

**ToDo from last week:** Fix the post processing so that it puts the info in all rows, in their own columns. Continue working on the record section.

**June 3rd:** Started off the day fixing the Post Processing form, so that it writes its information into the correct columns, at the end of the data, and in every row going down.

Data 1	Data 2	New Added Data1	New Added Data2
4	9	Blue	Red
3	2	Blue	Red
6	0	Blue	Red
1	1	Blue	Red

For instance, I wanted to add on the two NewData columns onto the already existing Data 1 and 2. There were a few issues with this, mostly because I kept rewriting only one line of the file. Ended up I had some of my Read and Write Streams mixed up.

I continued adding more functionality to the log file, after talking with Evelyn and Samantha. We now also keep track of the absolute trial number, the time stamp for every row, the ordinal and absolute number for the chunks, and the ordinal and absolute number for the utterances.

I changed the Post Processing form to just be a "Thank you for participating" screen, and moved some of the input values that would have been received by that onto the Login Form instead. That got rid of the file reading issue I had earlier, and made the code nicer, since I could just write the file at one time, and not have to open it anymore.

After I got that all fine and dandy, I went back to working on the Snack Time application, which plays before the actual task, and has the kids repeat sentences they just heard. So we need it to play audio, record audio, load the correct picture and have various buttons.

Fixed the random key input issue. Before it would log information anytime 1 or 2 was pressed, even if it wasn't during the correct part of the task, which messed up the log files. Now it will not log a key event anytime it is pressed, but only when the program wants input.

I got most of these working today. Still working out a few issues with the recording, but overall a lot of progress.

No significant issues today. Minor issue with converting .bin files to .wav files, but I am hoping I can work around this.

**June 4th:** Began working on the Snack Time application again. Tried to figure out how to get the audio files from the powerpoint in a useable format, instead of .bin. We need .wav files. With the help of Anders, programming god on wheels, I figured out how to convert the bin files to wav using vlc media player.

I worked on making the progress bar move with the audio, and decrement instead of increment. which means I needed to set it to match the audio length. I know I figured out how to do this accidentally a few days earlier, but now that code is gone, and I can't figure it out again. I did finally figure this out. Not sure what the issue was, since I had mostly the same code the second time around, but oh well. It's working now. And it changes based on the length of the wav files. The Snack time picture also switch at appropriate time with the audio.

I got the audio to record correctly and put the files in the AudioLogs file. I also changed the design of the form a bit, so it looks nicer and has more functionality. The program also allows as many audio recordings as are in the utterance list.

**June 5th:** Started off working on snack time application. I fixed the image switching issue, and a few other minor bugs.

The code now creates a user directory for audio logs, and inside each of those are the snacktime, background recording, and free talk audio files, each in their own folders.

Fixed an issue with how chunkAbsNum was updating for the log file, so that it only updated every time a chunk was changed, not an utterance, as it should have been.

Moved on to free speech recording parts. Created the form for this part, and designed it. It loads the correct image and then the user has a minute to talk about the image. There is a progress bar countdown on this too. Once it's finished, goes back to the main program countdown, then switches agents. This is placed after each avatar chunk in the main program.

Added a countdown to the end of the snacktime application, so it doesn't go straight to the mainform application. It lets the user know that it's coming.

Had a bunch of minor issues, but nothing that took too long to figure out. Wasn't playing the last thank you utterance, wasn't loading the processing form at the right spot, recording the BGRecording over itself, BGRecord wasn't stopping before the free talk, chunkAbsNum was updating weirdly, etc.

Only thing left, besides finishing once we get the real data, is to look into audio recording attributes, to make sure we are getting the best possible audio recordings. And a few minor improvements to make after talking with Samantha.

**June 6th:** Started on the changes to the study program that Samantha suggested. Did everything on the list! Yay!

- feedback while recording - mic pic
- snacktime pictures larger
- made text less verbose and edited lines
- changed button colors

- trimmed sounds clips
- only have one button up at a time
- have all the buttons in the same spot, under picture
- added the greeting segment, and a next button to begin the task
- moved the thanks segment after the freetalk
- updated the bg recording to reflect this change
- added a password to the continue button on the snacktime form, so that the participants have to wait for an experimenter to move them onto the next step
- added in a variable to the Free Talk instructions text, so that it gets the current agents name
- changed the input keys from 1 and 2 to T and B, and changed the labels
- Added instructional text to the Main Form
- fixed choppy progress bar animation

And of course, random bugs along the way

Still working on a progress bar issue. It works, but not well. It updates every second, and when your audio is only a few seconds long, this looks really bad and choppy. I am trying to get it to update every millisecond, but this is proving rather troublesome. I can get it to update every millisecond, but not correctly....The progress bar doesn't end when it should. Having issues synchronising the timer and progress bar to my liking.

