

## Complex Stimulus Presentation in E-Prime 2.0

- 1) Overview of Complex Stimulus Presentation
  - Common experiment designs
  - E-Prime 2.0 Production Release New Features
  - Generate PreRun
  - Importance of Experiment Structure
  - Importance of Stimulus preparation
- 2) Source Color Key
  - Description of feature
  - Uses
  - Implementation into Sample Experiment
- 3) Background Noise
  - Loading Sound into an Experiment
  - Acceptable Sound File Extensions
  - Considerations when Loading Sounds
  - SoundOut properties
  - Pause
  - Implementation into Sample Experiment
- 4) Movie Display
  - How to Load a Movie
  - Acceptable Movie File Extensions
  - Considerations When Loading Movies
  - Improvements in the E-Prime 2.0 Production Release
  - Codec Config
  - Pause
  - Implementation into Sample Experiment
- 5) Dual Task (movie and text)
  - Uses
  - Considerations
  - Implementation into Sample Experiment

### Q&A