

E-STUDIO

# E-Studio

Leer je best al doende!

- Probeer niet te ver vooruit te lopen
- **Extra's**
  - Doen we niet samen
  - Opdracht tegen volgende les  
(basis-es-files downloaden)
  - Wat niet lukt, bekijken we volgende les
- Exit programma: **CTRL+ALT+SHIFT** (en dan OK)
  - Wordt weggeschreven (\*.txt)
  - E-Recovery => \*.edat

# Wat we gaan doen

## Oefening 1

- a) procedure implementeren
- b) feedback toevoegen

## Oefening 2: nested lists

## Oefening 3: pictures & sounds

## Weetjes

## Oefening 1a

### Implementatie van een 'basic' experiment

Belangrijkste onderdelen:

- Stimuluslijst
- Verwachte responsen gekoppeld aan stimuli
- Procedure voor taak: oa fixatiepunt, stimulus

### Doel Oefening 1a

+

cat

+

jop

# Oefening 1: Lexicale Decisie Taak

The experiment will measure the time it takes to make a lexical decision: is the stimulus a word or a non word?

The stimuli will be words and non-words, presented in random order in black text on a white background. The subject will be presented with a fixation (+) displayed in the center of the screen for 1 second. Then a letter string (= the stimulus) is presented in the center of the screen for up to 2 seconds.

The stimulus display will terminate when the subject responds. Subjects are to respond as quickly as possible whether the stimulus was a word or a non-word by pressing the "1" or "2" key (on the numerical keypad) respectively.

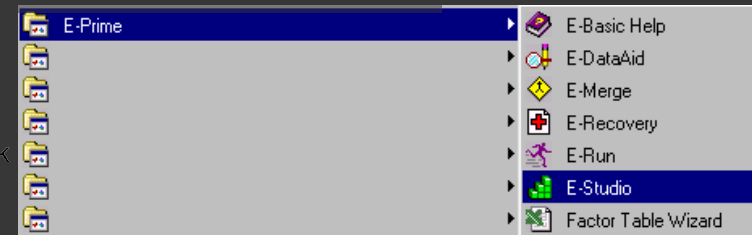
The dependent measures are the response (i.e., key pressed), response time, and response accuracy.

# Implementatie

## 1. Open E-Studio



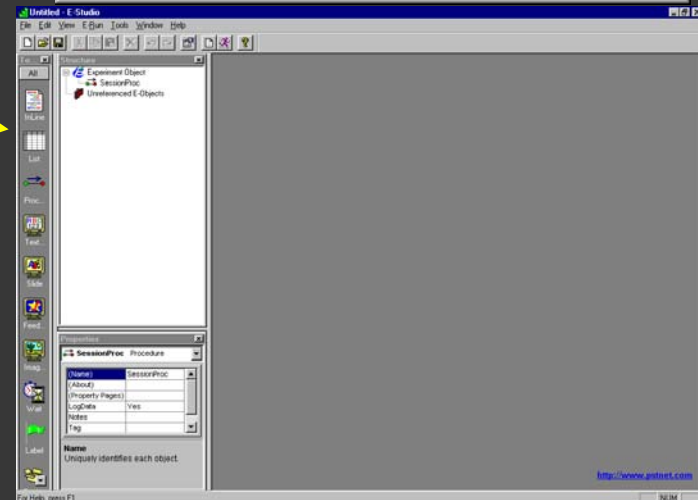
E-Studio Ink



## 2. Kies voor Blank Experiment

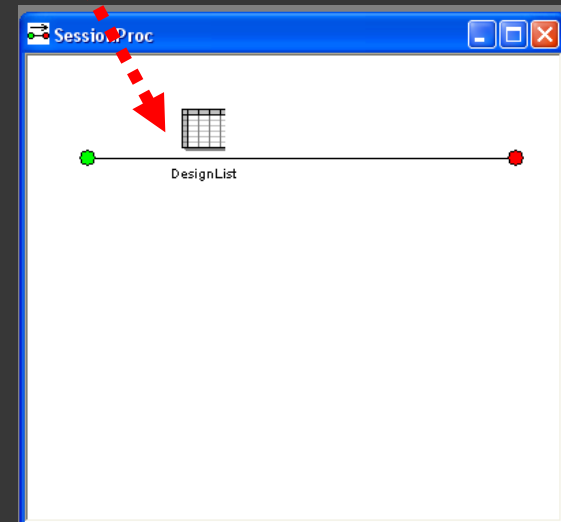
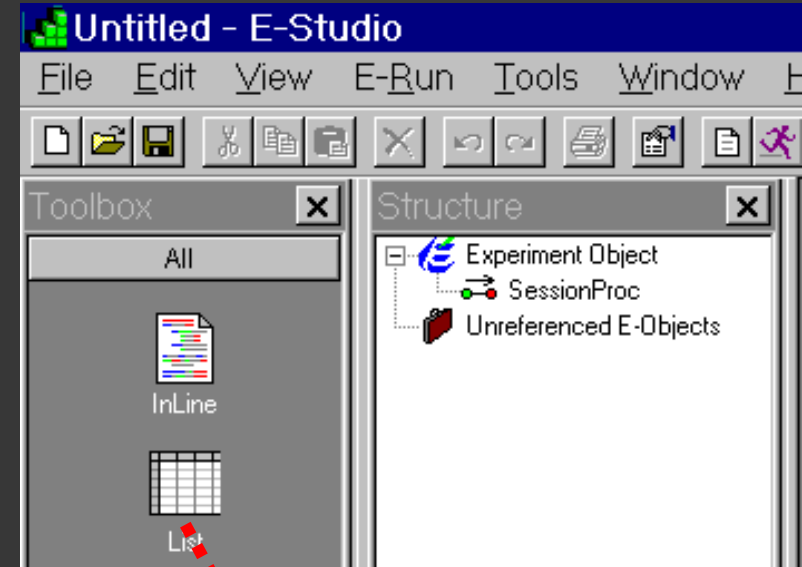


## 3. Ziet het er zo uit? Ok! Als niet, kies 'View' en vink Properties, Structure & Toolbox aan en de rest uit



# DesignList

4. Dubbelklik SessionProc (sessie procedure); is standaard aanwezig in Structure View
5. Klik en sleep een ListObject in SessionProc
6. Benoem als DesignList (F2 of Rmuis-rename)
7. Dubbelklik DesignList om ze te openen en te bewerken



# Stimulus en trial events specificiëren

8. Voeg 3 'Attributes' toe aan DesignList:

- Condition
- Stimulus
- CorrectResponse



9. Voeg een rij toe aan DesignList

ID	Weight	Procedure	Nested	Condition	Stimulus	CorrectResponse
1	1	TrialProc		Word	cat	1
2	1	TrialProc		NonWord	jop	2



# Stimulus en trial events specificiëren

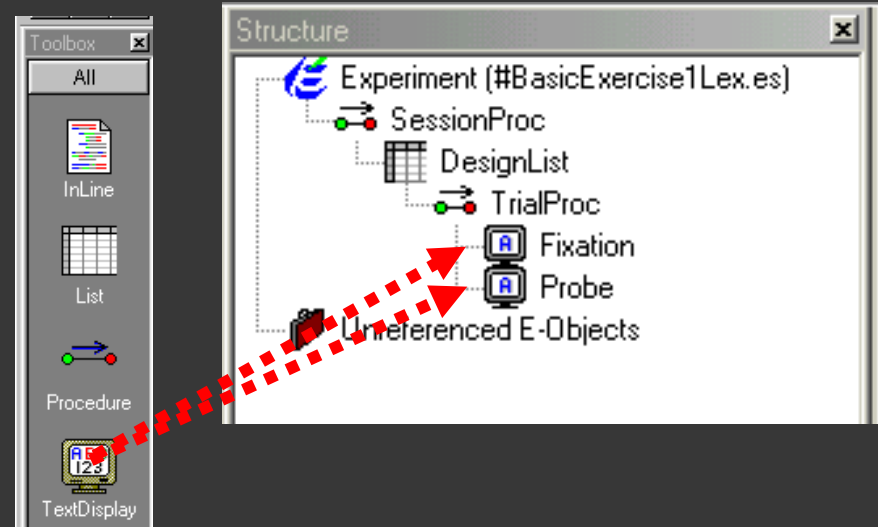
## 10. Vul lijst in:

- procedure: TrialProc (“do you want to create? Yes”)
- condition: Word / NonWord
- stimulus (cat, jop)
- CorrectResponse (1,2)

	Procedure	Nested	Condition	Stimulus	CorrectResponse
1	TrialProc		Word	cat	1
1	TrialProc		NonWord	jop	2

# Stimulus en trial events specificiëren

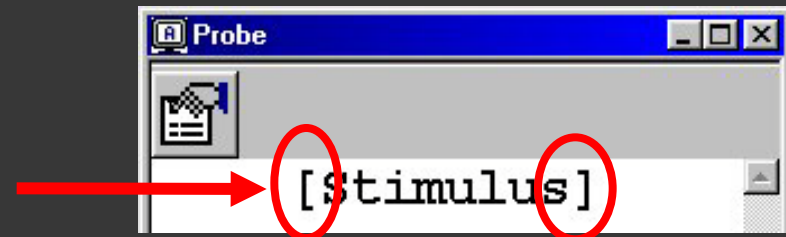
11. Klik en sleep twee TextDisplay objecten naar TrialProc Benoem ze: Fixation & Probe



12. Dubbelklik Fixatie en typ + in dit venster. Dubbelklik Probe en typ [Stimulus] in dit venster.

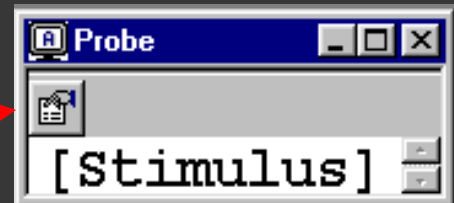


!! Vierkante haken: variabele → zo wordt de tekst uit de lijst gehaald (DesignList)