Figured out a hacked way to do it. Isn't completely precise, but it looks passable. Way better than the choppy animation before. Fixing the Free talk one too.

Hmm, messed something up. Key input is not working correctly.

Learned that it is not a user study, but an experiment. Since we aren't testing software. We are doing an actual study.

**June 7th:** Started by working on the key input error I was having yesterday. Fixed it finally. It ended up being an issue with the next button click. For some reason clicking it made the program unresponsive. I ended up having to disable the next button after it was pressed and then the program doesn't freeze. Not sure why that fixed it, but it did. This made the keypresses make a beep noise, which I then had to fix using `e.Handled = true;` and `e.SuppressKeyPress = true;` Found these answers online. Very interesting error. Still not entirely sure why that all was happening.

Finished with all first round corrections now. I made gender login info radio buttons instead of drop down. Changed the way filenames were being assigned. Added in the Rebecca's beautiful pics, and the notebook background. That is all I can do on this until I get the real audio or more pictures. I moved on to working on my next project, which I will be working on for the rest of the summer. I am supposed to come up with a proposal for next week. So, I started reading some papers from Samantha, related to next project.

Here is where the program was before Samantha's changes and after. The majority of images in these pictures are example testing images, not the ones we will be using in the experiment.

**Before**

Login

Name:

School:

Age:

Gender:

Login

**After**

Login

Name:

School:

Age:

ID:

Gender:  Male  
 Female

Login

Snack Time

SNACK TIME  
By Jay Hollis

Play

Please listen closely to the story.

