scenario = "video\_quality";

no\_logfile = true;

active\_buttons = 2;

button\_codes = 1,2;

default\_background\_color = 127, 127, 127;

default\_text\_color = 255, 255, 255;

default\_font\_size = 18;

begin;

### Screen for participant name:

picture {

text {

font\_size = 24;

caption = "Por favor, escreva seu nome e pressione ENTER";

};

x = 0; y = 100;

text {

font\_size = 24;

caption = " ";

} response\_text;

left\_x = -200;

y = 0;

} participant\_name;

###

### Eye-tracker calibration screen:

#picture {

# background\_color = 127, 127, 127;

# box {

# height = 10; width = 10;

# color = 0, 0, 0; #check if we want the square another color

# }box1;

# x=0; y=0;

# } et\_calibration;

###

### give pic to rego to center

trial {

trial\_duration = 2000;

picture{

background\_color = 127,127,127;

}infra\_video;

} trial\_recenter;

###

trial {

picture {

text { caption = " place\_holder "; font\_size = 24;} instruction\_text;

x = 0; y = 30;

};

time = 0;

duration = response;

} instruction\_trial;

###

picture {

text {

# font\_size = 24;

caption = "Por favor, de clique no botão esquerdo do mouse para ir para a tela de pontuação";

};

x = 0; y = 100;

} after\_video\_screen;

trial {

trial\_duration = stimuli\_length;

trial\_type = fixed;

video { filename = "v1\_1280x720\_s1.avi";

speed\_type = video\_speed\_hz;

speed = 30;

use\_audio = false;

} vid;

} video\_trial;

#wavefile { filename = "t1.wav"; } ding;

#trial {

# sound { wavefile ding; } sound1;

#} trial1;

### Choosing Score

array {

text { caption = "0"; } text0;

text { caption = "1"; } text1;

text { caption = "2"; } text2;

text { caption = "3"; } text3;

text { caption = "4"; } text4;

text { caption = "5"; } text5;

text { caption = "6"; } text6;

text { caption = "7"; } text7;

text { caption = "8"; } text8;

text { caption = "9"; } text9;

text { caption = "10"; } text10;

text { caption = "Baixa";} textPoor;

text { caption = "Alta";} textExcellent;

} numbers;

### Labels

array {

text { caption = "Ruim"; } label0;

text { caption = "Ruim"; } label1;

text { caption = "Pobre"; } label2;

text { caption = "Pobre"; } label3;

text { caption = "Regular"; } label4;

text { caption = "Regular"; } label5;

text { caption = "Bom"; } label6;

text { caption = "Bom"; } label7;

text { caption = "Exelente"; } label8;

text { caption = "Exelente"; } label9;

text { caption = " ";} textPoor3;

text { caption = " ";} textExcellent3;

} labels;

####################################

###############################################

###############################################

trial

{

picture {

# the line

box { color = 255,255,255; height = 3; width = 500; };

x = 0; y = 150;#posicao

# scale marks

box { color = 255,255,255; height = 10; width = 3; };

x = -250; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = -200; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = -150; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = -100; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = -50; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = 0; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = 50; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = 100; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = 150; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = 200; y = 150;

box { color = 255,255,255; height = 10; width = 3; };

x = 250; y = 150;

# the cursor

box { color = 255,0,0; height = 20; width = 7; };

x = 0; y = 150;

# the text

text { caption = "\n\nPor favor, avalie a qualidade do video"; font\_size = 24;} exp\_text2;

x = 0; y = 300;

text { caption = "\n\nMovimente o mouse para controlar o cursor de pontuação.\nClic esquerdo para escolher sua pontuação"; } cap\_text2;

x = 0; y = -150;

text text0;

x = -250; y = 180;

text text1;

x = -200; y = 180;

text label1;

x = -200; y = 125;

text text2;

x = -150; y = 180;

text text3;

x = -100; y = 180;

text label3;

x = -100; y = 125;

text text4;

x = -50; y = 180;

text text5;

x = 0; y = 180;

text label5;

x = -0; y = 125;

text text6;

x = 50; y = 180;

text text7;

x = 100; y = 180;

text label7;

x = 100; y = 125;

text text8;

x = 150; y = 180;

text text9;

x = 200; y = 180;

text label9;

x = 200; y = 125;

text text10;

x = 250; y = 180;

text { caption = "Sequência A"; } poor\_text2;

x = -380; y = 150;

text { caption = " "; } excellent\_text2;

x = 250; y = -50;

