Emotional Go No Go Task

**Initial wait time:** 5s

**ITI time:** 1-4s (sum: 29.6/block per pair)\*

**Combo instruction time:** 7s (per pair. So total = 27s)

**Block instruction time:** 10s (per block. So total = 90s)

**Rest Between blocks:** 15s (total = 135)

**Event time** (sound or “you won $!”): 6s total

**Go Trials:**

**Face Image:** 500ms(or until keypress)

**Extra time for keypress:** 500ms

**Blank Screen (to make up for gained time):** 1s - RT

**Total Go Trial time:** 1s

**No Go Trials:**

**Face Image:** 500ms(or until keypress)

**Extra time for keypress:** 500ms

**Blank Screen (to make up for gained time):** 1s-RT

**Total Go Trial time:** 1s

**Total Run time:** (trials + initial +(iti\*9) + (combo\*3) + (block\*9) + event)/60 = **10.973 minutes**

**Combo/run** = 3 pairs

**Blocks/Combo**= 3 blocks

**Trials/Block (per Combo)** =15 trials

**Total Trials/run:** 135

**Trial Distribution/run:**

**Go:** 108 (80%)

**No Go:** 27 (20%)

Key:

Combo: (e.g: Go = Neutral & Happy, NoGo = Fearful)

Block: (e.g: Red background, Go = Neutral & Happy, NoGo = Fearful)

Trial: 1 image presented (e.g: Happy face, with a red background, in the Go = Neutral & Happy, NoGo = Fearful Combo)

Run: 1 completion of the script (3 Combos)

*\*Note: loading images takes a different amount of time on different computers. Therefore, this extra time (0.002s-1s) will be made up for by subtracting it from the ITI time, if applicable. This should not affect jittering because these two times will ultimately add up to the same time per trial - and if not per trial, per block- give or take a few milliseconds. This portion of the script is at the very bottom, for details.*