# Respons

**13.** Klik op properties icoon van Probe.  
Selecteer Duration/Input tab.  
Stel de eigenschappen in:



**Duration 2000 ms**

**Data Logging *Standard***  
(respons, accuraatheid, RT)

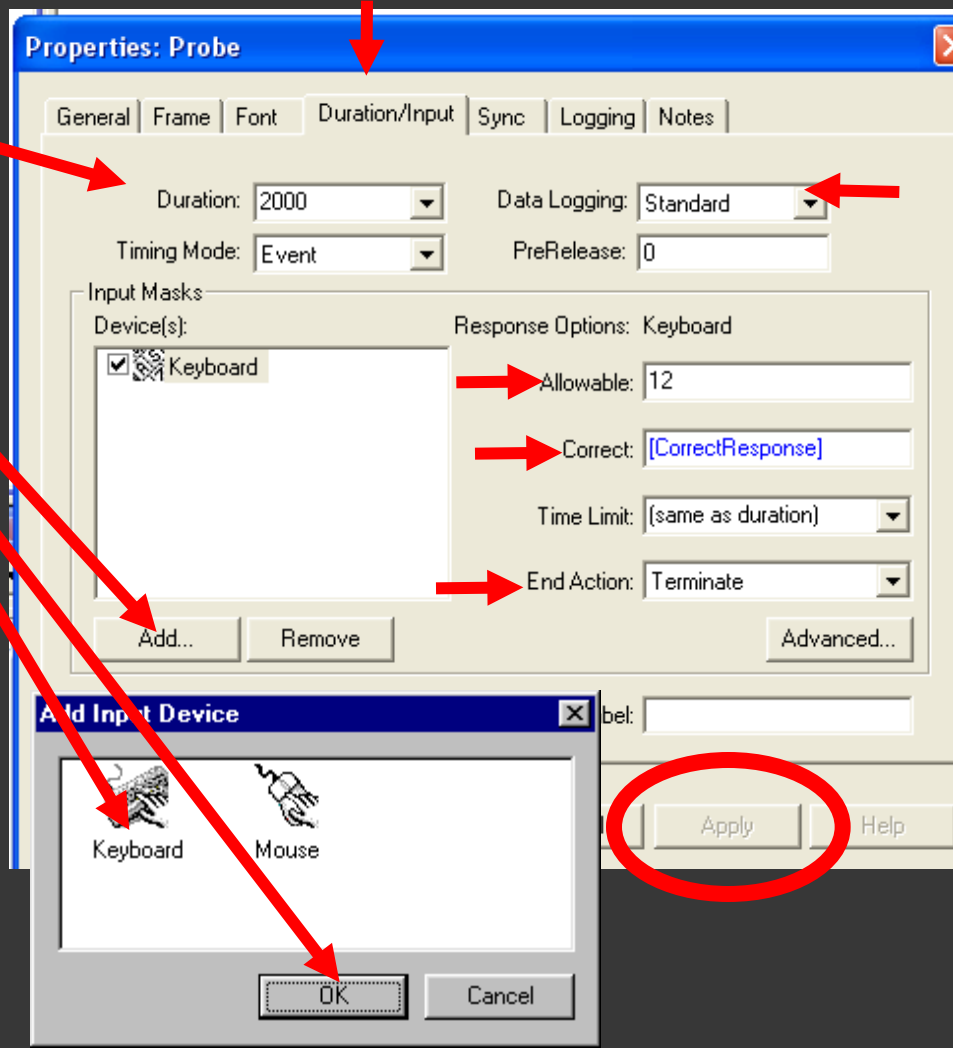
**Voeg een Input Device toe:**  
Klik Add  
Klik op Keyboard en OK

**Allowable Input 12**

**Correct Input [*CorrectResponse*]**

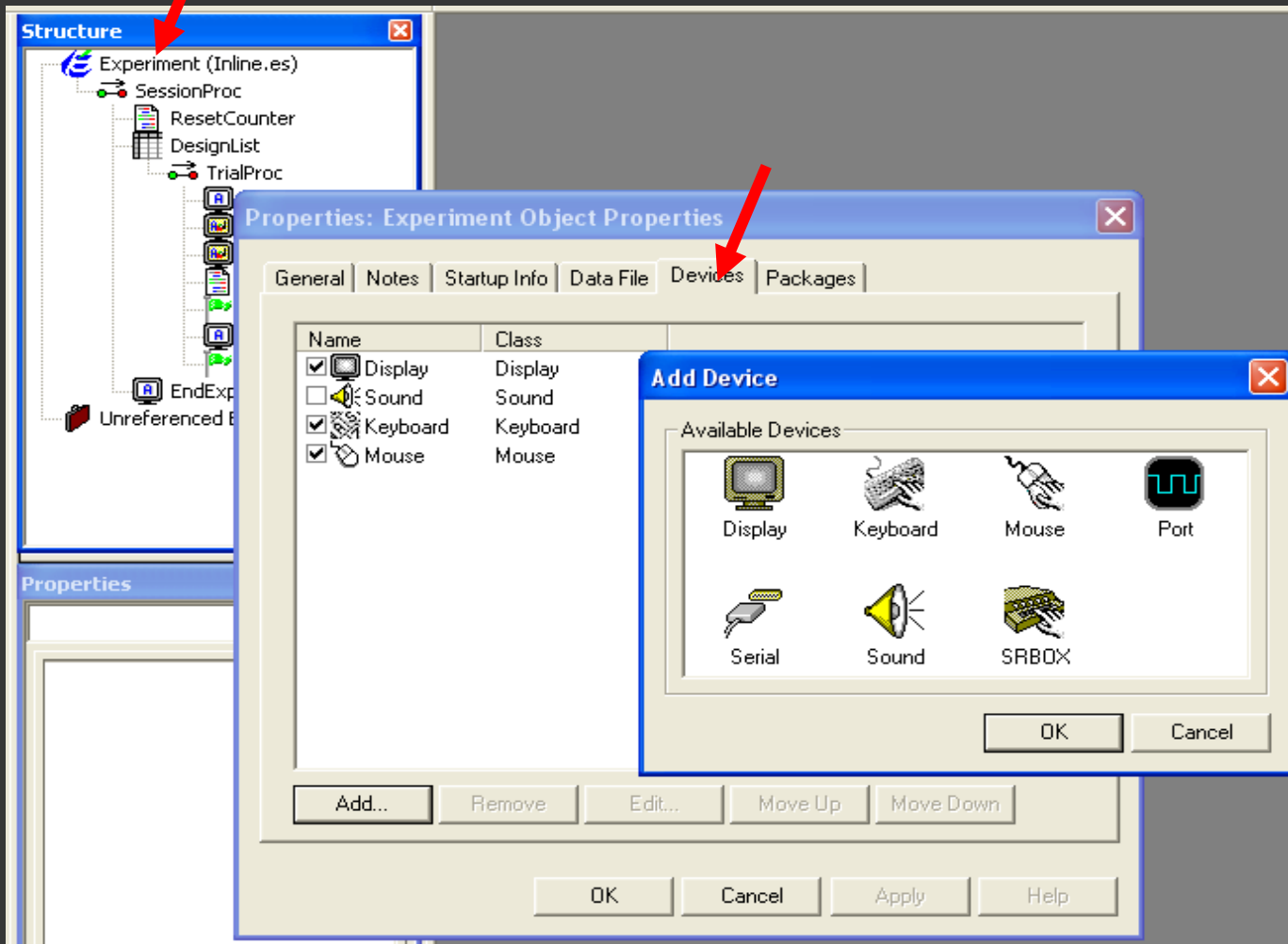
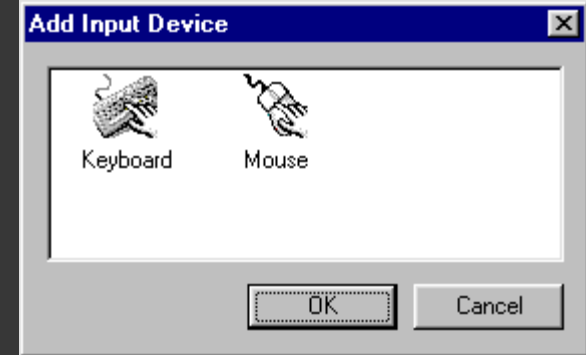
→ zo wordt de waarde van  
CorrectResponse uit de  
lijst gehaald (DesignList)

**End Action *Terminate***



# Keyboard & mouse zijn standaard aanwezig. Meer?

**dubbelklik**



The screenshot shows the software interface with three overlapping windows:

- Structure:** A tree view showing the project hierarchy. A red arrow points to the 'Experiment (Inline.es)' node.
- Properties: Experiment Object Properties:** A dialog box with tabs for 'General', 'Notes', 'Startup Info', 'Data File', 'Devices', and 'Packages'. The 'Devices' tab is active, showing a list of devices with checkboxes:

Name	Class
<input checked="" type="checkbox"/> Display	Display
<input type="checkbox"/> Sound	Sound
<input checked="" type="checkbox"/> Keyboard	Keyboard
<input checked="" type="checkbox"/> Mouse	Mouse

A red arrow points to the 'Devices' tab. At the bottom of this dialog are 'Add...', 'Remove', 'Edit...', 'Move Up', and 'Move Down' buttons.
- Add Device:** A dialog box showing 'Available Devices' with icons for 'Display', 'Keyboard', 'Mouse', 'Port', 'Serial', 'Sound', and 'SRBOX'. 'OK' and 'Cancel' buttons are at the bottom.

# ! Opgelet

*Als end action = terminate*

*Dan time limit NIET > duration !*

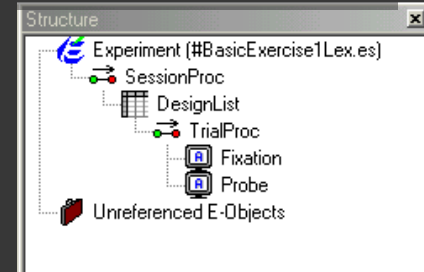
*Stel: time limit = 3000 ms;  
duration = 2000 ms*

*=> Respons na 2000 ms zorgt  
voor afbreken van object dat  
op dat moment loopt! Vb.  
feedbackobject*

The screenshot shows the 'Properties: Probe' dialog box with the 'Duration/Input' tab selected. The 'Duration' dropdown menu is set to '2000' and is circled in red. The 'Timing Mode' is set to 'Event'. The 'Data Logging' is set to 'Standard' and 'PreRelease' is set to '0'. In the 'Input Masks' section, 'Keyboard' is checked. The 'Response Options' are set to 'Keyboard'. The 'Allowable' is set to '12', 'Correct' is set to '[CorrectResponse]', and 'Time Limit' is set to '(same as duration)', which is also circled in red. The 'End Action' is set to 'Terminate', with a red arrow pointing to it. The 'Jump Label' field is empty. At the bottom, there are buttons for 'OK', 'Cancel', 'Apply', and 'Help'.

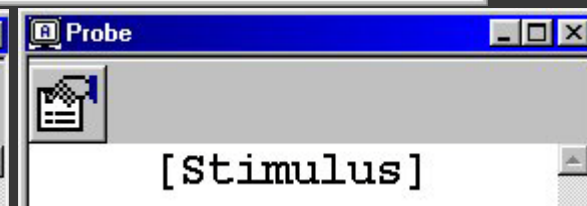
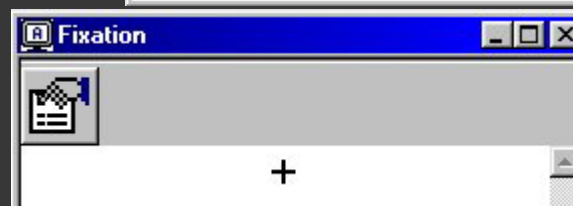
# Dus:

- ❑ Structure View
- ❑ List met Procedure, Condition, Stimulus, en CorrectResponse
- ❑ Fixation “+”
- ❑ Probe [Stimulus]
- ❑ Duration/Input



The DesignList window shows a table with the following data:

ID	Weight	Procedure	Nested	Condition	Stimulus	CorrectResponse
1	1	TrialProc		Word	cat	1
2	1	TrialProc		NonWord	jop	2



