Variables in the main dataset:
* subject: participant ID
* item: sound ID
* soundName: sound ID
* type: target or distractor
* condition: experimental condition (deliberated, fast, load1 = low load, load2 = high load)
* emotionBlock: target emotion in current block of trials
* blockOrder: the order in which blocks were presented
* valence: the actual, intended valence of the target sound
* subjValence: subjective rating of valence (averaged rating per sound in the pilot test)
* subjArousal: subjective rating of arousal (averaged rating per sound in the pilot test)
* correct: was the response correct (hit or correct rejection)?
* time: response time, ms
* yearsMusic: years of musical education per subject
* ageMusic: age at which the subject started musical education
* highLowDiscrim: frequency discrimination threshold per subject, Hz
* durDiscrim: temporal discrimination per subject, ms
* memTask: the number of correctly recalled digits
* emotion: emotion portrayed by the stimulus
* response: type of response (hit, false alarm, correct/incorrect rejection)
* sameVal: was the emotion portrayed by the sound of the same valence as that of the target emotion in the current block?
* hit: was this a hit?
* falseAlarm: was this a false alarm?
* time2: basically the same as /time/
* trialNum: trial number
* duration: duration of the sound, ms
* soundName_short: base name of sound file
* subjIntensity: subjective ratings of sound emotional intensity (averaged per sound from the pilot test)
* pretestAccuracy: average recognition accuracy per sound in a forced-choice task in the pilot test
* pretestAccuracy_derived: average recognition accuracy derived from an intensity-rating task in a different pilot study
* outlier: is the response time an outlier (under 250 ms or outside ±3 SD per participant)?
* log_time: log-transformed response time
* memTask_max: the number of digits that participants were supposed to remember (6 in low load, 8 in high load condition)
* memTask_prop: the proportion of correctly recalled digits