▍Experiment Design

Procedure for each trial.

show ensemble faces (1s)

delay (500ms)

show test face (100ms)

show scrambled mask(100ms)

delay(500ms)

make judgement of the emotion of target face/ report breaking

▍Procedure

1. Go through instruction.
2. Run “Calibrate.m” Script to get rough threshold. Start with mask contrast = 100%. If they cannot see the faces, lower the mask contrast (from 100%, 50%, 25%, 15%, 10%).
3. Run “Exp1\_ver4.m” with subject ID = “practice” (or whatever). Set the initial threshold to the rough threshold that get from calibrating. Let the subject try around 15 trials. See if he/she is breaking with higher contrast, not breaking with lower contrast, if he/she is giving false alarm, if he/she is breaking in every quadrant. If anything above goes wrong, adjust & instruct accordingly.
4. Restart “Exp1\_ver4.m” for real experiment. Monitor how they are doing. Stop them if they are not breaking in ant quadrant or giving false alarm.

ps. If they already finish one or more block then start not breaking in any quadrant, I’ll just advise them to take more rest and wont restart the experiment before I added ‘able to restart each block feature.

▍Instructions (basic ones omitted)

1. If you see only part of the face, or you think you see anything but not the flashing, you can report it. As long as you see something you can report it.
2. Focus on the red dot and make sure you see only one full square before you press space to start every trial.
3. This is self-paced. Whenever you feel tired, or you are not seeing any faces in a roll, you may just take a rest.
4. Try to utilize the full scale. Try to hit -10 or 10 if you think it is the most emotional face in the set.
5. Try to respond as accurate as possible, don’t use a few number to represent all the faces. If we see that your judgement on the faces is precise and constant to certain degree, you may get a bonus five dollars.