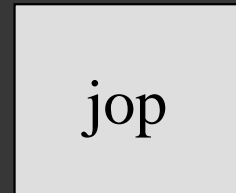
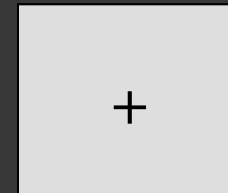
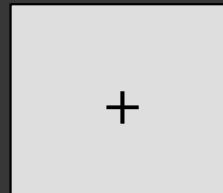
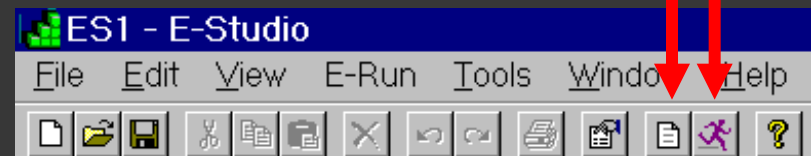
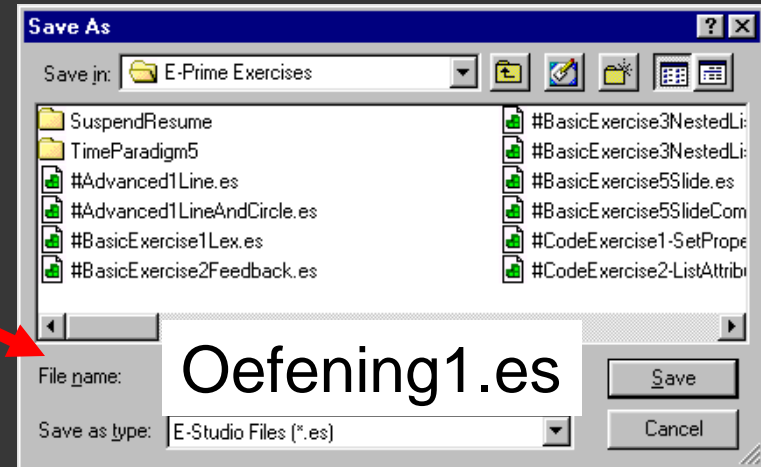
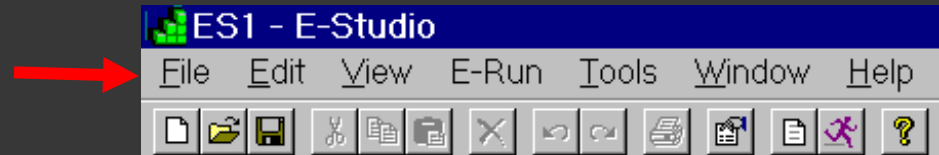
The Properties: Probe window shows configuration options for the probe phase. The 'Duration/Input' tab is selected, showing a Duration of 2000, Data Logging set to Standard, Timing Mode set to Event, and PreRelease set to 0. The 'Input Masks' section shows 'Keyboard' selected as the device, with 'Response Options' set to Keyboard and 'Allowable' set to 12.

# Save ... Generate... Run!

Save as Oefening1.es

Generate

Run



# Extra's: Kan je...

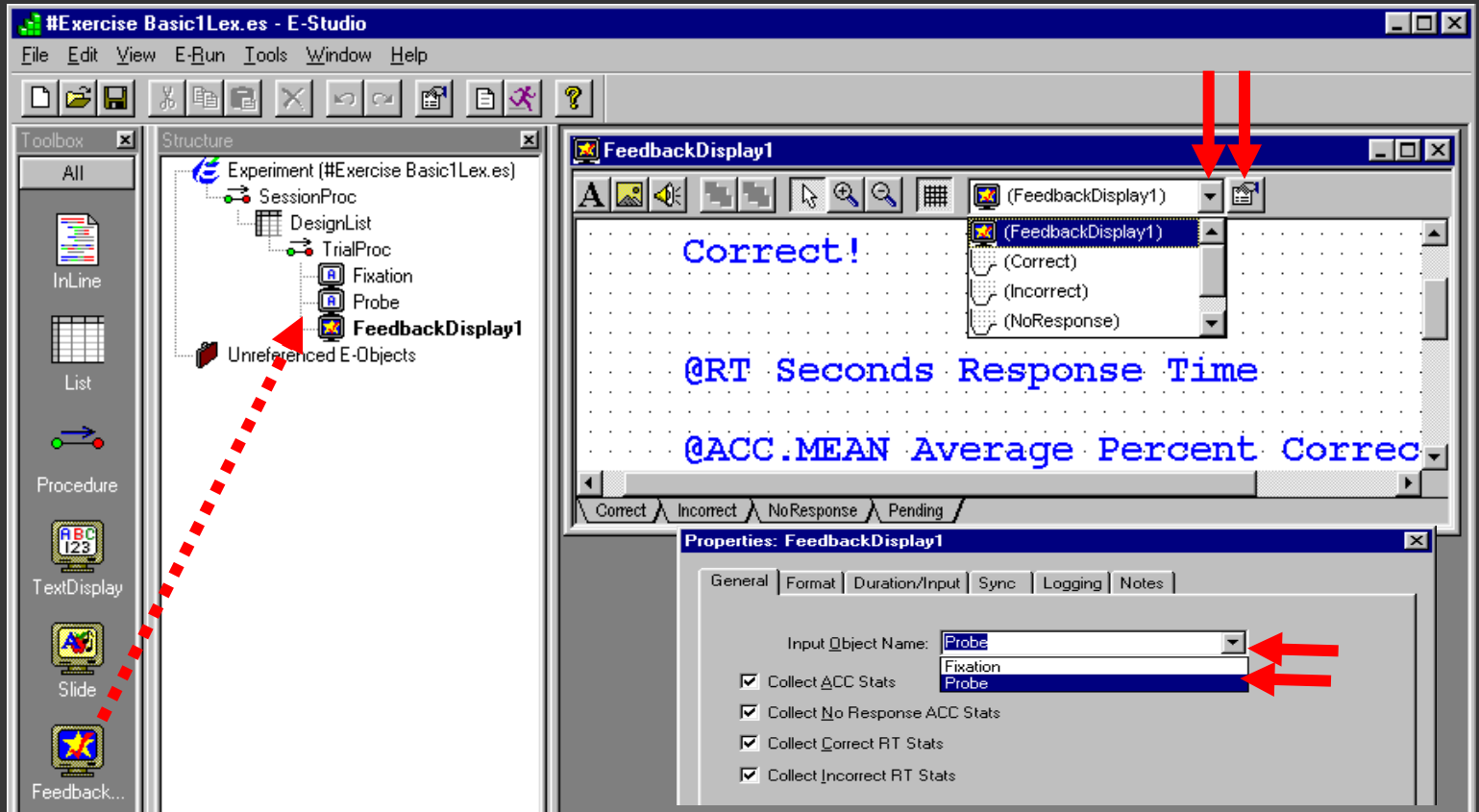
1. Het aantal woorden en non-woorden verhogen tot 5?
2. De keyboard respons vervangen door een muisklik?  
(Lmuis=1; Rmuis=2)
3. De aanbiedingsduur verhogen tot 4 s?
4. De grootte van het font veranderen?
5. Woorden in het groen en non-woorden in het rood aanbieden?
6. De stimuli in een random volgorde aanbieden ipv sequentieel?



# Oefening 1b

## Voeg Feedback toe

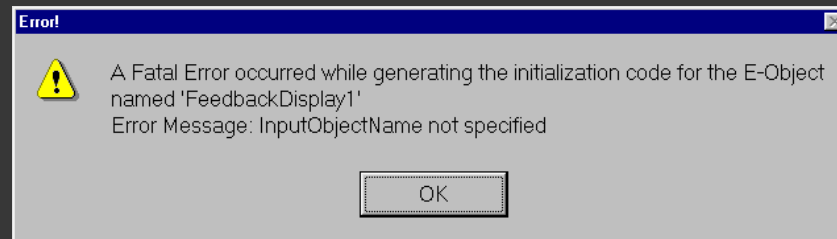
- 14. Voeg Feedback Object toe na probe en open dit
- 15. InputObjectName = Probe (waarop wil je feedback geven)



# Save – Generate - Run

Geef juiste en foute responsen!

Check of je (de correcte) feedback krijgt.



*Vaak voorkomende bugs bij Feedback object*

- *“Input Object Name not specified” => FeedbackObject; General Tab; Probe*
- *Accuraatheid klopt niet? Check Probe Duration/Input Properties: staat er [CorrectResponse] ? En is CorrectResponse attribuut in lijst?*

# Extra's: Kan je...

7. De tekst veranderen van de feedback?
8. De “zoveel % correct” display verwijderen?

# Overzicht



## Oefening 1

- procedure implementeren
- feedback toevoegen

## Oefening 2: nested lists

## Oefening 3: pictures & sounds

## Weetjes

# Oefening 2: Nested List

Wat?

Om lijsten te *organiseren*, vb. taken met verschillende procedures of woordenlijsten;

Deze kan je dan aanroepen vanuit 'hogere' lijst (DesignList)

Selectiemethode (sequentieel, random,...) kan verschillen tussen 'hogere' en 'lagere' lijsten

# Oefening 2: Nested List

## Doel oefening 2:

- LexicaleDecisieTaak (oefening 1)
- 15 trials
- Telkens twee woorden, dan een non-woord
- Binnen woorden en non-woorden is de selectie random

# Oefening 2 (werk verder op oef. 1)

Voeg geneste lijsten toe:

1. Open DesignList
2. Kolom "Nested": voeg Words list toe ("do you want to create? Yes")
3. Voeg Nonwords list toe ("do you want to create? Yes")
4. Selecteer "Stimulus" en verwijder dit attribuut (want de waarde van stimulus zal uit de Words en NonWords lijsten gehaald worden)

The screenshot shows two windows: 'Structure' and 'DesignList'. In the 'Structure' window, a red arrow labeled '1' points to the 'DesignList' icon. In the 'DesignList' window, a red arrow labeled '2' points to the 'Nested' column header, a red arrow labeled '3' points to the 'Words' row, and a red arrow labeled '4' points to the 'Stimulus' column header.

ID	Weight	Nested	Procedure	Stimulus	CorrectResponse
1	1	Words	TrialProc	cat	1
2	1	NonWords	TrialProc	jop	2

# En hoe werkt het?

Als er een naam van een lijst voorkomt in de Nested kolom:

Dan gaat het programma naar die geneste lijst  
Selecteert er een rij uit (obv sampling method)  
Vult rest van attributen (van L naar R)

The screenshot shows three overlapping windows from a software application. The top window is 'DesignList', the middle is 'Words', and the bottom is 'NonWords'. Red circles and arrows illustrate the data flow:

- A red circle highlights the 'Nested' column in the 'DesignList' table, specifically the value 'Words' in row 1.
- Red arrows point from this 'Words' cell to the 'Words' window.
- Another red circle highlights the 'Stimulus' column in the 'Words' table, specifically the value 'cat' in row 1.
- Red arrows point from this 'cat' cell to the 'NonWords' window.
- A final red circle highlights the 'Stimulus' column in the 'NonWords' table, specifically the value 'jop' in row 1.

ID	Weight	Nested	Procedure	Condition	CorrectRe...
1		2 Words	alProc	Word	1
2		1 NonWords	alProc	NonWord	2

ID	Weight	Nested	Procedure	Stimulus
1	1			cat
2	1			dog
3	1			time
4	1			bike
5	1			glove

ID	Weight	Nested	Procedure	Stimulus
1	1			jop
2	1			feh
3	1			lih
4	1			det
5	1			kof



# En hoe werkt het?

## Bijvoorbeeld

- Word list wordt gesampled
- Attribuut stimulus wordt bepaald
- De andere attributen worden bepaald
- De procedure wordt doorlopen

The screenshot shows three windows from the DesignList software:

- DesignList (top):** Summary: 15 Samples (5 cycles x 3 samples/cycle), 1 Cycle equals 3 samples, Sequential Selection. Table:

ID	Weight	Hested	Procedure	Condition	CorrectRe...	
1		2	Words	alProc	Word	1
2		1	NonWords	alProc	NonWord	2
- Words (middle):** Summary: 5 Samples (1 cycle x 5 samples/cycle), 1 Cycle equals 5 samples, Random Selection. Table:

ID	Weight	Hested	Procedure	Stimulus
1	1			cat
2	1			dog
3	1			time
4	1			bike
5	1			glove
- NonWords (right):** Summary: 5 Samples (1 cycle x 5 samples/cycle), 1 Cycle equals 5 samples, Random Selection. Table:

ID	Weight	Hested	Procedure	Stimulus
1	1			jop
2	1			feh
3	1			lih
4	1			det
5	1			kof

Red annotations highlight the 'Hested' column in the 'Words' table and the 'Stimulus' column in the 'NonWords' table, with arrows pointing to the 'Hested' column in the 'DesignList' table.