# the line

box { color = 255,255,255; height = 3; width = 500; };

x = 0; y = -20;

# scale marks

box { color = 255,255,255; height = 10; width = 3; };

x = -250; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = -200; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = -150; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = -100; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = -50; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = 0; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = 50; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = 100; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = 150; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = 200; y = -20;

box { color = 255,255,255; height = 10; width = 3; };

x = 250; y = -20;

# the cursor

box { color = 255,0,0; height = 20; width = 7; };

x = 0; y = -20;

# the text

text { caption = "\n\nPor favor, avalie a qualidade do video"; font\_size = 24;} exp\_text3;

x = 0; y = 300;

text { caption = "\n\nMovimente o mouse para controlar o cursor de pontuação.\nClic esquerdo para escolher sua pontuação"; } cap\_text3;

x = 0; y = -150;

# numbers and labels

text text0;

x = -250; y = 10;

text text1;

x = -200; y = 10;

text label0;

x = -200; y = -45;

text text2;

x = -150; y = 10;

text text3;

x = -100; y = 10;

text label3;

x = -100; y = -45;

text text4;

x = -50; y = 10;

text text5;

x = 0; y = 10;

text label5;

x = 0; y = -45;

text text6;

x = 50; y = 10;

text text7;

x = 100; y = 10;

text label7;

x = 100; y = -45;

text text8;

x = 150; y = 10;

text text9;

x = 200; y = 10;

text label9;

x = 200; y = -45;

text text10;

x = 250; y = 10;

text { caption = "Sequência B"; } poor\_text3;

x = -380; y = -20;

text { caption = " "; } excellent\_text3;

x = 250; y = -50;

#########################

} slider\_pic2;

} slider\_trial2;

############################################

box {height = 10 ; width = 10;}border\_box;

array {

LOOP $i 20;

text {caption = " "; background\_color = 127, 127, 127 ;};

ENDLOOP;

}menu\_text;

text{caption = "mii"; font\_size = 7; background\_color = 255,255,255; }cursor;

text{caption = " "; font\_size = 36; background\_color = 127,127,127;}titletext;

trial{

picture{

background\_color = 127,127,127;

}pic;

}menu\_screen;

###########

### PCL ###

###########

begin\_pcl;

#global variables

array< string > VideoNames[0][0];

array< string > VOriginalNames[0][0];

int iExpCount = 0;

array <int> scores[2];#array where the scores are saved

int sessions = 1; #set depending on how many sessions

string file\_name;

string namevo; #name of the original video

string input\_file\_name;

int iCount = 1;

int max\_x = display\_device.width() / 2;

int min\_x = -max\_x;

int max\_y = display\_device.height() / 2;

int min\_y = -max\_y;

int bottom\_max\_y = 100; #for restricting mouse to bottom half

int bottom\_min\_y = min\_y + 40; #for restricting mouse to bottom half

int start\_time;

string instructions;

#mouse stuff

mouse mse = response\_manager.get\_mouse( 1 );

mse.set\_min\_max( 1, -250, 250 );

int iCursor\_x\_delta;

int resp\_count\_pre;

#files

input\_file filevideoNames = new input\_file;

output\_file fExpRes = new output\_file;

output\_file newFileList = new output\_file;

### Tracker Comment Out ###

# int Caltype = 13; #>>>> set the strenght of calibration (5,9,13)

# eye\_tracker tracker = new eye\_tracker( "{F62A86B9-6F75-49B7-944F-2B4DECA92F48}" );

# string cmd\_et\_bmp = "ET\_BMP " + "c:\\packet\_loss\\";

# string cmd\_et\_sav = "ET\_SAV " + "c:\\packet\_loss\\";

## ###

###################

#################################### Subroutines ########################################

###################

# 1. Utility subroutines

########################

## ### Tracker Comment Out ###

## ## EYE TRACKER CALIBRATION

# sub

# calibration

# begin

# if (Caltype == 5)

# then tracker.calibrate( et\_calibrate\_default, 5.0, 0.0, 0.0 );

# elseif (Caltype == 9)

# then tracker.calibrate( et\_calibrate\_default, 9.0, 0.0, 0.0 );

# elseif (Caltype == 13)

# then tracker.calibrate( et\_calibrate\_default, 13.0, 0.0, 0.0 );

# end;

# end;

###

# mouse activity

sub bool resp (int button, int current\_count)

begin

if response\_manager.total\_response\_count(button) > current\_count then

return true

end;

return false;

end;

