Building experiments with E-prime and eye tracking software (SMI & Tobii)

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Overview

Drag & drop objects

Properties

Tobii Studio

Timeline (no randomization possible!)
Questionnaire object

Overview

SMI Experiment Center

Very cool additional feature: gaze-based interaction!

Overview
Overview of environment

Hierarchical structure

Properties window

Workspace

What 'tools' are possible?

- Text
- Image
- These can be designed interactively, e.g., clickable
- Slides
- Audio (in and out)
- Videos
- Feedback (on own performance)
- Lists (i.e., attributes)
- inline (see later...)
- Randomized etc. presentation of all objects or object groups possible (cf. lists)
- "If... then..." relation possible (clicking or feedback)

Specify input device

- Traditional devices like mouse, keyboard, or joystick
- Serial response box
- Foot pedal
- Custom expansion kit
- Helpful for collecting simple performance data or to introduce a secondary task for capturing mental effort

Creating each procedure by drag & drop

Each of these procedures has its own properties (lists)!
For those, who think this is not enough... E-Basic!

'inLine' object

- Nearly identical to Visual Basic for Applications™, E-Basic is the underlying scripting language of E-Prime.
- The graphical representations of experiments prepared in E-Studio are automatically compiled into a complete E-Basic script with a single mouse click.
- Furthermore, E-Studio offers access to E-Basic. This is particularly useful if your experiment requires a non-standard operation which is not specifically addressed in the graphical interface.
- Just as E-Objects are graphical representations of the most common experiment operations, an InLine object allows you to insert a piece of your own custom script within the graphical representation of the experiment.

Example from one of my experiments

Question 2
Answer 1
Answer 2
Answer 3

For more info on this talk, Please contact me: Halszka.jarodzka@OU.nl