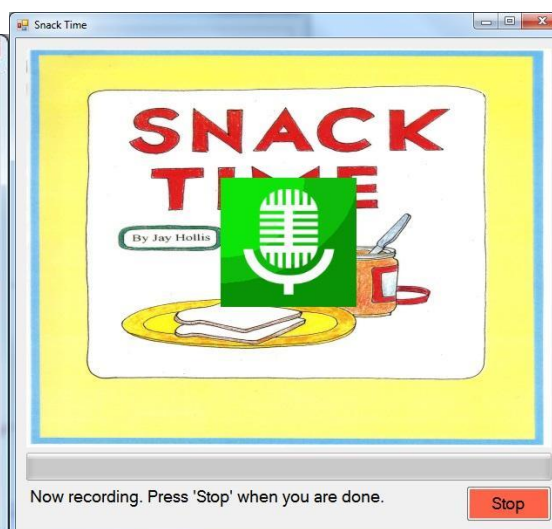
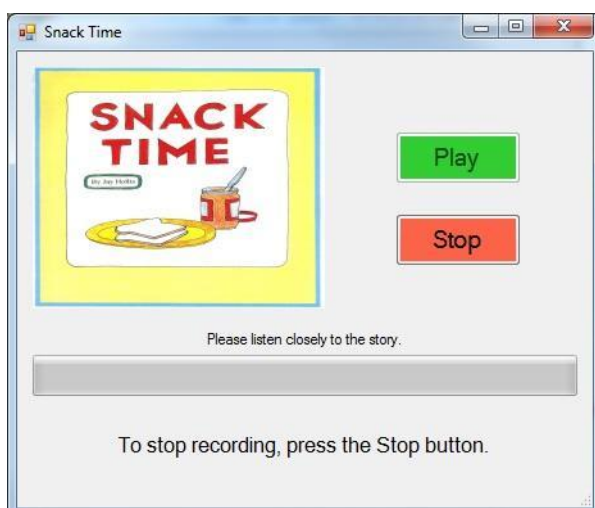
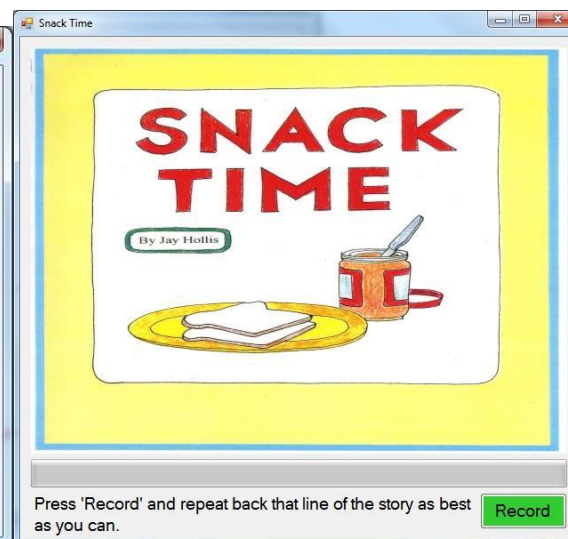
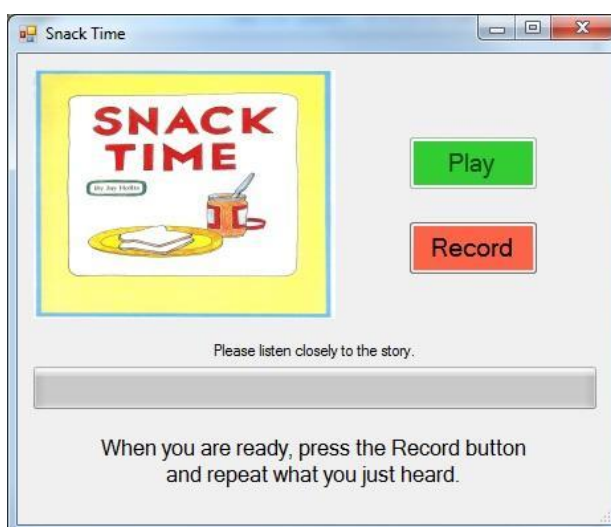
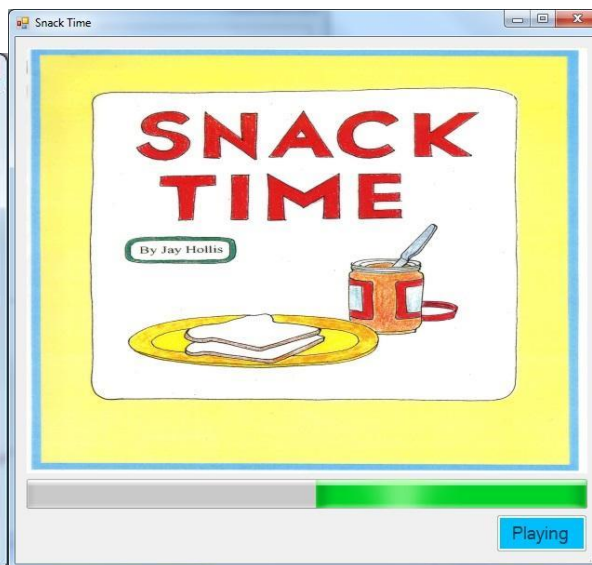
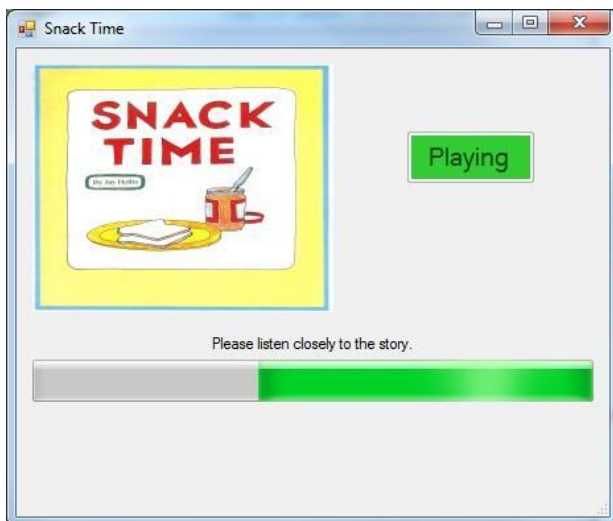
Press play when you are ready to begin.

