evaluative Rejection model of visual search).
2		- # Conceptualization: Simona Buetti, John E Hummel, Alejandro Lleras, and Rachel F Heaton.
	2	+ # Conceptualization: Simona Buetti, John E Hummel, Alejandro Lleras, and Rachel F Heaton.
3	3	# Software: John E Hummel and Rachel F Heaton.
4	4	
5	5	
11	11	* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
12	12	* See the License for the specific language governing permissions and limitations under the License.
13	13	
14		-
15		-
16		- # If this work is used in academic research, please cite:
	14	+ # If this work is used in academic research, please cite
17	15	Heaton, R., Hummel, J., Lleras, A., & Buetti, S. (2020). A computational account of serial and parallel processing in visual search. Journal of Vision,

18	16	20(11), 844–844.
19		– as well as the persistent DOI in the README.md file in this repository.
20		– 
21		– <code></code>
22	17	
23	18	# Acknowledgements
24		–
25	19	This work was supported by a 2019 grant from the National Science Foundation to Simona Buetti (PI) under award number [BCS1921735] (https://www.nsf.gov/awardsearch/showAward?AWD_ID=1921735&HistoricalAwards=false) (Hummel and Lleras, Co-PIs), CompCog: Template Contrast and Saliency (TCAS) Toolbox: a tool to visualize parallel attentive evaluation of scenes.
26	20	
27		–
28		–
29		– # To run this code:
30		–
	21	+ # To run this code
31	22	1. Install Python 3.
32		–
33	23	2. Make sure that pygame is installed
34		–
35	24	3. Open a terminal and use your Python 3 interpreter to run MainInterface.py in the directory where you have downloaded the code and follow the prompts.
36	25	For example:
37		–
38	26	<code>python3 ./mainInterface.py</code>
39	27	