# 2. experiment-specific routines

#################################

# Records name of participant:

sub

string get\_response

begin

system\_keyboard.set\_case\_mode( 3 ); # Accept capital letter input

system\_keyboard.set\_max\_length( 1 );

loop until false begin #start the loop

response\_text.set\_caption( " " + file\_name );

response\_text.redraw();

participant\_name.present();

string letter = system\_keyboard.get\_input();

if (system\_keyboard.last\_input\_type() == keyboard\_delimiter) then

break # end the loop

end;

if (letter == "=" && file\_name.count( ) != 0) then # Check if you were pressing backspace and there are still letters in the string

int Str\_lngth = file\_name.count( );

Str\_lngth = Str\_lngth - 1;

file\_name.resize( Str\_lngth );

end;

if (letter != "=") then

file\_name = file\_name + letter

end;

end;

return file\_name

end;

###

# shows videos

sub

int showVideo(string filename)

begin

vid.set\_filename(filename);

#term.print\_line(filename);

vid.prepare();

### recentering

trial\_recenter.present();

fExpRes.print( (clock.time()-start\_time) ); fExpRes.print("\t");

## ### Tracker comment out ###

# tracker.send\_command(cmd\_et\_bmp + "ET\_background.jpg");### sending image name to eye tracker

video\_trial.present();

fExpRes.print( (clock.time()-start\_time) ); fExpRes.print("\t");

return 1;

end;

# show audio

#sub

# play( string message )

#begin

# display\_window.erase();

# display\_window.draw\_text( message );

# trial1.present()

#end;

# allows entering scores

sub

array <int, 1> score\_video

begin

int resp\_count = response\_manager.response\_data\_count( );

loop

mse.set\_xy(0,0);

mse.poll();

int iCursor\_x\_initial = mse.x();

int iCursor\_x\_current = mse.x();

iCursor\_x\_delta = iCursor\_x\_current - iCursor\_x\_initial;

until

resp(1,resp\_count)

begin

mse.poll();

iCursor\_x\_current = mse.x();

iCursor\_x\_delta = iCursor\_x\_current - iCursor\_x\_initial;

if (iCursor\_x\_delta > 250) then

iCursor\_x\_delta = 250

elseif (iCursor\_x\_delta < -250) then

iCursor\_x\_delta = -250

end;

#primer slider (dinamico)

slider\_pic2.set\_part\_x( 13, iCursor\_x\_delta );

slider\_trial2.present();

#segundo slider (estatico)

end;

int score1=(iCursor\_x\_delta+250)/5;#score1, score que vai ser escrito no arquivo de saida

int aux2=iCursor\_x\_delta;#aux2, valor da primeira avaliacao

scores[1]=score1;#adiciona o primeiro score ao array

resp\_count = response\_manager.response\_data\_count( );

loop

mse.set\_xy(0,0);

mse.poll();

int iCursor\_x\_initial = mse.x();

int iCursor\_x\_current = mse.x();

iCursor\_x\_delta = iCursor\_x\_current - iCursor\_x\_initial;

until

resp(1,resp\_count)

begin

mse.poll();

iCursor\_x\_current = mse.x();

iCursor\_x\_delta = iCursor\_x\_current - iCursor\_x\_initial;

if (iCursor\_x\_delta > 250) then

iCursor\_x\_delta = 250

elseif (iCursor\_x\_delta < -250) then

iCursor\_x\_delta = -250

end;

slider\_pic2.set\_part\_x( 46, iCursor\_x\_delta );

slider\_trial2.present();

end;

int score2 = (iCursor\_x\_delta+250)/5;

scores[2]=score2;

#term.print\_line(scores[2]);

slider\_trial2.present();

slider\_pic2.set\_part\_x( 13, 0 );

slider\_pic2.set\_part\_x( 46, 0 );

return scores;

end;

###

# Sets New Instruction Screen

sub

instruction\_screen(string instr)

begin

instruction\_text.set\_caption(instr);

instruction\_text.redraw();

instruction\_trial.present();

end;

###

# Finds the original video from an array comparing it with the current video shown

sub

string get\_original(string videoname)

begin

loop

string namev;

string aux1;

string aux2=videoname.substring(1,2);

#term.print\_line(videoname);

#term.print\_line(aux2);

int nV=VOriginalNames[1].count();

int i=1;

bool located=false;

until

located || (i > nV)

begin

namevo=VOriginalNames[1][i];

