Gamification of similarity judgment experiments

Olya Hakobyan, Prof. Dr. Sen Cheng
Institute for Neural Computation
MINIMAL GOAL

- Program the experimental interface
  - Stimulus presentation
  - Record the participant behaviour (i.e. locations to which the images are moved)
  - Output the similarity matrix (i.e. the distances between the individual images) for each participant

Charest et al. 2014
POSSIBLE EXTENSION

Designing and implementing a simple video game that includes similarity judgments for naturalistic images
REQUIREMENTS

- **General**
  - Degree: Bachelor/Master*
  - Number of participants: 2

- **Programming skills**
  - Python!

- **In video game implementation*:**
  - Blender preferred
  - Unity can be considered
CONTACT

Olya Hakobyan
Institut für Neuroinformatik
Computational Neuroscience
olya.hakobyan@rub.de
THANK YOU FOR YOUR ATTENTION!