

Practical Exercise 6

Well done for making it to the end of the Cogent lecture series. Don't worry if the final lecture seemed fast and furious – for the most part those were advanced topics that you only need to properly know if and when you have a practical need in the future. The idea was just to give you a flavour of how versatile the full Cogent Graphics suite can be if you need to run a more complicated experiment. That said, it's still a good idea to gain some familiarity with the cg commands and how to use them. With that in mind:

Download the materials from the final Cogent lecture to a sensible place on your PC (e.g. desktop). Add the folder to your path.

(1) Open up example1.m. This is the script that uses cogent graphics commands to draw the shape of an eye and present it. Edit this script in any way you like to make a piece of artwork using the cogent graphics commands (e.g. why not try to draw a house?). Once you have drawn your masterpiece, present it for 5 seconds so that everyone can admire it. Check out slide 16 from the lecture for a reminder of the basic commands to draw using Cogent Graphics; or use the manual in the documents folder if you prefer.

(2) In example3.m we create a red, green, blue array and get Cogent Graphics to interpret it as an image. Amend that script in the following ways:

- First present a green square (instead of a red square).
- Next present a green square with a blue line across the diagonal.
- Change the size the stimulus is displayed at (either bigger or smaller).
- At the moment it makes a 10x10 pixel image. Make a 100x100 pixel image and see what that looks like.

(3) Edit example2.m so that it will:

- Throw 100 tiny eggs at David Cameron's face instead of 20 tiny eggs
- Throw 20 tiny Theresa May's (c1.bmp) at David Cameron's face (don't worry about transparency here)
- Rotate the tiny Theresa May images
- Flip the background image of David Cameron vertically or horizontally

NOTE: If you would prefer to use this time to consolidate your knowledge of Cogent 2000 then download the materials from the second to a sensible place on your PC (e.g. desktop) and add that folder to the Matlab path. Load and run any of the scripts in this folder. Play around with the code, make changes (e.g. presentation times, trial numbers, feedback, response logging). See if you can run the full experiment (experiment.m) and record your own reaction times for the different conditions (high, low, baddie, Tory). Read each line of code and check you understand it.