#term.print\_line(namev);

aux1=namevo.substring(1,2);

if (aux1==aux2) then

located=true;

else

i=i+1;

end;

end;

return namevo;

end;

#loads the video lists for the current task

sub

loadvideos (string filename, int nSess)

begin

filevideoNames.open( filename );#abre o arquivo filename

VideoNames.resize(nSess);

loop

int iNameCount = 1;

string strFileName = "";

until filevideoNames.end\_of\_file() # parse text file

begin

loop

int j = 1;

until j > nSess

begin

strFileName = filevideoNames.get\_line();

if strFileName != ""

then

VideoNames[j].resize( iNameCount );

VideoNames[j] [iNameCount] = strFileName;

end;

j = j+1;

end;

iNameCount = iNameCount + 1;

end;

#imgsPerGroup = iNameCount;

filevideoNames.close();

loop

int j = 1;

until j > nSess

begin

VideoNames[j].shuffle();

j = j+1;

end;

end;

#load videos in order without suffling them

sub

loadvideos\_in\_order (string filename, int nSess)

begin

filevideoNames.open( filename );#abre o arquivo filename

VideoNames.resize(nSess);

loop

int iNameCount = 1;

string strFileName = "";

until filevideoNames.end\_of\_file() # parse text file

begin

loop

int j = 1;

until j > nSess

begin

strFileName = filevideoNames.get\_line();

if strFileName != ""

then

VideoNames[j].resize( iNameCount );

VideoNames[j] [iNameCount] = strFileName;

#term.print\_line(strFileName);

end;

j = j+1;

end;

iNameCount = iNameCount + 1;

#term.print\_line(iNameCount);

end;

#imgsPerGroup = iNameCount;

filevideoNames.close();

#loop

#int j = 1;

#until j > nSess

#begin

# VideoNames[j].shuffle();

# j = j+1;

#end;

end;

# Loads original videos from a text file

sub

load\_original\_videos (string filename, int nSess)

begin

filevideoNames.open( filename );#abre o arquivo filename

VOriginalNames.resize(nSess);

loop

int iNameCount = 1;

string strFileName = "";

until filevideoNames.end\_of\_file() # parse text file

begin

loop

int j = 1;

until j > nSess

begin

strFileName = filevideoNames.get\_line();

if strFileName != ""

then

VOriginalNames[j].resize( iNameCount );

VOriginalNames[j] [iNameCount] = strFileName;

end;

j = j+1;

end;

iNameCount = iNameCount + 1;

end;

#imgsPerGroup = iNameCount;

filevideoNames.close();

#loop

#int j = 1;

#until j > nSess

#begin

# VideoNames[j].shuffle();

# j = j+1;

#end;

end;

####################

################################### MAIN ROUTINE ######################################

####################

file\_name = get\_response();

instructions = "Bem-vindo! Obrigado(a) pela sua participação neste experimento.\n\n" +

" O experimento está dividido em 3 sessões: \n \n" +

" (1) sessão de apresentação, \n" +

" (2) sessão de treinamento, e (3) sessão principal. \n\n\n" +

" No início de cada sessão, vou explicar \n" +

" o que você deve fazer em cada sessão.\n" +

" \n\n\n\nClique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

## eyetracking calibration

instructions = "A distáncia do monitor para seus olhos \n" +

"É muito importante durante a sessão.\n\n" +

"Tente não se inclinar para trâs. \n" +

" \n\n\n\nClique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

#instructions = "(1) CALIBRATION SESSION\n\n\n" +

#"Please, wait for a few seconds while I adjust the system.\n\n" +

#"When the system is ready, I will ask you to continue.\n\n" +

#" \n\n\n\nLeft-click to continue";

#instruction\_screen(instructions);

#instructions = "(1) CALIBRATION SESSION\n\n\n" +

# "You're now going to see a series of small black SQUARES on the screen.\n\n"+

# "At each screen, one black square will appear at a different position.\n\n" +

# "Please, keep your eyes fixed on each of these squares.\n"+

# "\n\n\n\nLeft-click to continue";

#instruction\_screen(instructions);

#free looking of originals

### Tracker comment out ###

# tracker.start\_tracking();

# string cal = "cal.bmp";

# string idf = file\_name + "S1.idf";

# calibration();

# tracker.send\_command( "ET\_CLR" );

# tracker.set\_recording( true );

start\_time = clock.time();