# Voordeel

Sampling method van geneste en design (“hogere”) lijsten kan verschillend zijn

The image shows three overlapping software windows from a list-making application. The top window, titled 'DesignList', displays a summary of 15 samples (5 cycles x 3 samples/cycle) and a table with columns: ID, Weight, Nested, Procedure, Condition, and CorrectRe... The middle window, titled 'Words', displays a summary of 5 samples (1 cycle x 5 samples/cycle) and a table with columns: ID, Weight, Nested, Procedure, and Stimulus. The bottom window, titled 'NonWords', displays a summary of 5 samples (1 cycle x 5 samples/cycle) and a table with columns: ID, Weight, Nested, Procedure, and Stimulus. Red circles highlight the 'Sequential Selection' text in the DesignList window and the 'Random Selection' text in the NonWords window. A red arrow points from the DesignList circle to the NonWords circle.

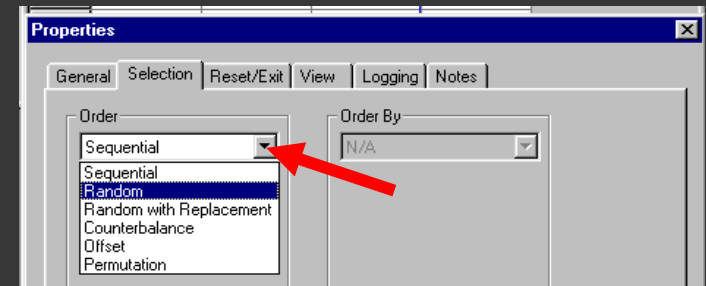
ID	Weight	Nested	Procedure	Condition	CorrectRe...
1		Words	alProc	Word	1
2		NonWords	TrianProc	NonWord	2

ID	Weight	Nested	Procedure	Stimulus
1	1			cat
2	1			dog
3	1			time
4	1			bike
5	1			glove

ID	Weight	Nested	Procedure	Stimulus
1	1			jop
2	1			feh
3	1			lih
4	1			det
5	1			kof

# Sampling methods

- Sequential
- Random (with or without replacement)
- Counterbalance
  - vb. subject 3 doet conditie 3
- Offset
  - vb. subject 3 start met conditie 3, dan cond 4-5-6-1-2 en klaar
- Permutation
  - vb. 3 condities => 6 volgordes; subject 3 krijgt 3<sup>de</sup> volgorde



# Sampling methods - vb

*Lijst met 3 elementen: A, B & C*

Sample	<i>Sequential</i>	<i>Random without R</i>	<i>Random with R</i>	<i>Counter-balance</i>	<i>Offset</i>	<i>Permutation</i>
1	A	B	B	pp1: A	pp1: ABC	pp1: ABC
2	B	C	C	pp2: B	pp2: BCA	pp2: ACB
3	C	A	B	pp3: C	pp3: CAB	pp3: BCA
4	A	C	C	pp4: A	pp4: ABC	pp4: BAC
5	B	A	A	pp5: B	pp5: BCA	pp5: CAB
6	C	B	C	pp6: C	pp6: CAB	pp6: CBA

# Oefening 2: Nested List Versie van LDT

The screenshot displays two windows from the E-Prime software. The 'Structure' window on the left shows a hierarchical tree for 'Experiment (Exercise2LexNested.es)'. The tree includes 'SessionProc', 'DesignList', 'Words', 'NonWords', 'TrialProc', 'Fixation', 'Probe', and 'Feedback'. There is also a separate entry for 'Unreferenced E-Objects'.

The 'DesignList' window on the right shows a summary of the design parameters:

Summary  
15 Samples (5 cycles x 3 samples/cycle)  
1 Cycle equals 3 samples  
Random Selection

ID	Weight	Nested	Procedure	Condition	CorrectRe...
1	2	Words	TrialProc	Word	1
2	1	NonWords	TrialProc	NonWord	2

# Oefening 2: Nested List Versie van LDT

5. Open Words List
6. Voeg attribuut "Stimulus" toe
7. Voeg 4 rijen toe en geef waarden in
8. Open NonWords list en doe hetzelfde

The screenshot shows the LDT software interface. On the left, the 'Structure' window displays a tree view of the experiment design. A red arrow labeled '5' points to the 'Words' node under 'DesignList'. Below this, the 'Words' and 'NonWords' list editors are shown. In the 'Words' editor, a red arrow labeled '6' points to the 'Add Column' button (a green square with a plus sign). Below the buttons, the 'Summary' section shows '5 Samples (1 cycle x 5 samples/cycle)' and '1 Cycle equals 5 samples'. A red arrow labeled '7' points to the 'Add Row' button (a green square with a plus sign). Below the buttons, the 'Summary' section shows '5 Samples (1 cycle x 5 samples/cycle)' and '1 Cycle equals 5 samples'. A red arrow labeled '8' points to the 'Add Row' button. At the bottom, two tables are shown, each with a red box around the 'Stimulus' column. The 'Words' table contains the words 'cat', 'dog', 'time', 'bike', and 'give'. The 'NonWords' table contains the words 'jop', 'lih', 'det', 'jat', and 'muw'.

Structure

- Experiment (lexList.es)
  - SessionProc
    - DesignList
      - Words
      - NonWords
    - TrialProc
      - Fixation
      - Probe
      - FeedbackDisplay1
  - Unreferenced E-Objects

Words

Summary

5 Samples (1 cycle x 5 samples/cycle)

1 Cycle equals 5 samples

Sequential Selection

ID	Weight	Nested	Procedure	Stimulus
1	1			cat
2	1			dog
3	1			time
4	1			bike
5	1			give

NonWords

Summary

5 Samples (1 cycle x 5 samples/cycle)

1 Cycle equals 5 samples

Sequential Selection

ID	Weight	Nested	Procedure	Stimulus
1	1			jop
2	1			lih
3	1			det
4	1			jat
5	1			muw

# Twee woorden, één non-woord

## 9. Zet 'Weight' op 2 voor Words en 1 voor NonWords

*Weight: relatieve frequentie waarmee de rij wordt geselecteerd*  
*Voor elke 3 trials: 2 woorden en 1 nonwoord*

Stimulus	Stimulus
cat	jop
dog	lih
time	dct
bike	jat
give	muw

The screenshot shows the DesignList software interface. The main window displays a summary for 'Sequential Selection' with 15 samples and 1 cycle equaling 3 samples. Below this is a table with columns: ID, Weight, Nested, Procedure, condition, and CorrectAnswer. The 'Weight' column is highlighted with a red box. The table shows two rows: Row 1 (ID 1) has Weight 2, Nested 'Words', Procedure 'TrialProc', condition 'Word', and CorrectAnswer 1. Row 2 (ID 2) has Weight 1, Nested 'NonWords', Procedure 'TrialProc', condition 'NonWord', and CorrectAnswer 2.

Below the main window are two smaller windows: 'Words' and 'NonWords'. Both show a summary for 'Sequential Selection' with 5 samples (1 cycle x 5 samples/cycle) and 1 cycle equaling 5 samples. Below each summary is a table with columns: ID, Weight, Nested, Procedure, Stimulus. The 'Stimulus' column is highlighted with a red box. The 'Words' table lists: 1 (cat), 2 (dog), 3 (time), 4 (bike), 5 (give). The 'NonWords' table lists: 1 (jop), 2 (lih), 3 (dct), 4 (jat), 5 (muw).

# 15 trials

10. Selecter “properties”
11. Selecter Reset/Exit
12. Exit List after 5 cycles (5 x 3 samples)
13. Check: 15 samples?

The screenshot shows the 'Structure' window on the left and the 'DesignList' window on the right. The 'DesignList' window contains a table with the following data:

ID	Weight	Nested	Procedure	Condition	CorrectResp...
1	2	Words	TrialProc	Word	1
2	1	NonWords	TrialProc	NonWord	2

Below the table is the 'Properties: DesignList' dialog box, which has tabs for 'General', 'Selection', 'Reset/Exit', 'View', 'Logging', and 'Notes'. The 'Reset/Exit' tab is active, and the 'Exit List' section is circled in red. The 'Exit List' section has three radio buttons: 'After 5 cycles (15 samples)', 'After 1 samples', and 'After 0 seconds'. The 'After 5 cycles (15 samples)' option is selected. A red arrow points from the 'Exit List' section to the 'Reset/Exit' tab, and another red arrow points from the 'Reset/Exit' tab to the 'Exit List' section. A red arrow also points from the 'Exit List' section to the '15 samples?' text in the list on the left.



# Run & check

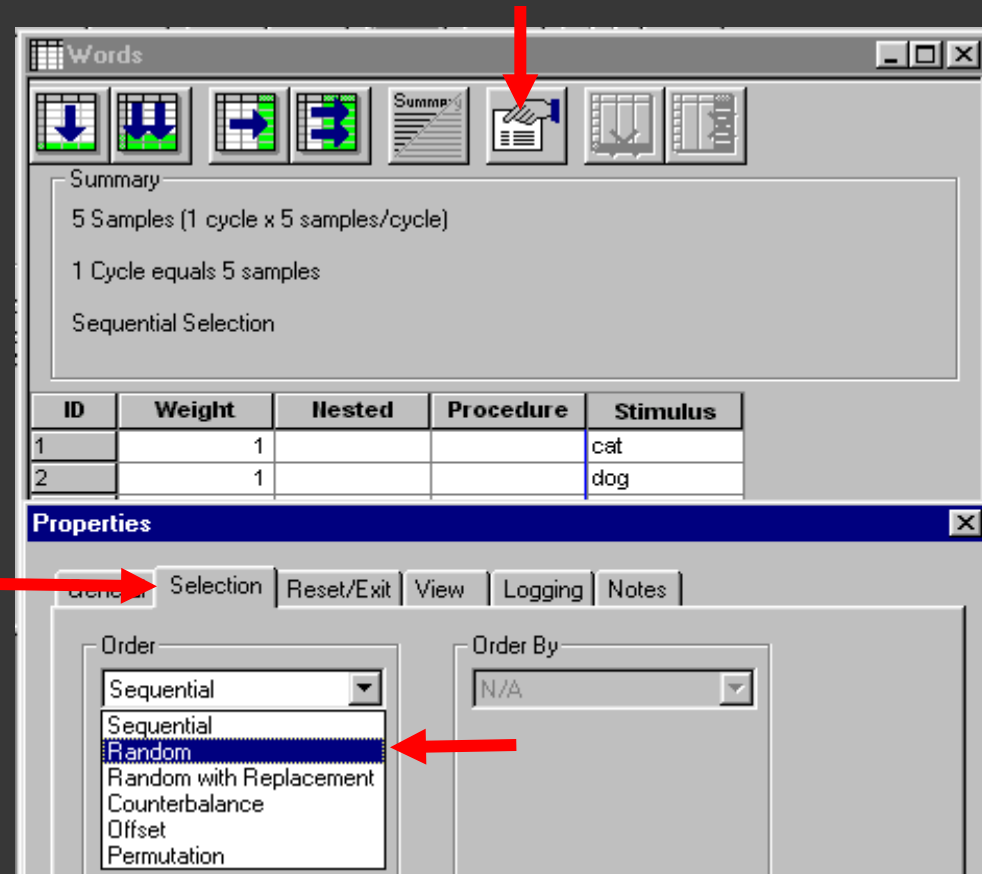
14. Save – Generate – Run (F7 or Run)

15. **Check**: sequentiële selectie woorden en non-woorden? En elke lijst sequentieel?

