

**New York University Abu Dhabi**  
**Department of Psychology**

**Experimenter Instructions (E-MEG)**

1. To start this experiment, make sure that the eye-tracker computer is turned on and that the ethernet port is connected to the PC Stimulation computer.
2. Make sure the subject is given the button box with the buttons **1** and **2**.
3. While following the ordering on the **Subject Log**, enter the appropriate counterbalancing list number for experiment, when prompted. Please follow the naming conventions that are detailed in the log.
4. After initiating the experiment, please check that the camera is properly focused on the subject's eye. Press **A** to auto-balance the pupil settings, and the corneal reflection settings.
5. Please run the eye-tracking calibration procedure. Press **C** to initiate the procedure and **Enter** to confirm the subject's fixation position. Press **Enter** once the procedure finishes.
6. After completing the calibration, please validate the calibration procedure with the validation procedure. Press **V** to initiate the procedure (same steps as the calibration). The validation is used to validate the reliability of the calibration procedure and the subject's fixation position. Press **Enter** once the procedure finishes.
7. After checking in with and reading the instructions to the subject, and once you are ready to start the recording, press **O** to turn the eye-tracking recording online, which initiate the experiment.

**MEG-related:** Please read a marker procedure between experiment to total four marker measurements: Pre (1-pretest), 1st break (2-break1), 2nd break (3-break2), Post (4-posttest). Naming convention: {Subject Name}\_{marker name}, e.g. A0000\_1-pretest

**After Experiment**

1. Please run the CALM procedure on the MEG data following the naming convention: {Subject Name}\_{Experiment Name}-{#}\_calm. e.g. A0000\_OLDT-1\_calm
2. For each subject, bundle the following files:
  1. Polhemus headshape
  2. Polhemus points
  3. MEG marker files (x4)
  4. MEG data (x3)
  5. EDF files (x3)
  6. Eye-tracker text output, *actual\_TRIAL\_DataSource\_\** (x3)