## ###

#instructions = "(1) CALIBRATION SESSION\n\n\n" +

#"Thank you!\n\n The calibration is now complete.\n\n"+

#"\n\n\n\nLeft-click to continue";

#instruction\_screen(instructions);

#instructions = "(1) SESSÃO LIVRE\n\n\n" +

# "Agora você vai assistir uma série de videos sem audio. \n\n"+

# "\nPor favor, assista eles como se estivesse em casa assistindo a TV\n\n"+

# "\n\n\n Quando você estiver pronto para começar, por favor clique esquerdo do mouse para continuar";

#instruction\_screen(instructions);

## VIDEO FREE-LOOKING

#####################

#suprimimos esta parte por enquanto

#timing output file

string file\_name\_txt = file\_name;

file\_name\_txt.append ( "\_FL\_timing.txt");

fExpRes.open( "output\\" + file\_name\_txt );

fExpRes.print( "T-Start\tT-End\tVideo\n");

#input\_file\_name = "originals\\originals\_list\_v.txt";

#loadvideos\_in\_order(input\_file\_name, 1);

#loop

#term.print\_line("Entre al loop");

#int j = 1;

#string vfn;

#int nVid = VideoNames[1].count();

#until j > nVid

#begin

# vfn = VideoNames[1][j];

# term.print\_line(vfn);

#showVideo(vfn);

# fExpRes.print( vfn ); fExpRes.print("\n");

# j = j+1;

#end;

fExpRes.close();

## TRAINING

###################

#Part 1: show videos with impairments, no scoring

instructions = "(1) SESSÃO DE APRESENTAÇÃO\n\n\n" +

"Este estudo tem como objetivo medir os valores de qualidade percebidos\n"+

"por observadores humanos. Não estamos interessados no conteúdo\n"+

"dos vídeos apresentados, mas apenas na sua qualidade. \n"+

" \n\n\n\nClique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

instructions = "(1) SESSÃO DE APRESENTAÇÃO\n\n\n" +

"Para você ter uma idea de como avaliar a qualidade, vou apresentar\n" +

"uma série de vídeos. A série inclui dois conjuntos de vídeos diferentes.\n" +

"Cada conjunto está formado por cinco sequências , a sequência original e quatro degradações dela.\n"+

"Estas sequências serão apresentados em ordem de qualidade decrescente, de maior para menor.\n"+

" \n\n\n\nClique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

# Playing high quality videos

file\_name\_txt = file\_name;

file\_name\_txt.append ( "\_training\_ORG\_timing.txt");

fExpRes.open( "output\\" + file\_name\_txt );

fExpRes.print( "T-Start\tT-End\tVideo\n");

input\_file\_name = "presentation\\session1\_list\_v.txt";

loadvideos\_in\_order(input\_file\_name, 1);

term.print\_line("presentation\\session1\_list\_v.txt Primeiro vídeo");

loop

int j = 1;

string vfn;

int nVid = VideoNames[1].count();

until j > nVid

begin

vfn = VideoNames[1][j];

#mostra videos

term.print\_line(vfn);

####################

#showVideo(vfn);

fExpRes.print( vfn ); fExpRes.print("\n");

j = j+1;

end;

fExpRes.close();

instructions = "(1) SESSÃO DE APRESENTAÇÃO\n\n\n" +

"Você percebeu as diferenças? \n"+

"O segundo conjunto apresenta um vídeo diferente com degradações similares.\n"+

"A ideia é você perceber o intervalo de qualidade que você vai encontrar\n" +

"neste experimento.\n\n\n"+

"\n\n\n Clique no botão esquerdo do mouse para assistir os vídeos degradados.";

instruction\_screen(instructions);

file\_name\_txt = file\_name;

file\_name\_txt.append ( "\_training\_FL\_timing.txt");

fExpRes.open( "output\\" + file\_name\_txt );

fExpRes.print( "T-Start\tT-End\tVideo\n");

input\_file\_name = "presentation\\session2\_list\_v.txt";

loadvideos\_in\_order(input\_file\_name, 1);

term.print\_line("presentation\\session2\_list\_v.txt Segundo vídeo");

loop

int j = 1;

string vfn;

int nVid = VideoNames[1].count();

until j > nVid

begin

vfn = VideoNames[1][j];

#mostra videos

term.print\_line(vfn);

