1.	Record Nr.	UNINA9910149377103321
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	Titolo	Python for experimental psychologists / / Edwin S. Dalmaijer
	Pubbl/distr/stampa	London ; ; New York, N.Y. : , : Routledge, , 2017
	ISBN	9781315616933 1315616939 9781317206439 1317206436 9781317206446 1317206444
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (232 pages) : illustrations, tables
	Disciplina	150.285/5133
	Soggetti	Psychology, Experimental - Data processing Psychology, Experimental - Research - Computer programs Python (Computer program language)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	1. Python -- 2. Variable types -- 3. Creating and presenting stimuli -- 4. Processing responses -- 5. Scripting an experiment -- 6. Analysing behavioural data -- 7. Analysing traces -- 8. Eye tracking -- 9. Getting help.
	Sommario/riassunto	Programming is an important part of experimental psychology and cognitive neuroscience, and Python is an ideal language for novices. It sports a very readable syntax, intuitive variable management, and a very large body of functionality that ranges from simple arithmetic to complex computing. Python for Experimental Psychologists provides researchers without prior programming experience with the knowledge they need to independently script experiments and analyses in Python. The skills it offers include: how to display stimuli on a computer screen; how to get input from peripherals (e.g. keyboard, mouse) and specialised equipment (e.g. eye trackers); how to log data; and how to control timing. In addition, it shows readers the basic principles of data analysis applied to behavioural data, and the more advanced

techniques required to analyse trace data (e.g. pupil size) and gaze data. Written informally and accessibly, the book deliberately focuses on the parts of Python that are relevant to experimental psychologists and cognitive neuroscientists. It is also supported by a companion website where you will find colour versions of the figures, along with example stimuli, datasets and scripts, and a portable Windows installation of Python.