EXPERIMENTAL PSYCHOPATHOLOGY

EPP-symposium: "Resolve the mystery of code: Improve your programming skills'

Date	February 12-13, 2015
Lecturer	Drs. Wouter Boendermaker (UvA)
Location	Kapellerput, Heeze www.kapellerput.nl
Organization	Anna Kunze MSc (UvA), dr. Bart Verkuil (LEI), dr. Danielle Remmerswaal (EUR), drs. Wouter Boendermaker, (UvA)

Introduction

The development and use of computerized assessments or trainings is an integral part of many EPP projects. During this two-day workshop we will teach you the basics of how to design and develop such tasks. The main part of the workshop will cover the basics of using programming languages to develop your own tasks. There are many different tools and languages that are used for this purpose (e.g., Presentation, Inquisit, E-Prime, JavaScript, Matlab, etc.), so the focus will be on the general logic behind using syntaxes and the programming itself. The ultimate goal of this workshop is to give beginning and more advanced scientific programmers a good overview of general design and programming techniques, specifically aimed at psychological research. There will also be a lot of room to practice your coding skills and to acquire hands-on experience.
Besides a healthy interest in the subject and some handiness with computers in general, previous programming experience is not necessary.

Program

Thursday, February 12

10.30 – 11.00	Coffee & Tea
11.00 – 11.45	Part I*a* – General Introduction to the Workshop – What is / is not part of this workshop – Focus on task design and development (not so much on analyses) – General programming principles using ActionScript 3 syntax
11.45 – 12.30	Part I*b* – Task Design & Requirements engineering – Designing psychological tasks (e.g., based on scientific articles) – Documenting this design, so that a programmer (you or someone else) knows what to do
12.30 – 13.30	Lunch
13.30 – 15.30	Part II*a* – Programming basics – Short introduction to the environment – Basic programming concepts (variables, operators, if/else, loops, etc.) – Basic exercises (supervised, in pairs) – Discussion of the solutions
15.30-16.00	Coffee & Tea
16.00 – 18.00	Part II*b* – Advanced programming concepts – Advanced programming concepts (functions, objects, classes,

	OOP, etc.) – Advanced exercises (supervised, in pairs) – Discussion of the solutions
18.00 – 19.00	Drinks
19.00	Dinner

Friday, February 13

9.00 – 10.00	Part III*a* – PhD presentations Peggy Bongers: *Emotional eating: Is it fact or fiction?* Jantine Boselie: *Filling the glass: Increasing optimism to counteract pain-induced cognitive impairments*
10.00-11.00	Part III*b* – Where can we take this / How is it done? - Examples of actual psychological tasks / games (and their code) Throughout the day: - More elaborate exercises (supervised, in pairs) - (optional): suggestions for afternoon exercises?
11.00 – 11.30	Coffe & Tea
11.30 – 12.30	Part III*b* – Continued
12.30 – 13.30	Lunch
13.30 – 15.30	Part IV – Where can we take this? - Advanced programming continued (with exercises) - Discussion of the solutions - Short recap: what have we learned? How to use this in your own work? - Future programming: working together