#####################

#showVideo(vfn);

fExpRes.print( vfn ); fExpRes.print("\n");

j = j+1;

end;

fExpRes.close();

instructions = "(1) SESSÃO DE APRESENTAÇÃO\n\n\n" +

"Você percebeu as diferenças? \n\n"+

"Lembre que os vídeos com qualidade máxima\n"+

"correspondem a um valor de 10.\n\n"+

"Se o vídeo tem uma qualidade equivalente é mitade da\n"+

"qualidade do vídeo original, este vídeo tem valor 5; se \n"+

"tem qualidade 1/10th em relação ao vídeo original, tem valor 1; etc.\n" +

"\n\n\n Clique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

#Part 2:scoring training

instructions = "(2) SESSÃO DE TREINAMENTO \n\n\n" +

"Antes de começar a sessão experimental, realizaremos uma sessão de treinamento \n"+

"para ter certeza que você entendeu as tarefas do experimento. As tarefas a serem realizadas\n"+

"nesta sessão serão as mesmas realizadas no experimento principal.\n"+

"As respostas nesta sessão não serão gravadas, logo não se preocupe se você cometer algum erro.\n"+

"Se você tiver alguma dúvida durante a sessão, sinta-se à vontade em fazé-la\n\n"+

"\n\n\n Clique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

instructions = "(2) SESSÃO DE TREINAMENTO \n\n\n" +

"A cada sessão, dois vídeos de teste com duração 8 segundos são apresentados. Cada vídeo \n"+

"é reproduzido apenas uma vez. Após a sua apresentação, duas escalas aparecerão na tela, com numeração \n"+

"entre 0 e 10, representado os possíveis níveis de qualidade de cada vídeo.\n"+

"\n\n\n Clique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

instructions = "(2) SESSÃO DE TREINAMENTO \n\n\n" +

"Após assistir aos vídeos, escolha um número para a qualidade do primeiro vídeo clicando na 1a. escala com \n"+

"o botão ESQUERDO do mouse. Em seguida, escolha um número para a qualidade do segundo vídeo clicando na 2a. escala \n" +

"o botão ESQUERDO do mouse.\n"+

"Não pense muito na sua resposta. Queremos a sua impressão inicial\n"+

"acerca da qualidade do vídeo (imagem).\n"+

"\n\n\n Clique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

#instructions = "(3) PROVAS PRÁTICAS \n\n\n" +

# "You will be asked to estimate the strength of defects or\n"+

# "impairments in the video. The defects can be found in any \n"+

# "region of video and at any time during the clip.\n"+

# "\n\n\n Left-click to continue.";

#instruction\_screen(instructions);

#instructions = "(3) PROVAS PRÁTICAS \n\n\n" +

# "After you viewed the video, You will be asked to indicate the strength of \n"+

# "the defect you saw using a scale with values ranging from 0 and 10.\n\n"+

# "You are to assign a strength value of 10 to strongest defect.\n"+

# "If the strength of a defect in the experiment is half of the \n"+

# "worst sample clip, give it a 5; if it is 1/10th as bad, give it a 1.\n"+

# "If you did not perceive any defects, call it zero.\n\n"+

# "You should enter the scores using the mouse to LEFT-click on the desired value.\n\n"+

# "\n\n\n Left-click to continue.";

#instruction\_screen(instructions);

instructions = "(2) SESSÃO DE TREINAMENTO \n\n\n" +

"Depois de selecionar sua escolha de qualidade,\n"+

"Clique no botão esquerdo do mouse para tocar o próximo vídeo.\n\n"+

"Dúvidas?\n\n"+

"\n\n\n clique no botão esquerdo do mouse para começar a SESSÃO DE TREINAMENTO.";

instruction\_screen(instructions);

# not used anymore

#int main\_menu\_choice = menu(main\_menu\_options, "Did you perceive any impairments or defects in the video?");

#score\_video();

#Loading referencial videos first

input\_file\_name = "training\\originals\_practicetest\_list\_v.txt";

load\_original\_videos(input\_file\_name, 1);

###########################################################

file\_name\_txt = file\_name;

file\_name\_txt.append ( "\_training\_scores.txt");

fExpRes.open( "output\\" + file\_name\_txt );

fExpRes.print( "T-Start\tT-End\tVideo\tStrength Score\n");

input\_file\_name = "training\\training\_list\_v.txt";

loadvideos(input\_file\_name, 1);

term.print\_line("training\\originals\_practicetest\_list\_v.txt e training\\training\_list\_v.txt Sessao dois");

loop

int j = 1;

string vfn;

int nVid = VideoNames[1].count();

array <int> t\_score[2];

int turn;

until j > nVid

begin

#current video

vfn = VideoNames[1][j];