16. Nu woord en non-woord lijst random aanbieden:

- Properties
- Selection
- Order = Random

17. **Check**: random sampling?

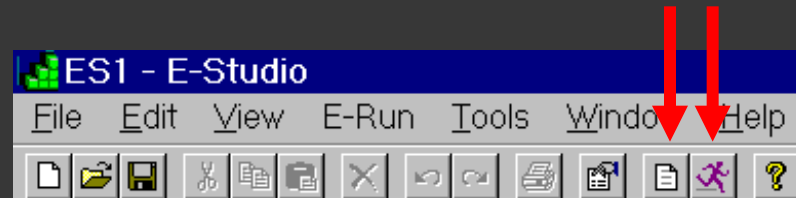
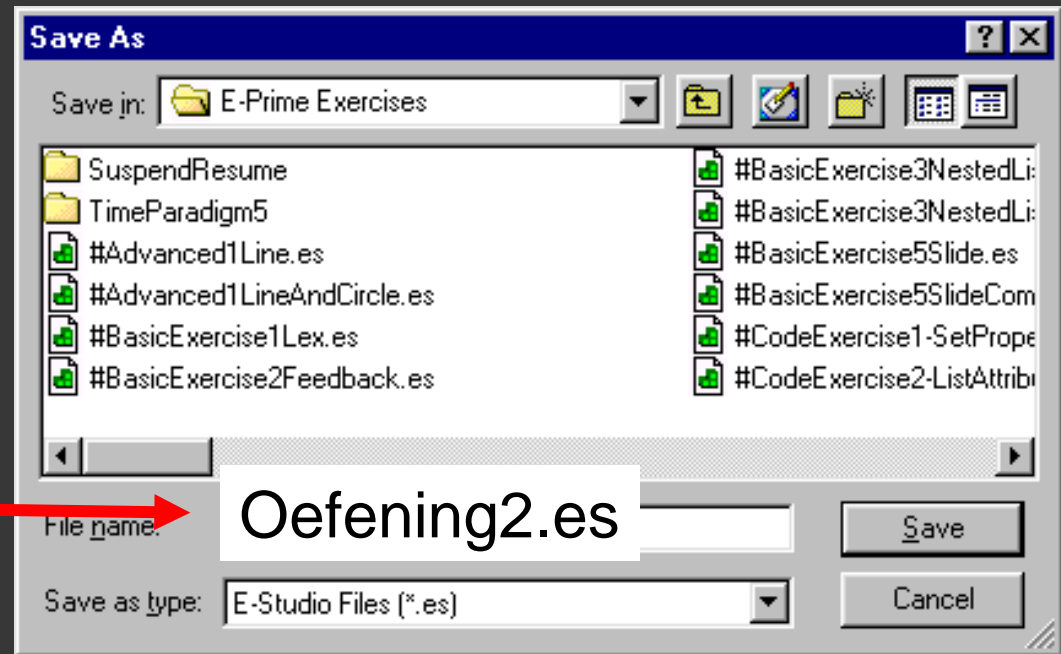


# Save ... Generate... Run!

Save as Oefening2.es

Generate

Run



# Overzicht



## Oefening 1

- procedure implementeren
- feedback toevoegen



## Oefening 2: nested lists

## Oefening 3: pictures & sounds

## Weetjes

# Oefening 3: pictures & sounds

Hoe bitmaps en geluiden toevoegen?

ImageDisplayObject:

Presentatie van figuren (enkel \*.bmp !)

SoundOutObject:

Presentatie van geluid (enkel \*.wav !)

Slide Object:

Voor combinaties (van tekst(en), figuur, evt geluid)

# Oefening 3: bitmaps & tekst

*De proefpersoon moet 1 antwoorden op het woord 'left' en 2 op het woord 'right'. Voor dit woord verschijnt een pijl (de probe) die compatibel of incompatibel kan zijn. Het woord kan links of rechts verschijnen.*

- ***Pijl (=probe) wijst naar links of naar rechts (compatibel of incompatibel met woord)***
- ***Woord (=stimulus): 'left' of 'right'***
- ***Positie van stimulus = links of rechts (compatibel of incompatibel met woord)***

**→  $2 \times 2 \times 2 = 8$  condities**

# Oefening 3: de condities (8)

*Stimulus = 'left'*

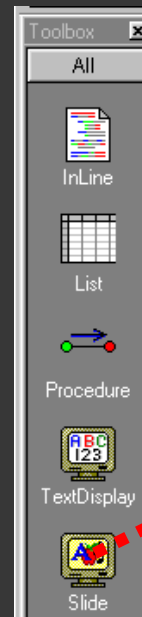
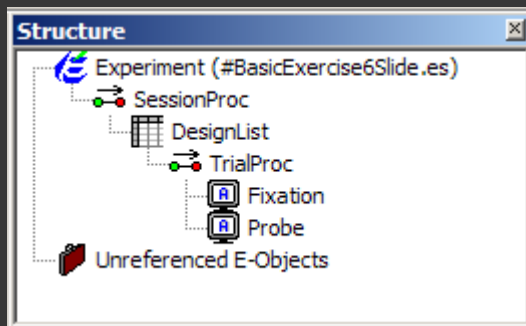
*Stimulus = 'right'*

	<i>Positie compatibel</i>	<i>Positie incompatibel</i>	<i>Positie compatibel</i>	<i>Positie incompatibel</i>
<i>Pijl</i>				
<i>compatibel</i>	left ←	← left	→ right	right →
<i>incompatibel</i>	left →	→ left	← right	right ←

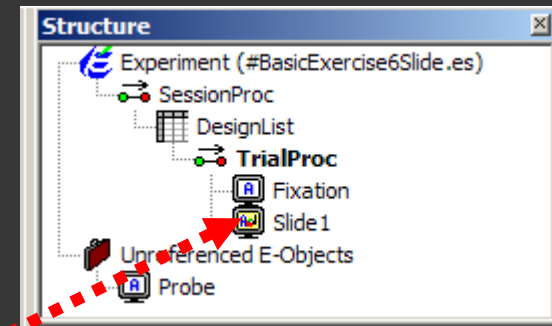
# Oefening 3 (verder op oef. 1)

1. Verwijder probe (en eventueel ook feedback)
2. Voeg SlideObject toe

*Voor*

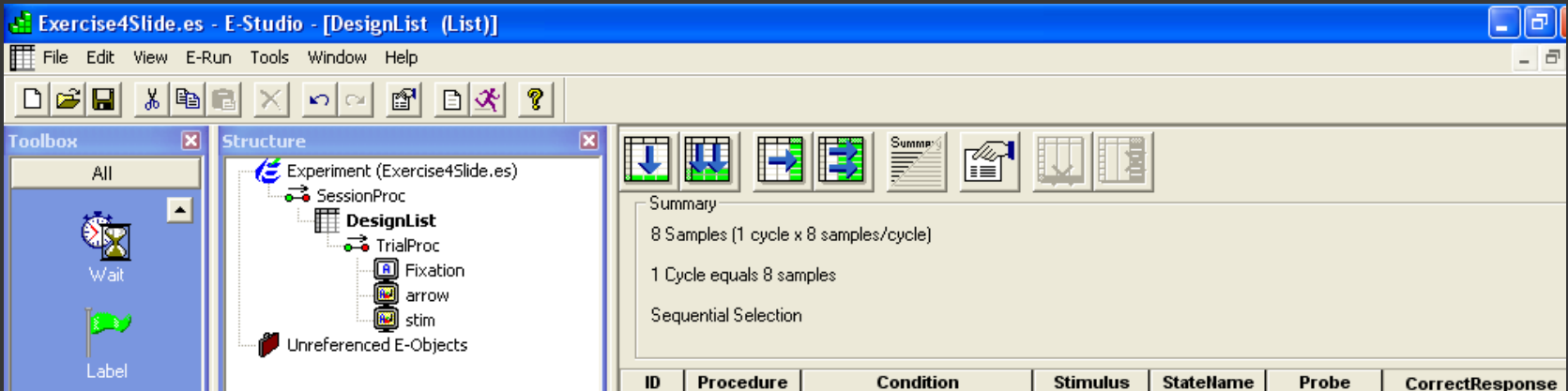


*Na*



# Verdere aanpassingen

## 3. DesignList aanpassen

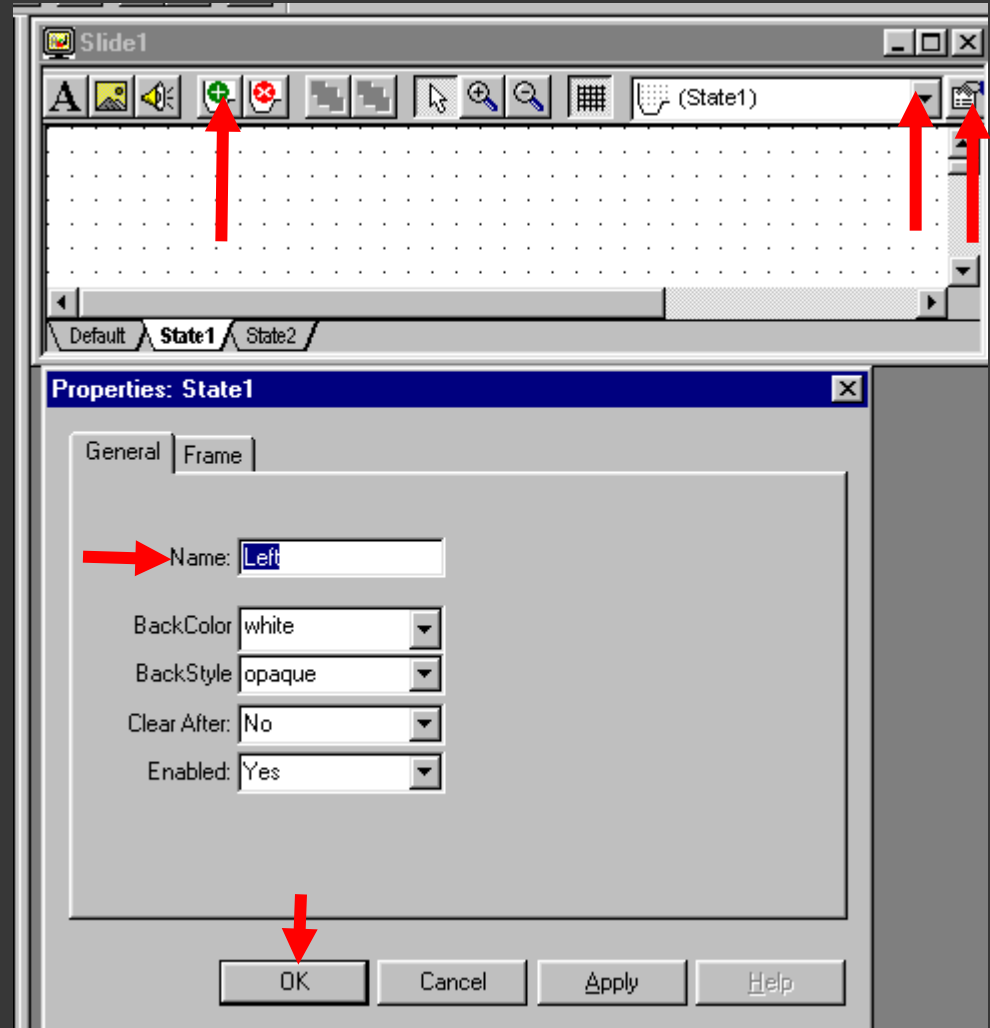


Procedure	Condition	Stimulus	StateName	Probe	CorrectResponse
TrialProc	poscomp_arrcomp	left	left	arrowleft.bmp	1
TrialProc	posincomp_arrcomp	left	right	arrowleft.bmp	1
TrialProc	posincomp_arrincomp	right	left	arrowleft.bmp	2
TrialProc	poscomp_arrincomp	right	right	arrowleft.bmp	2
TrialProc	poscomp_arrincomp	left	left	arrowright.bmp	1
TrialProc	posincomp_arrincomp	left	right	arrowright.bmp	1
TrialProc	posincomp_arrcomp	right	left	arrowright.bmp	2
TrialProc	poscomp_arrcomp	right	right	arrowright.bmp	2



