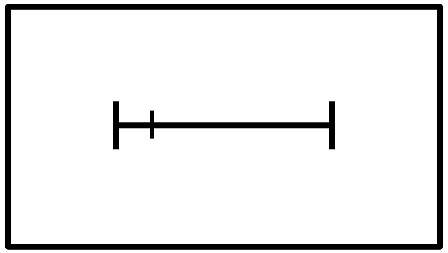
KBIS

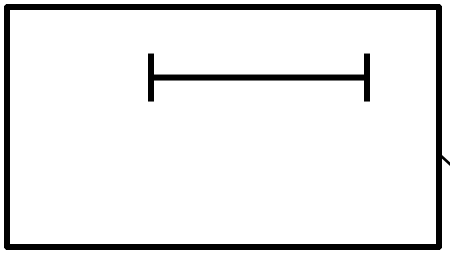
- Upon selecting this program, we (the experimenters) should be able to specify:
    1. How long each screen will be presented for, in milliseconds; we will need to have control over each screen individually
    2. Whether the length of the line will be held constant from screen 1 to screen 3 (lower priority)
    3. The number of trials that will run successively
- For each trial, the program should record:
    1. targetNum: The location of the hashmark relative to the left end of the line presented in screen 1 (pixels is fine)
    2. lineLength: The length of the line presented in screen 3 (pixels is fine; recording this is actually only necessary when the length of the line changes from screen 1 to screen 3)
    3. touch: The location of the participant's touch relative to the left end of the line presented in screen 3 (pixels is fine)
    4. trialNum: The location of the trial within the sequence of trials run successively (1, 2, 3, etc.)
    5. stimScreen, delay1, respScreen, dispScreen, delay2: How long screen 1, screen 2, screen 3, screen 5, and screen 6 were presented for, respectively (ms)
    6. lengthChange: A binary variable indicating whether the length of the line was held constant from screen 1 to screen 3
    7. blockLength: The number of trials run successively (should be the same as the last "trialNum")
    8. reactionTime: The time between when screen 3 is displayed, and when the participant touches the screen (ms)
    9. retry: A binary variable indicating whether the participant retried a given trial
- If the length of the line presented in screen 1 is 1000 units:
    1. The possible locations of the hashmarks in screen 1 are: [25, 50, 75, 100, 125, 150, 175, 200, 225, 250, 275, 300, 325, 350, 375, 400, 425, 450, 475, 500, 525, 550, 575, 600, 625, 650, 675, 700, 725, 750, 775, 800, 825, 850, 875, 900, 950, 975]
    2. The possible lengths of the line in screen 3b are: [400, 450, 500, 550, 600, 900, 950, 1000, 1050, 1100, 1400, 1450, 1500, 1550, 1600]
- Other notes:
    1. The length of the line on screen 1 should be about half of the tablet's screen width
    2. The mark on the line is recorded when the participant first touches the screen, not when they release their finger
    3. If the participant does not respond quickly enough on a given trial, the experiment should advance to the next trial in the block, and record that the participant did not respond
    4. If the participant retries a trial and misses a second time, move to the next trial and record as missing data

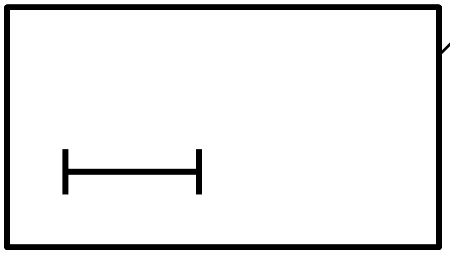
1. A horizontal line of a constant length is presented in the center of the screen. Hashmark location randomly selected from pre-specified set of 38 options. Presented for specified number of milliseconds.



2. Blank screen for specified number of milliseconds.

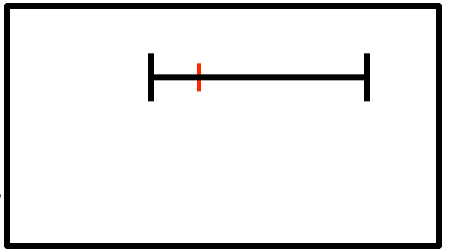
3a. Line location random, line length constant
OR:
3b. Line location random, line length randomly selected from pre-specified set of 15 options.





4. Participant touches screen where they think the hashmark was.

5. Screen displays location of touch for specified number of milliseconds.



5.5. If participant's touch is too far away from the line (vertically OR horizontally):

6. Blank screen for specified number of milliseconds.

7. Repeat *x* times, specified prior to running the program.