#gets the original video from the vfn video

namevo=get\_original(vfn);

term.print\_line("El video original" + namevo);

term.print\_line("El video degradado" + vfn);

turn=random(1,2);#escolhe quem vai ser primeiro

if (turn==1) then

#showVideo(namevo);#original primeiro

fExpRes.print( namevo );

fExpRes.print("\n");

#showVideo(vfn);

t\_score = score\_video();

fExpRes.print( vfn );

fExpRes.print("\t");

fExpRes.print(t\_score[1]);

fExpRes.print("\t");

fExpRes.print(t\_score[2]);

fExpRes.print("\n");

elseif (turn==2) then

#showVideo(vfn);#degradado primeiro

fExpRes.print( vfn );

fExpRes.print("\n");

#showVideo(namevo);

t\_score = score\_video();

fExpRes.print( namevo );

fExpRes.print("\t");

fExpRes.print(t\_score[1]);

fExpRes.print("\t");

fExpRes.print(t\_score[2]);

fExpRes.print("\n");

end;

j = j+1;

end;

fExpRes.close();

#####################

## MAIN EXPERIMENT ##

#####################

instructions = "(3) SESSÃO PRINCIPAL \n\n\n" +

"Agora, iniciaremos a sessão principal. Se, em algum\n"+

"momento do experimento, você precisar de uma pausa ou, ainda,\n"+

"se estiver confuso sobre a tarefa a ser realizada, por favor me informe.\n\n"+

"Como não podemos parar a reprodução dos vídeos ou retornar para corrigir dados\n"+

"anteriores, peço que espere a completa reprodução do vídeo e me avise \n"+

"na fase de avaliação da qualidade, esperando para apertar o botão de continuar. \n"+

"O experimento tem uma duração de xx minutos, caso você não realize pausas.\n"+

"\n\n\n Clique no botão esquerdo do mouse para continuar.";

instruction\_screen(instructions);

instructions = "(3) SESSÃO PRINCIPAL -- PARTE I \n\n\n" +

"Mais alguma dúvida?\n\n"+

"\n\n\n Clique no botão esquerdo do mouse para continuar (PARTE I).";

instruction\_screen(instructions);

#instructions = "Now the experiment starts\n\nHalfway your task you will be allowed to take a small break and rest your eyes\n\n\n\nLeft-click to continue";

#instruction\_screen(instructions);

#Loading referencial videos first

input\_file\_name = "maintest\\originals\_maintest\_list\_v.txt";

load\_original\_videos(input\_file\_name, 1);

###########################################################

file\_name\_txt = file\_name;

file\_name\_txt.append ( "\_S1.txt");

fExpRes.open( "output\\" + file\_name\_txt );

fExpRes.print( "T-Start\tT-End\tVideo\t\Strength Score\n");

input\_file\_name = "maintest\\video\_list\_v.txt";

loadvideos(input\_file\_name, 2);

term.print\_line("maintest\\originals\_maintest\_list\_v.txt e maintest\\video\_list\_v.txt Main test 1");

loop

int j = 1;

string vfn;

int nVid = VideoNames[1].count();

array <int> t\_score[2];

int turn;

until j > nVid

begin

#current video

vfn = VideoNames[1][j];

#gets the original video from the vfn video

namevo=get\_original(vfn);

term.print\_line("El video original" + namevo);

term.print\_line("El video degradado" + vfn);

turn=random(1,2);#escolhe quem vai ser primeiro

if (turn==1) then

#showVideo(namevo);#original primeiro

fExpRes.print( namevo );

fExpRes.print("\n");

#showVideo(vfn);

t\_score = score\_video();

fExpRes.print( vfn );

fExpRes.print("\t");

fExpRes.print(t\_score[1]);

fExpRes.print("\t");

fExpRes.print(t\_score[2]);

fExpRes.print("\n");

elseif (turn==2) then

#showVideo(vfn);#degradado primeiro

fExpRes.print( vfn );

fExpRes.print("\n");

#showVideo(namevo);

t\_score = score\_video();

fExpRes.print( namevo );

fExpRes.print("\t");

fExpRes.print(t\_score[1]);

fExpRes.print("\t");

fExpRes.print(t\_score[2]);

fExpRes.print("\n");

end;

j = j+1;

end;

fExpRes.close();