# Slide Object aanpassen

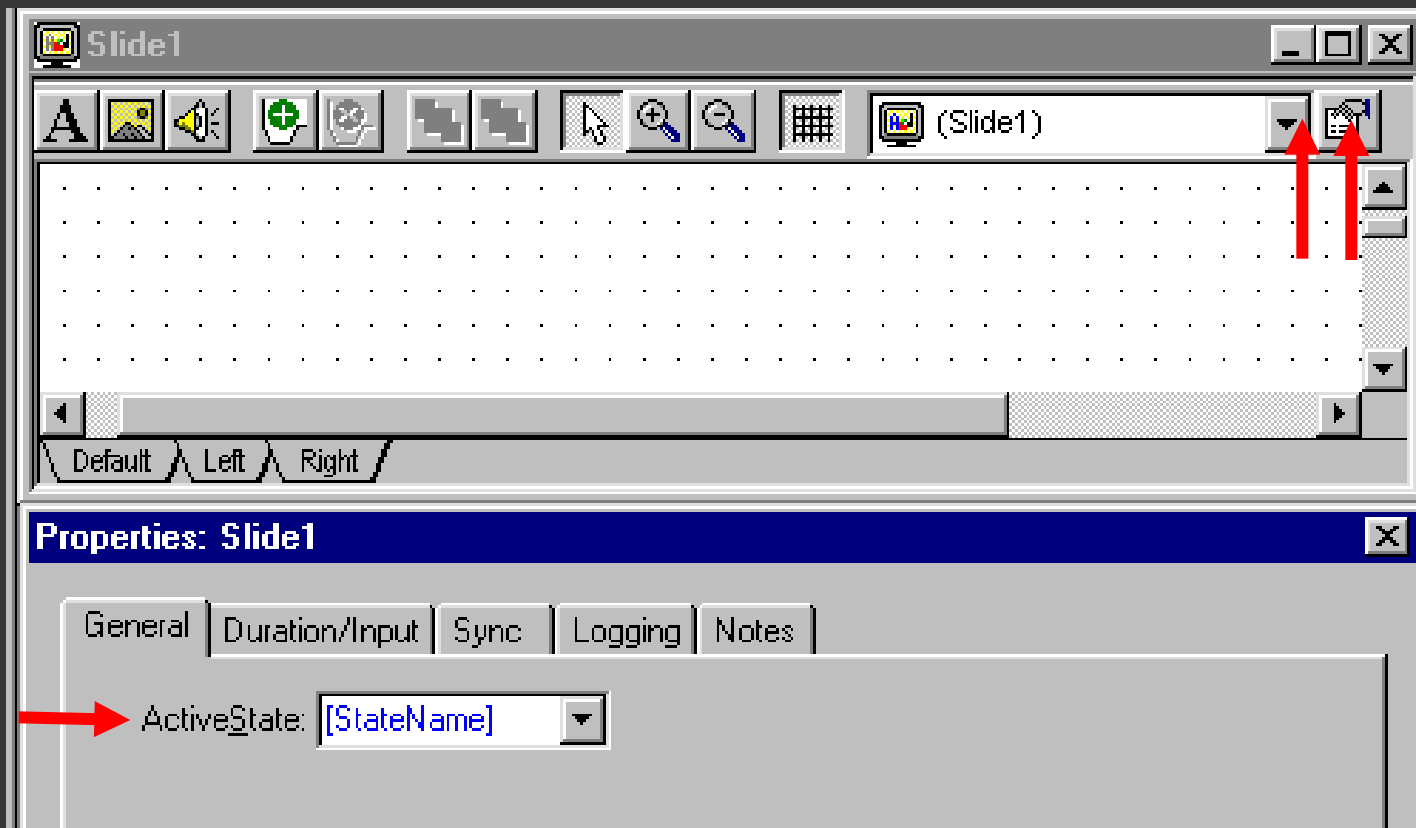
4. Open Slide1  
(rename arrow)
5. Voeg 2  
SlideStates toe  
(Default NIET  
verwijderen)
6. Selecteer Slide  
State 1, klik  
properties en  
herbenoem 'left'
7. Slide State 2: right



# En verder

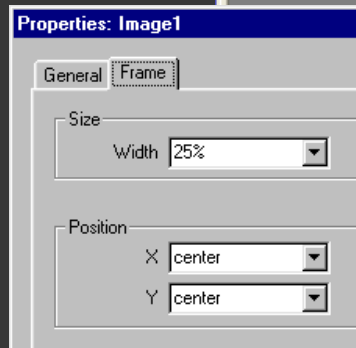
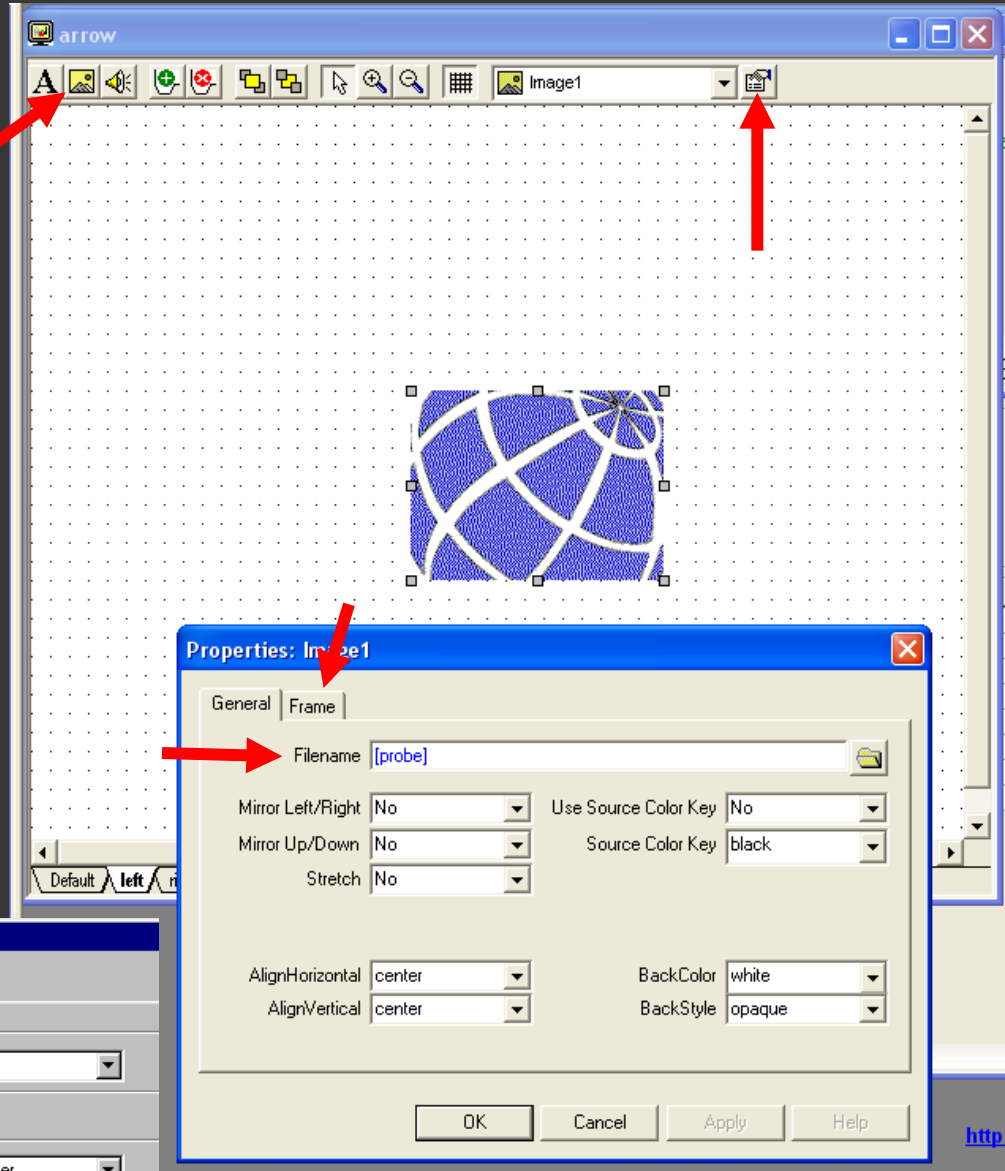
## 8. ActiveState property: [StateName]

Selecteer Slide object en klik op properties button



# Bitmap toevoegen

9. Selecteer “Left” SlideState object. Klik op SlidedImage tool button  
Klik in het rooster
10. Selecteer de figuur en edit (properties)
11. Filename = *[probe]*
12. Selecteer Frame en Center object
13. Idem voor “right”

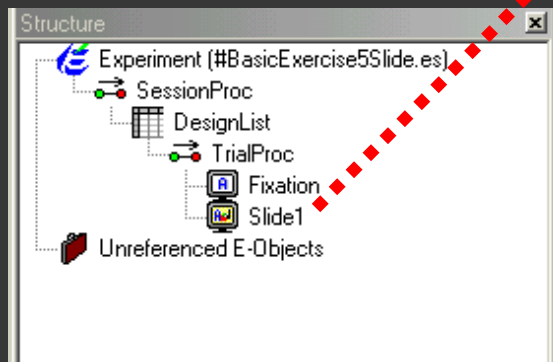


# Slide2

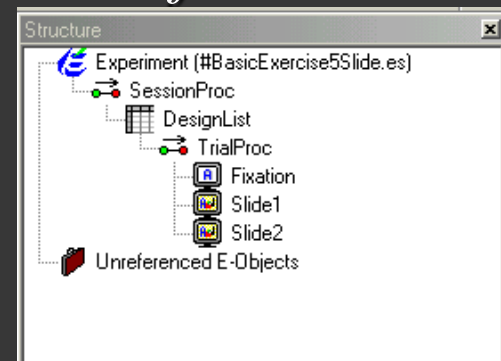
14. **Kopieer** Slide 1 binnen Trialproc (**Ctrl + klik en sleep**). Dit wordt automatisch Slide2.



