

### Button Practice - Timed

<b>File Info:</b>	TButtonPracticev4.exp
<b>Brief Description:</b>	This game is designed to familiarize participants with pressing touch screen buttons with their hands on the handle bars. There is a training session, a short practice, and a timed game (which can be used to gather choice RT data).
<b>Versions:</b>	TButtonPracticev3 has a faster practice and extended real trials
<b>Program Info:</b>	PRESENTATION Program
<b>Task Design:</b>	<ul style="list-style-type: none"><li>• Instructions</li><li>• Practice Trials (4) x up to 2<ul style="list-style-type: none"><li>◦ <b>1000 msec Blank → Inf. Stim.</b></li></ul></li><li>• Trials (8)<ul style="list-style-type: none"><li>◦ <b>1000 msec Blank → Inf. Stim.</b></li></ul></li></ul>
<b>Block Design:</b>	<p><b>Practice (4) x up to 2:</b></p> <ul style="list-style-type: none"><li>◦ <i>Passing Criteria:</i> If experimenter selects NO for “Done?” the program runs the 2<sup>nd</sup> round</li><li>◦ For KButtonPractice, practice will also repeat if the participant misses one or more practice trials.</li></ul> <p><b>Faster practice (4) for version 3</b></p> <p><b>Trials (8) except for version 3 which has (20) trials</b></p> <ul style="list-style-type: none"><li>◦ Subject prompted to go as fast as he/she can</li><li>◦ Trials remain on screen until correct button is pushed (TButtonPractice / TButtonPractice_Spanish)</li><li>◦ Trials remain on screen until a VALID button is pushed (KButtonPractice)</li></ul>
<b>Responses:</b>	<ul style="list-style-type: none"><li>• <b>Directions:</b> advance with the &lt;Enter&gt; key by the experimenter</li><li>• <b>Done?:</b> If this was sufficient practice select ‘Y’ for yes, otherwise ‘N’ for no</li><li>• <b>Trials:</b> advanced by CORRECT response from participant (or any valid response in KButtonPractice)</li><li>• Responses are Left-hand and Right-hand button presses to the touch screen</li></ul>
<b>Buttons:</b>	<p><b>English (TouchScreen):</b></p> <ol style="list-style-type: none"><li>1. Mouse Button 0 (left click)</li><li>2. Enter</li><li>3. Y</li><li>4. N</li><li>5. S</li></ol> <p><b>Spanish (TouchScreen):</b></p> <ol style="list-style-type: none"><li>1. Mouse Button 0 (left click)</li><li>2. Enter</li><li>3. Y</li><li>4. N</li><li>5. S</li></ol> <p><b>English (KeyPress – made for FULL size keyboard):</b></p> <ol style="list-style-type: none"><li>1. Enter</li><li>2. Y</li><li>3. N</li><li>4. S</li><li>5. Ctrl</li><li>6. Num Enter</li></ol>

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#### **Data**

- Data saved at **END** of game (or when **S** is pressed)
- **DATA** (saved as comma delimited .txt file – “ButtonPractice\_subjectID.txt”)
- See instructions for **Compiling Data** and **Opening Comma Delimited Files**

#### **DATA KEY:**

<b>SubjectID</b>	Subject's unique ID code
<b>Experiment</b>	Name of Experiment (ButtonPractice)
<b>BlockNo</b>	1 = Practice Block, 2 = Trial Block
<b>TrialNo</b>	The order in which the trial was given (counting starts over for each block)
<b>TrialType</b>	Slow = Practice, Fast = Actual Trials
<b>StimSide</b>	1 = Left, 2 = Right
<b>RT</b>	Reaction Time in Milliseconds

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*In this game the child is told to press the button that has a smiley face on it. So the button with a smiley face will either appear on the right or left side. The main point of this game is to familiarize the children with the handle bars and pushing of the buttons. This is also where we can collect their baseline RT's.*

The experimenter says:

"Today you're going to press buttons!"

"In the button games your hands should always be on the handle bars, just use your finger to press the button"

"Remember, after you press a button to take your finger off the screen and back on the handle bar".

Example 1 (Left side)



Example 2 (Right side)

