Psychological Task Design & Development

A Programming Workshop
Part III – Where can we take this?

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Some Examples of Tasks

Automatic / implicit processes (biases):

- Automatic memory associations - Implicit Association Task (IAT)
- Approach/Avoidance Task (AAT) - (SRC)
- Selective attention: (Dot-Probe)

Control control:

- Working memory - (Chessboard) - (SOPT)
- Inhibition - (GO-NOGO) - (STOP)
- Cognitive Flexibility - Task Switching (TSW) - (Trail)

Games:

- CityBuilder
- Mouse Game (on Facebook)
- Shots Game

..And Their Code

STOP Task

CityBuilder Game

Recap

Hopefully, you've learned a thing or two in this workshop, e.g.:

- Structuring your task design
- Basic programming concepts
- Advanced programming techniques
- Enough to translate to your syntax of choice
- Programming with other people can be very motivating
- Programming in Flash is actually quite fun ☺
- … (you tell me!)

Future Programming

- Working together can help a great deal!
  - Sign up for a <u>mailing list</u>?

- Feedback!?
  - Should there be a follow-up workshop?
  - Should we focus on other topics (e.g., analyses in R)?
  - Etc.

→Please take our <u>SURVEY</u>*←

*Link also on the website!