*Before*



*After*



# Slide2 (rename Stim)

## 15. Properties Slide2 (Stim):

Duration *2000*

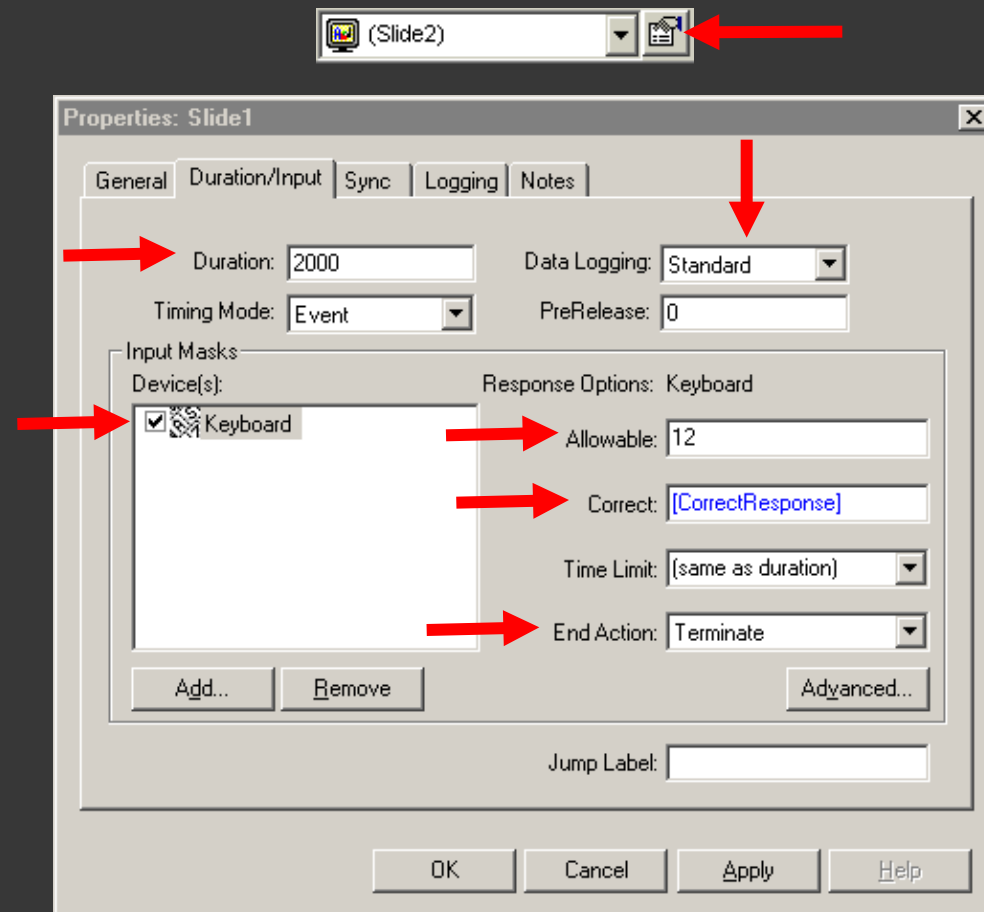
Data Logging *Standard*

Add Input *Keyboard*

Allowable Input *12*

Correct [*CorrectResponse*]

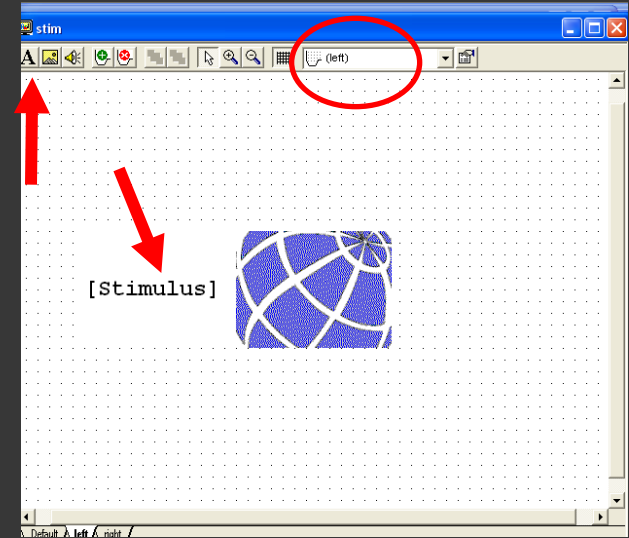
End Action *Terminate*



# Stim

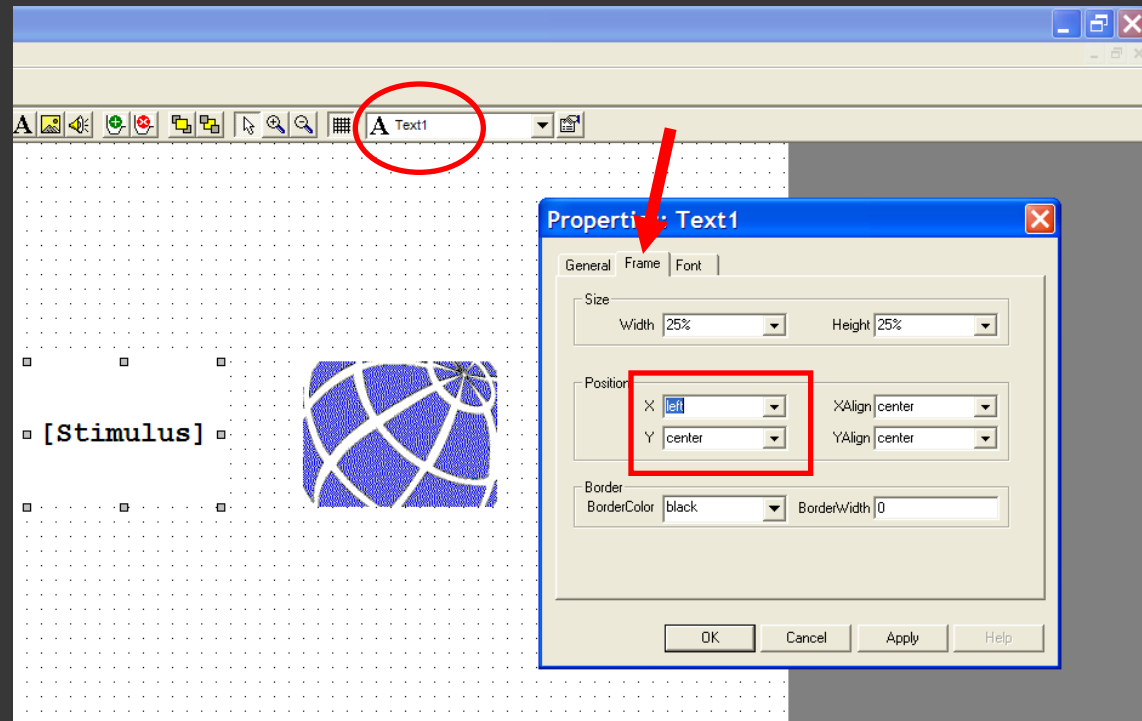
## 16. Selecteer "Left"

- Klik op Text tool button
- Klik ergens in rooster
- Typ [Stimulus]



## 17. Selecteer "Text1"

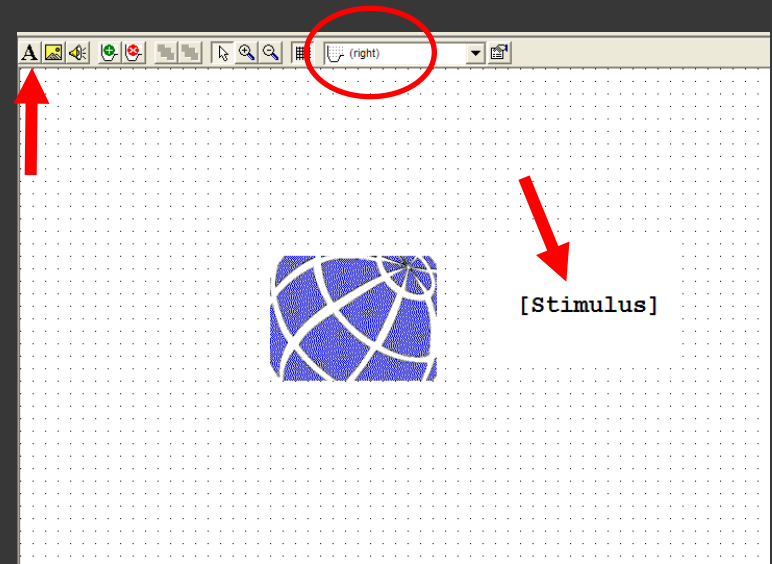
- Selecteer Frame
- X left
- Y center



# Stim

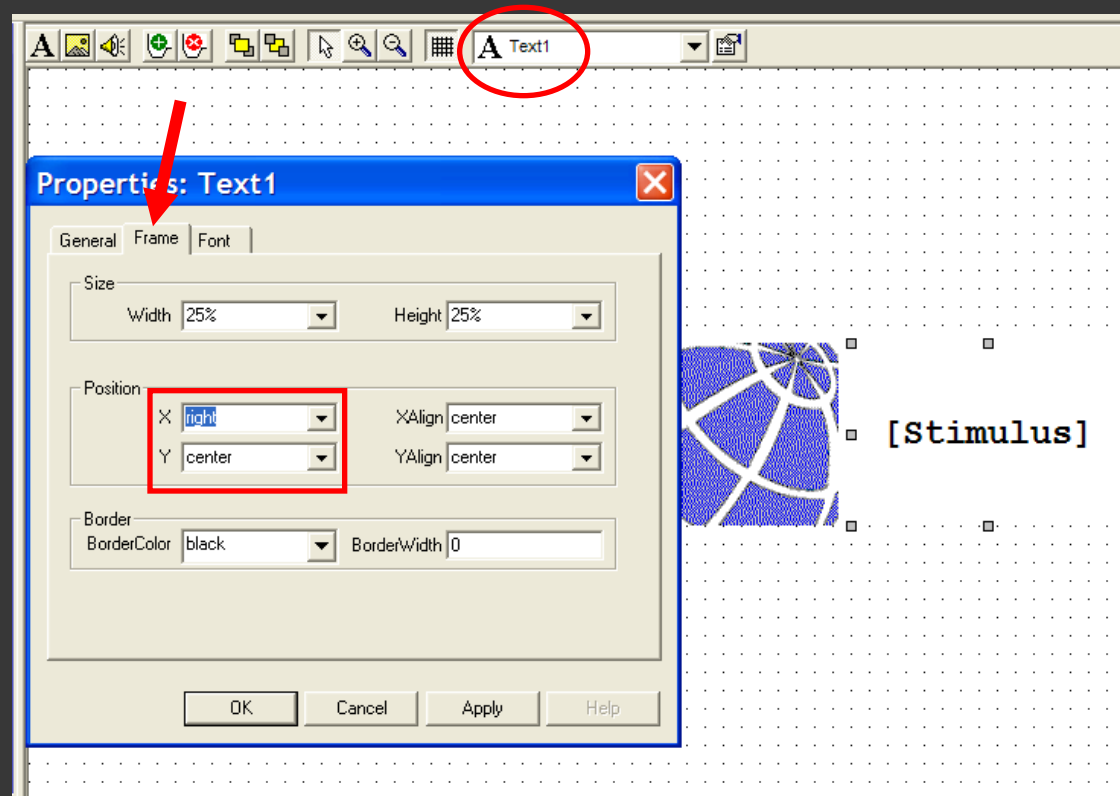
## 18. Selecteer "Right"

- Klik op Text tool button
- Klik ergens in rooster
- Typ [Stimulus]



## 19. Selecteer "Text1"

- Selecteer Frame
- X right
- Y center



# Save ... Generate... Run!

Save as Oefening3.es

Generate script

Run



! Bmp's downloaden op  
[users.ugent.be/~iimbo/teaching](http://users.ugent.be/~iimbo/teaching)  
en in zelfde map als .es file opslaan



# Extra's: Kan je...

9. Zorgen dat de proefpersoon feedback krijgt in een oefenblok van 8 trials en dan geen feedback meer krijgt in twee experimentele ('echte') blokken van elk 8 trials?
10. Instructies geven, zowel voor het oefenblok als voor het experimentele blok?
11. Aan het einde van het experiment een scherm tonen waarop staat 'einde – bedankt voor je medewerking'? Ook dit scherm verdwijnt als er op de spatiebalk wordt gedrukt.

