Experiment Protocol Users Guide

The experiment was administered by an interactive multimedia computer program that recorded all participant responses. The Adobe Flash file "Experiment Protocol.swf" provided as an online supplmental material was computer program that was used. By running this program, you can examine the experiment protocol from the participants point of view.

To start the program, you will need an appropriate version of Adobe Flash Player. At the time of this publication, the latest version of the player was available freely at:

`http://get.adobe.com/flashplayer/.`

The program is a multimedia application that provides aural narration, which was a significant component of the protocol.

When you start the program, you should see a screen similar to Figure 1. Ignore the "no connection" on the top-left corner of the screen. It signifies that the program is not able connnect to the server that is needed to capture user input. Not connecting to the server will not impact how the program behaves from the participants's point of view.
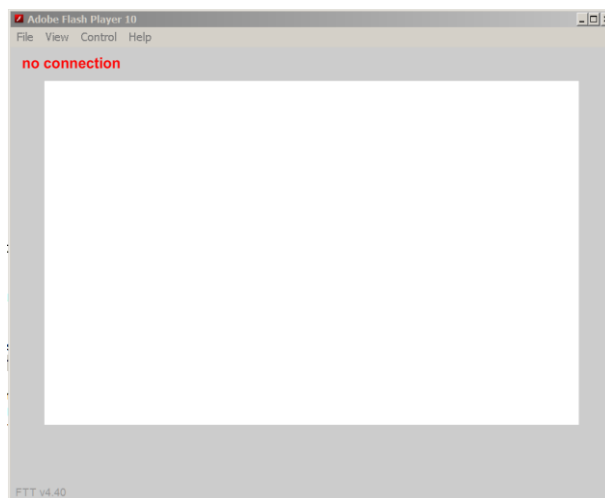

Figure 1. Initial screen when the program starts executing.

After a minute or two, the screen should change to Figure 2. In the experiment, the participants were ***not*** provided the two drop-down list boxes "Treatment condition" and "Protocol location". They are provided in this version of the application so that you, the examiner of the protocol, can view different sections of the protocol immediately without having to start from the very beginning each time. To follow the protocol that was administered to the participants saw, click the "Start" button without adjusting the two list boxes. You can start the application at some point in the protocol other than the beginning by setting the appropriate values in the two list boxes, then click "Start".
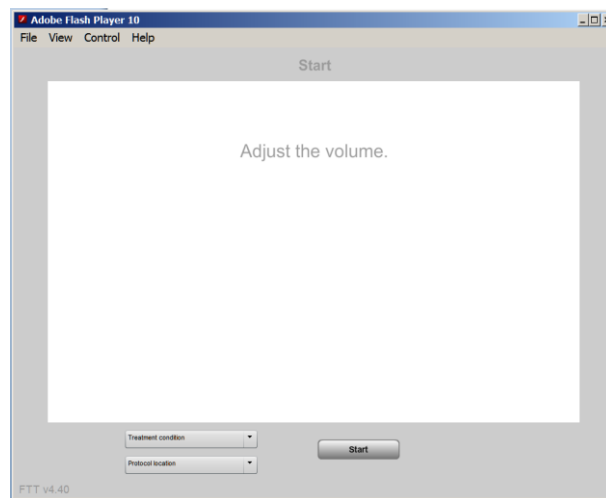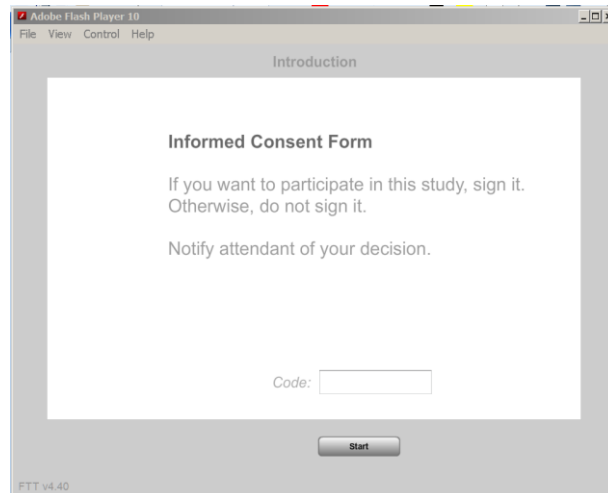

Figure 2. Startup screen that provides control over where to begin the protocol.

If the screen shown on Figure 3 is displayed, the following codes may be entered: "magenta" for the no animation condition, "purple" for directive animation only, "crimson" for representational animation only, or "violet" for both animations.

Figure 3. Code entry screen.