###Tracker comment out####

# tracker.set\_recording( false );

# tracker.send\_command( cmd\_et\_sav + "roi\_exp\_01\\" + idf );

# tracker.stop\_tracking();

###

instructions = "\n\n\nEste é o final da primeira parte do teste.\n"+

"\n\n\nPor favor, clique no botão esquerdo do mouse para continuar com o teste (Parte II). \n";

instruction\_screen(instructions);

file\_name\_txt = file\_name;

file\_name\_txt.append ( "\_S2.txt");

fExpRes.open( "output\\" + file\_name\_txt );

fExpRes.print( "T-Start\tT-End\tVideo\tStrength Score\n");

################

# Part 2

#################

#instructions = "(1) CALIBRATION SESSION -- PART II\n\n\n" +

# "You are now going to perform the calibration session again.\n"+

# "Please, wait for a few seconds while the experimenter adjusts the system.\n\n" +

# "When the system is ready, the experimenter will ask you to continue.\n\n" +

# " \n\n\n\nLeft-click to continue";

#instruction\_screen(instructions);

#instructions = "(1) CALIBRATION SESSION -- PART II \n\n\n" +

# "You're now going to see a series of small black SQUARES on the screen.\n\n"+

# "At each screen, one black square will appear at a different position.\n\n" +

# "Please, keep your eyes fixated on each of these squares.\n"+

# "\n\n\n\nLeft-click to continue";

#instruction\_screen(instructions);

#instructions = "(1) CALIBRATION FOR PART II \n\n\n" +

# "You are now going to perform the calibration session again.

#\n\n Please keep your eyes fixed on the small black square\n\n\n\nLeft-click to continue";

#instruction\_screen(instructions);

## ##Tracker comment out####

# tracker.start\_tracking();

# cal = "cal.bmp";

# idf = file\_name + "S2.idf";

# calibration();

# tracker.send\_command( "ET\_CLR" );

# tracker.set\_recording( true );

start\_time = clock.time();

###

#instructions = "Obrigado!\n\n The calibration is now complete.\n\n"+

# "Left-click to start the Part II of the experiment."+

# "\n\n\n\n Left-click to continue";

#instruction\_screen(instructions);

term.print\_line("Main test 2");

loop

int j = 1;

string vfn;

int nVid = VideoNames[2].count();

#term.print\_line(nVid);

array <int> t\_score[2];

int turn;

until j > nVid

begin

#current video

vfn = VideoNames[2][j];

#gets the original video from the vfn video

namevo=get\_original(vfn);

term.print\_line("El video original" + namevo);

term.print\_line("El video degradado" + vfn);

turn=random(1,2);#escolhe quem vai ser primeiro

if (turn==1) then

#showVideo(namevo);#original primeiro

fExpRes.print( namevo );

fExpRes.print("\n");

#showVideo(vfn);

t\_score = score\_video();

fExpRes.print( vfn );

fExpRes.print("\t");

fExpRes.print(t\_score[1]);

fExpRes.print("\t");

fExpRes.print(t\_score[2]);

fExpRes.print("\n");

elseif (turn==2) then

#showVideo(vfn);#degradado primeiro

fExpRes.print( vfn );

fExpRes.print("\n");

#showVideo(namevo);

t\_score = score\_video();

fExpRes.print( namevo );

fExpRes.print("\t");

fExpRes.print(t\_score[1]);

fExpRes.print("\t");

fExpRes.print(t\_score[2]);

fExpRes.print("\n");

end;

j = j+1;

end;

newFileList.open("maintest\\video\_list\_v.txt");

loop

int i = 1;

int ll = VideoNames[1].count();

string vfn;

until i >ll

begin

vfn = VideoNames[1][i];

#term.print\_line(vfn);

newFileList.print(vfn);

newFileList.print("\n");

i = i+1;

end;

loop

int i = 1;

int ll = VideoNames[2].count();

string vfn;

until i > ll

begin

vfn = VideoNames[2][i];

newFileList.print(vfn);

newFileList.print("\n");

i = i+1;

end;

fExpRes.close();

newFileList.close();

instructions = "Este é o final do teste.\n\n\n\n\n Obrigado(a) pela participação!";

instruction\_screen(instructions);

###Tracker comment out####

# tracker.set\_recording( false );

# tracker.send\_command( cmd\_et\_sav + "roi\_exp\_01\\" + idf );

# tracker.stop\_tracking();

###