

Naming Stimuli

EXPERIMENTS WITH ONLY VISUAL (e.g. image or sentence) OR AUDITORY STIMULI (e.g. spoken utterances).

Instructions:

1. Each stimulus should have a unique number. Make sure that that number has as many digits as the highest numbered stimuli. This might mean that your first few stimuli are numbered 01, 02, 03 – or even 001, 002, 003.
2. For each variable, assign a one, two, or three letter abbreviation (preceded by an underscore) that indicates which level of the variable that stimulus corresponds to.
 - for an experiment manipulating the variable COLOR, with either red or blue stimuli, you might name the first four image stimuli: 01_R, 02_B, 03_B, 04_R.
 - for an experiment manipulating the variables COLOR and NUMBER, with either red or blue stimuli, and either one or two objects in the image, you might name the first four stimuli: 01_R_ONE, 02_B_ONE, 03_B_TWO, 04_R_TWO.
3. If your stimuli in different conditions are matched in some way, use the same number for all of the matched stimuli. For instance, in a reading experiment comparing singulars and plurals:
 - The cat was big. [01_S]
 - The cats were big. [01_P]
 - The dog was little. [02_S]
 - The dogs were little. [02_P]

EXPERIMENTS WITH BOTH VISUAL (e.g. image) AND AUDITORY STIMULI (e.g. spoken utterances). (Including VISUAL WORLD experiments.)

Instructions:

1. In a well designed visual world experiment, either the visual or the auditory stimulus should be held constant.
 - For the type of stimulus being held constant, assign each stimulus a unique number as described above.
2. For each of the manipulated stimuli:
 - Use the matching stimulus number from the stimulus held constant.
 - Assign a one, two, or three letter abbreviation (preceded by an underscore) that indicates which level of the variable that stimulus corresponds to.