# Overzicht



## Oefening 1

- procedure implementeren
- feedback toevoegen



## Oefening 2: nested lists



## Oefening 3: pictures & sounds

## Weetjes

# Handig om te weten

- Browser: om objecten te kopiëren

The screenshot displays the E-Studio software interface for 'Exercise2LexNested.es'. The 'View' menu is open, showing options like Attributes, Browser, Output, Properties, Script, Structure, and Toolbox. The 'Browser' window is circled in red and contains a table of objects:

Name	Type
DesignList	List
Feedback	FeedbackDisplay
Fixation	TextDisplay
NonWords	List
Probe	TextDisplay
SessionProc	Procedure
TrialProc	Procedure
Words	List

The 'DesignList' window shows a summary: 15 Samples (5 cycles x 3 samples/cycle), 1 Cycle equals 3 samples, and Random Selection. The 'Words' window shows a summary: 5 Samples (1 cycle x 5 samples/cycle), 1 Cycle equals 5 samples, and Random Selection. Below the 'Words' window is a table:

ID	Weight	Nested	Procedure	Stimulus
1	1			cat
2	1			dog
3	1			time
4	1			bike
5	1			glove

The 'Properties' window shows the 'Words List' properties, including Name, Filename, HideLevelsWithZ, LoadMethod, Notes, Order, OrderBy, and ResetEveryRun.

# Handig om te weten

*Dubbelklik*

- Startup informatie

The screenshot displays the E-Prime software interface. On the left, the **Structure** window shows a hierarchical tree of the experiment design. A red arrow points to the **Experiment (voorbeeldintro.es)** node. Below it, the **Properties** window is visible but empty. On the right, the **Properties: Experiment Object Properties** window is open, showing the **Startup Info** tab. It contains a table of startup parameters:

Name	Prompt Text	Data Type	Default
<input checked="" type="checkbox"/> ? Subject	Please enter the Subj...	Numeric	1
<input checked="" type="checkbox"/> ? Session	Please enter the Sess...	Numeric	1
<input type="checkbox"/> ? Group	Please enter Subject'...	Numeric	1
<input type="checkbox"/> ? Name	Please enter Subject'...	String	
<input type="checkbox"/> ? Age	Please enter Subject'...	Numeric	0
<input type="checkbox"/> ? Sex	Please enter Subject'...	Choice	male
<input type="checkbox"/> ? Handed...	Enter Subject's Hand...	Choice	left
<input type="checkbox"/> ? Resear...	Please enter Researc...	Numeric	1

Below the table are buttons for **Add...**, **Remove**, **Edit...**, **Move Up**, and **Move Down**. The **Edit Startup Info Parameter** dialog is open, showing the **Log Name** as **Handedness**, the **Prompt** as **Enter Subject's Handedness:**, and the **Data Type** as **Choice**. The **Choices** list contains **left** and **right**. At the bottom, there are checkboxes for **Prompt the user for this startup info parameter** and **Enable this startup info parameter**, both of which are currently unchecked. **OK** and **Cancel** buttons are at the bottom right.

# Handig om te weten

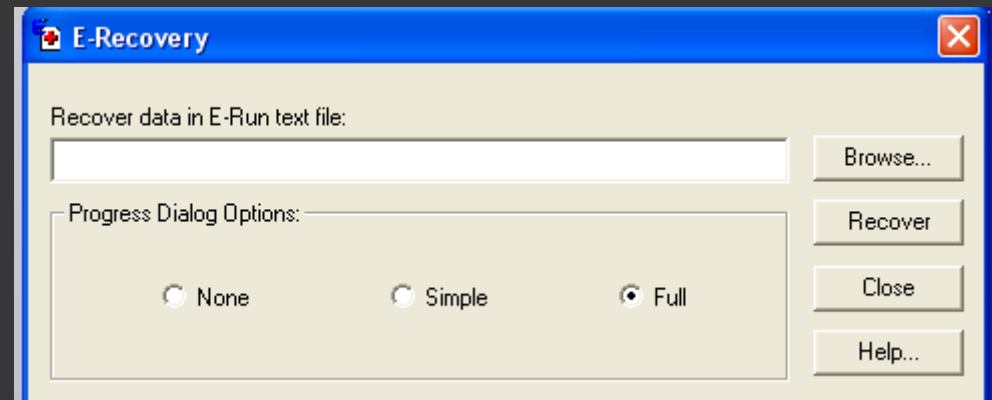
- E-Recovery

E-Run => \*.txt file

Normaal gezien conversie naar \*.edat

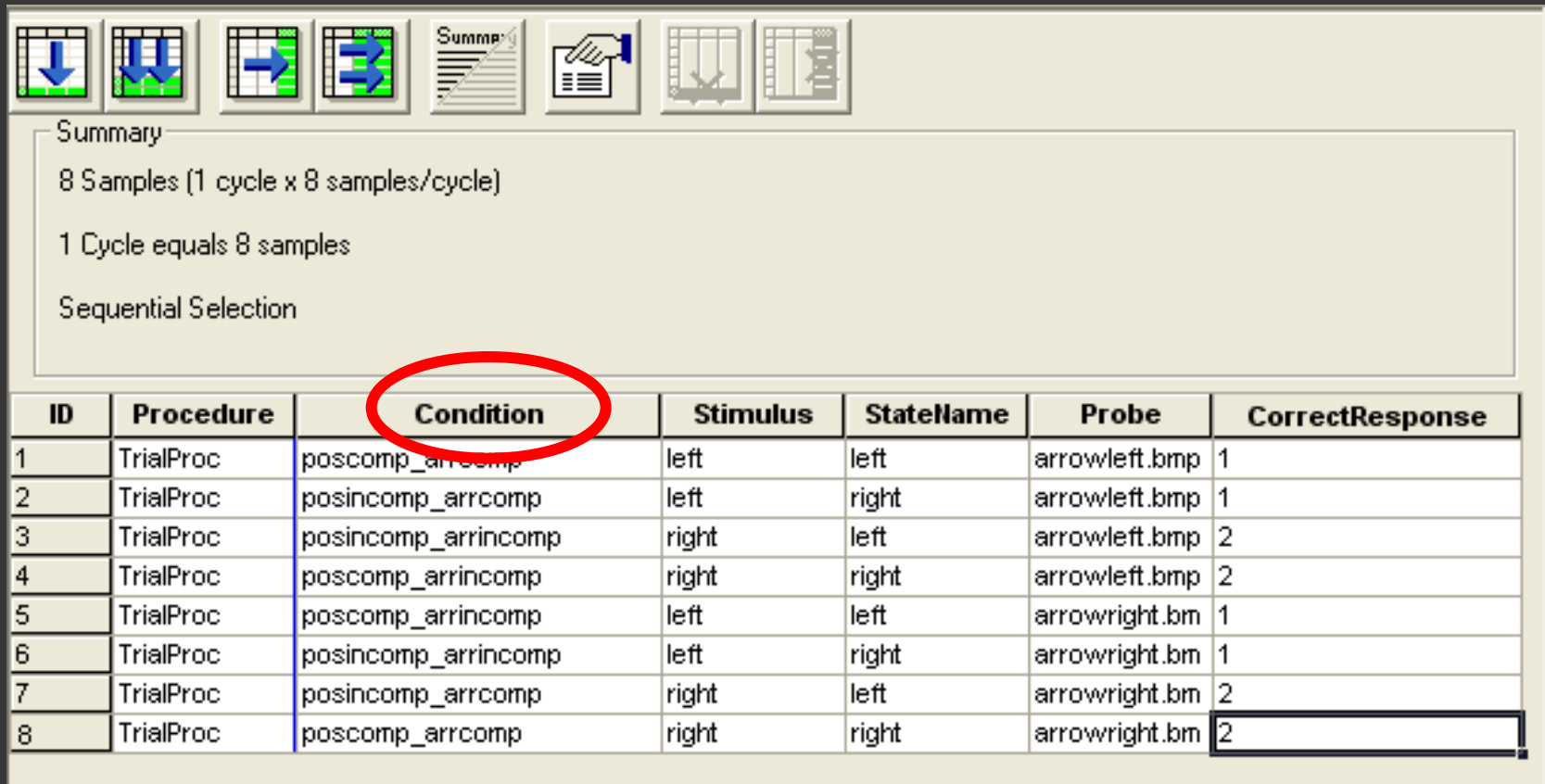
Niet als ctrl+alt+shift of ...

E-Recovery kan dan conversie doen



# Handig om te weten

- Denk al aan analyses: voeg 'codes' toe



The screenshot shows a software interface with a toolbar at the top containing icons for data manipulation and analysis. Below the toolbar is a 'Summary' box with the following text:

Summary  
8 Samples (1 cycle x 8 samples/cycle)  
1 Cycle equals 8 samples  
Sequential Selection

Below the summary is a table with the following columns: ID, Procedure, Condition, Stimulus, StateName, Probe, and CorrectResponse. The 'Condition' column is circled in red. The 'CorrectResponse' column for the last row is highlighted with a black border.

ID	Procedure	Condition	Stimulus	StateName	Probe	CorrectResponse
1	TrialProc	poscomp_arrcomp	left	left	arrowleft.bmp	1
2	TrialProc	posincomp_arrcomp	left	right	arrowleft.bmp	1
3	TrialProc	posincomp_arrincomp	right	left	arrowleft.bmp	2
4	TrialProc	poscomp_arrincomp	right	right	arrowleft.bmp	2
5	TrialProc	poscomp_arrincomp	left	left	arrowright.bmp	1
6	TrialProc	posincomp_arrincomp	left	right	arrowright.bmp	1
7	TrialProc	posincomp_arrcomp	right	left	arrowright.bmp	2
8	TrialProc	poscomp_arrcomp	right	right	arrowright.bmp	2

# Handig om te weten

◎ E-Run: QWERTY !!

◎ E-Prime op het net:

- <http://www.pstnet.com/e-prime/support>

(eerst registreren)

→ download -> documentation

→ samples

→ etc...

## E-Prime Documentation Downloads

The following links are for the E-Prime 1.x documentation .  
All documentation is in a compressed ZIP file that expands to the PDF documentation. A documentation files. The documentation is the same for both E-Prime 1.0 and 1.1.

[Getting Started Guide \(10MB\)](#)

[User's Guide \(12MB\)](#)

[Reference Guide \(12MB\)](#)

# Handig om te weten

◎ Nog enkele nuttige websites...

- <http://step.psy.cmu.edu/scripts/index.html>
- <http://groups.google.com/group/e-prime/about>
- <http://expsy.ugent.be/intern/eprimeFAQ.htm>