

Dataset 4

The aim of this experiment was to assess the influence of distractor language on performance on a lexical-decision task.

12 Dutch native speakers were studied.

On each trial, a string of letters was presented in the center of the screen, and participants were instructed to indicate as quickly as possible (without compromising on accuracy) whether or not this letter string was a real word, by pressing one of two buttons with their right hand. No feedback was provided regarding the correctness of the response. Between consecutive trials a fixation cross was presented with a variable duration of three, five or seven seconds.

On half of the trials the letter string was surrounded by 4 irrelevant letters that could be ignored, but formed words in Dutch. On the other half of trials, the letters formed words in English.

The decision accuracy and response time (i.e., time between onset of the letter string and button press) were recorded as outcome parameters.

The key question of this experiment was whether the distractor language would affect lexical-decision performance. And if so, whether this was due to altered sensory evidence accumulation (reflected in drift rate), response cautiousness (reflected in the threshold), or response bias (reflected in starting point of the accumulation process).

Condition 1 = English distractor, condition 2 = Dutch distractor