Exercise 1

1. Add an introduction screen to the start of your experiment, with infinite duration, or until the participant presses a certain unique key ("press C to continue")
2. Add a goodbye and thanks screen to your experiment.
3. Use the mouse instead of the keyboard as InputDevice for the TargetStimulus. To do this, you basically do the same as with the keyboard as an input device, except that the response keys are defined as 1 (left mouse-button) and 2 (right mouse-button). Therefore, entering 12 as allowable would make either key an allowable response.
4. Pimp your experiment: adjust it to your taste or to what you think would be wise; just experiment with all the options.
5. Design an experiment to test the following hypothesis: it is easier to make a "go" response to green than to red. The idea is clear: typically, we need to stop doing something when a red light appears, so a psychologist could hypothesise that because we internalised this rule and thus suppress all action when a red light appears. It's time to find out whether this is true.

You can base this experiment on the one you made in the tutorial. First, the trial needs to be changed: the fixation should now have a gray background; the target should have no word anymore, but just be a *red, white or green* background. The TrainingList should now have *white* targets. The TestingList should get at least one extra row, with two different procedures. Instead of having the TestingList call "TrialProc", let it refer to "RedProc" and "GreenProc".

Also, randomise the selection between these two procedures (see the list properties) so that the participant cannot know in advance what colour the target will be. Edit both the RedProc and GreenProc equally such that they are exactly the same in terms of look, duration and response, except that the background of the target differs.

Test your experiment: is it easier to respond to green than to red?