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();

 ###