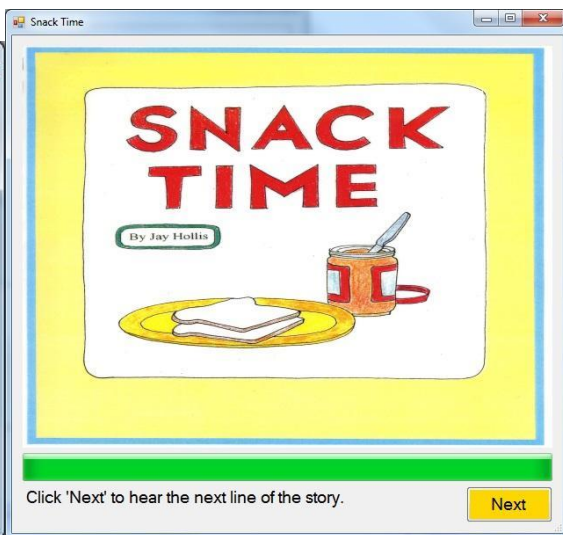
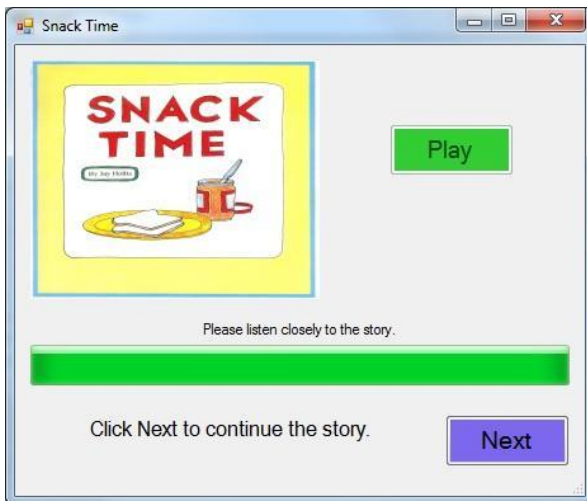
Snack Time

SNACK TIME  
By Jay Hollis

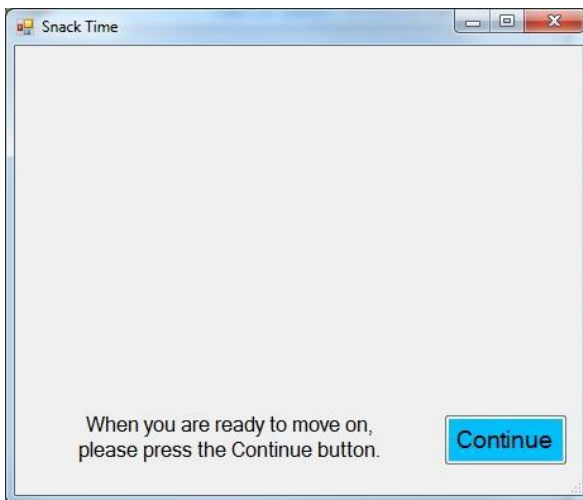
Play

Press 'Play' to hear this line of the story.





And so on, until:



For this you need a password from an experimenter to move on.


After the Snack Time application, the actual task begins, which has two rounds per agent.



1




2





Which set of pictures is in the right order?

Top (T)




Bottom (B)




1




2





Which set of pictures is in the right order?

Top (T)



Bottom (B)




Free Talk

On the next page, you will see a picture. You will have one minute to talk about this picture and describe what is happening. The green bar at the bottom of this page will show how much time you have left to talk about the picture.

If you have any questions, please raise you hand and wait for someone to help you.

If you are ready to start, press the Continue button.


[Continue](#)



