**PARTICIPANT INSTRUCTIONS 25/1/16**

**L-ONLY CONDITION**

Welcome.

You are a spy in an alien word. You have just intercepted the enemy’s communication. Your job is to learn what words they use as names for different types of alien.

These are the aliens:

[images of all stimuli here]

During the experiment, you will see one of these images at a time, followed the name that the aliens use for it. You will be shown each of the names several times, with breaks. Your job is to learn these names.

At the end, we will test you, by showing you images of the aliens, and asking you to type in the name for that alien.

To begin, there will be a practice mini-experiment, in which you will “learn” some familiar Dutch words. This is simply to get you used to how the experiment will proceed. Once this is completed, we’ll move on to the experiment proper.

***Please ask the experimenter now if anything is unclear.*** Otherwise, press ‘Continue’ to begin.

**E-ONLY CONDITION**

Welcome.

You are a spy in an alien word. You need to communicate with another spy about the names for different aliens. However, you cannot use Dutch or any other language from earth, since the aliens all know these languages, and they will intercept your communication, with terrible consequences for humanity! Therefore you must use a non-earth language to communicate.

These are the aliens:

[images of all stimuli here]

Throughout the experiment, there will be a personal dictionary, with names for the different aliens, on the left of the screen. You can edit this dictionary at any time, simply by typing in the relevant boxes. You may want to do this if any of the aliens have the same names as each other.

You will alternate between two roles: **sender**, and **receiver**.

**When you are the sender,** you will see an array of six alien images. The receiver will see the same array. One of these six aliens will appear again underneath the array. The receiver will not see this. You task is to type into the box a name that will allow the receiver to pick the correct alien from the array of six possibilities.

**When you are the receiver**, you will see an array of six alien images. You will then see the name that the sender has typed in. You must then choose which of the six aliens the sender is referring to. Once you have done this, you will both be told whether you chose the correct “target” alien.

The receiver will see the same array. One of these six aliens will appear again underneath the array. The receiver will not see this. You task is to type into the box a word that will allow the receiver to pick the correct alien from the array of six possibilities.

You will alternative between sender and receiver several times, with breaks.

To begin, there will be a practice mini-experiment, in which you will use some familiar Dutch words. This is simply to get you used to how the experiment will proceed. Once this is completed, we’ll move on to the experiment proper.

***Please ask the experimenter now if anything is unclear.*** Otherwise, press ‘Continue’ to begin.

**L+E CONDITION**

Welcome.

You are a spy in an alien word. You need to communicate with another spy about the names for different aliens. However, you cannot use Dutch or any other language from earth, since the aliens all know these languages, and they will intercept your communication, with terrible consequences for humanity! Therefore you must first learn a language that have been invented for you and the other spy to communicate. Once you have learned this language, you can change it, but you must not use any earth names or words.

These are the aliens:

[images of all stimuli here]

To begin, you will see one of these images at a time, followed the name that the aliens use for it. You will be shown each of the names several times, with breaks. You must try to learn these names.

Then you will have to communicate with the other spy. You will alternate between two roles: **sender**, and **receiver**.

**When you are the sender,** you will see an array of six alien images. The receiver will see the same array. One of these six aliens will appear again underneath the array. The receiver will not see this. You task is to type into the box a name that will allow the receiver to pick the correct alien from the array of six possibilities.

**When you are the receiver**, you will see an array of six alien images. You will then see the name that the sender has typed in. You must then choose which of the six aliens the sender is referring to. Once you have done this, you will both be told whether you chose the correct “target” alien.

The receiver will see the same array. One of these six aliens will appear again underneath the array. The receiver will not see this. You task is to type into the box a word that will allow the receiver to pick the correct alien from the array of six possibilities.

You will alternative between sender and receiver several times, with breaks.

To begin, there will be a practice mini-experiment, in which you will “learn” and then use some Dutch words. This is simply to get you used to how the experiment will proceed. Once this is completed, we’ll move on to the experiment proper.

***Please ask the experimenter now if anything is unclear.*** Otherwise, press ‘Continue’ to begin.