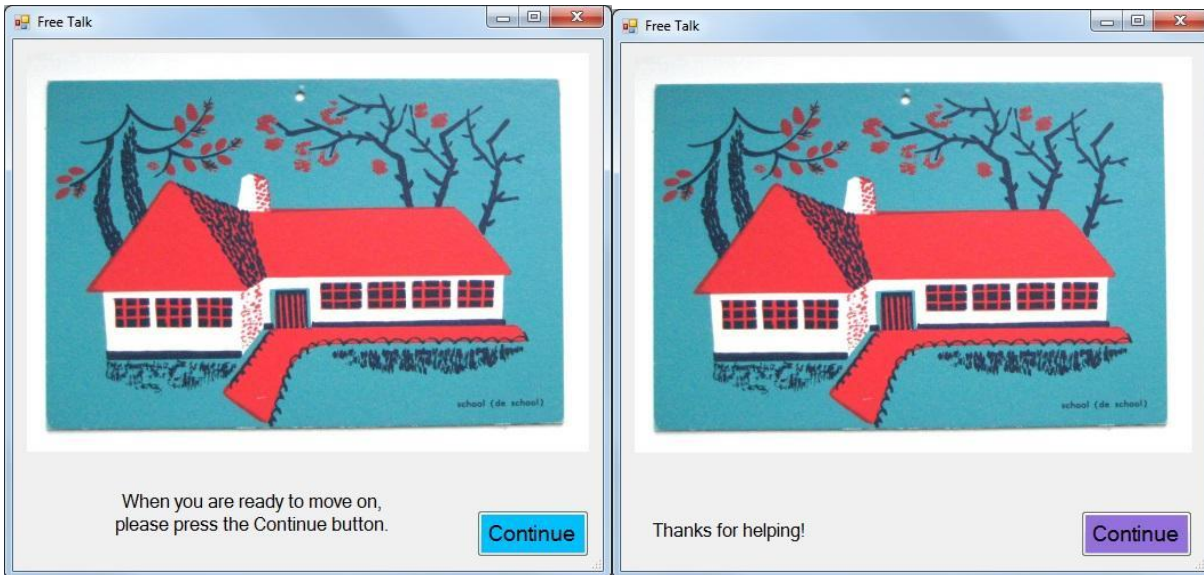
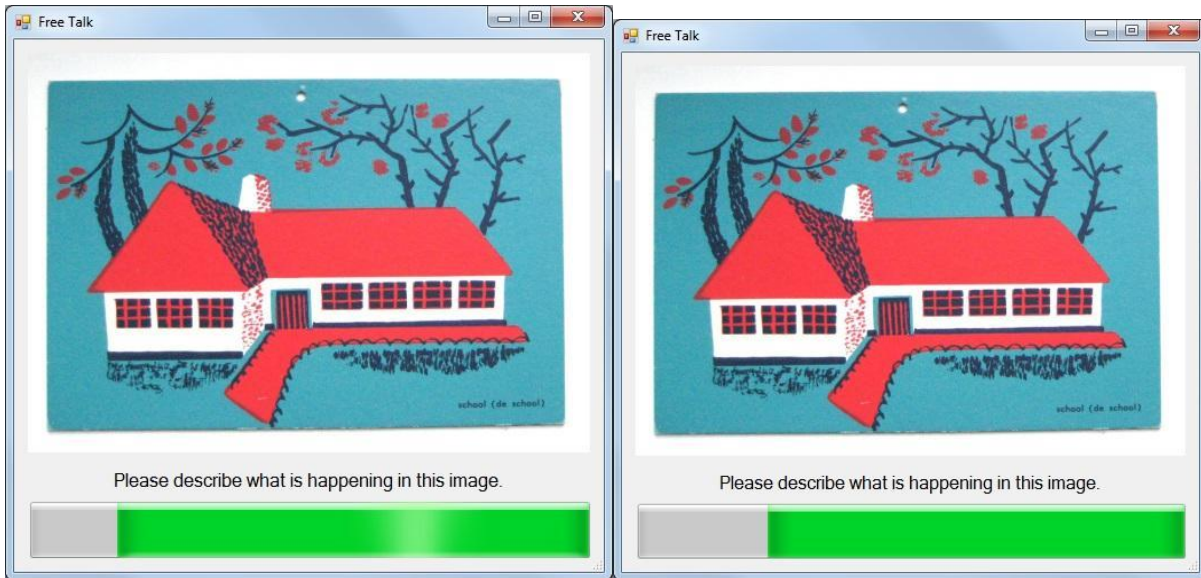
Free Talk

Good work! Now, can you help avatar\_name write their science report on one of these creatures? To help, tell avatar\_name everything you see or think about the creature in the picture, like what it might eat, or how it might behave. You will have one minute. Press 'Next' to start.

[Next](#)







And then it moves on to the next agent until the program finishes.



**To Do for next Week:** Come up with project proposal, continue working on Experiment application when provided with new materials.