

For Perp:

Boost:

Welcome screen:

<h1> Learning a Visual Class </h1>

<div id="description" class="description">

Please read these instructions carefully:

<p> The aim of this study is to see how well people can learn visual concept classes. In this task, you will be shown images like the following:

<center></center>

<p>For each image, your task is to determine whether the image is class A or class B.

<p> The examples have noise, i.e. some of the class labels you are given will be wrong, though most labels will be correct. Use your judgement and try to get as many correct as possible. It is NOT possible to have 100% accuracy on this task.

<p> You may find it useful to focus on ONE feature of the data, learn a simple rule for that feature and try and get as many examples correct as possible according to that rule.

<p> Go slowly and take your time with each example. A 1-second delay has been put after every example to ensure this.

<p> This experiment will take 10 minutes. If you encounter any problems, please leave feedback at the Mechanical Turk Page or send a mail to the webmaster at xxx[AT]cs[DOT]xxx[DOT]edu. You may opt out of the experiment at any time by closing the window and returning the HIT. <p align="center"> Click the button to start.</p></div>

<p><button onclick='showdiv("#trainstart");'>Start</button>

Training phase

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will be shown images and you will choose a class for each image. The program will tell you if your choice was correct.

<p>Initially, you will just be guessing. After a few examples you will learn to distinguish between the concept classes. Try to get as many right as possible.

<p>The page will scroll automatically. Old examples will not be removed from the screen. You may scroll and look at the examples again.

<p>Click the button to start. You will be shown 20 examples.</div><p><button onclick='showdiv("#traininstance0");'>Continue</button>

Testing phase

<h1> Testing Phase </h1>

<div id="descriptiontest" class="description1">

<p>Before you begin the test phase, write down a decision rule that distinguishes class A from class B.

<p> Every participant is given different training examples.Make sure your rule works on YOUR training examples. You can scroll up to see the training examples again.

<p> Write down the rule in a notepad (on paper or on your computer or on online notepad). You will be entering this rule on the Mechanical Turk form.

<p>When you are ready, click the button to start. You will use the decision rule to label 90 examples.</div>

<p><button onclick='setTestMode();showdiv("#testinstance0");'>Continue</button>

Learnstages:

Welcome screen:

<h1> Learning a Visual Class </h1>

<div id="description" class="description">

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<p> Go slowly and take your time with each example. A 1-second delay has been put after every example to ensure this.

<p>The experiment will be done in 5 rounds each having two phases, the Training Phase and the Testing Phase. You are expected to learn a decision rule in the training phase and apply it to new examples in the Testing Phase. The classes are the same in all phases.

<p>Initially, you will just be guessing. After a few examples you will learn to distinguish between the concept classes. Try to get as many right as possible.

<p>The page will scroll automatically. Old examples will not be removed from the screen. You may scroll and look at these examples again.

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<p><button onclick='showdiv("#trainstart");'>Start</button>

Training phase

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will now be shown images and you will choose a class for each example. The program will tell you if you were correct.

<p>Click the button to start. You will be shown 5 examples.</div><p><button onclick='showdiv(\"#traininstance0\");'>Continue</button>

Testing phase

<h1> Testing Phase </h1>

<div id="descriptiontest" class="description1">

You will not be given feedback. Use the rule you have learnt to label the following examples. You may scroll up to look at the examples again.

<p>Click the button to start

<p><button onclick='setTestMode();showdiv(\"#testinstance0\");'>Continue</button>

Implicit

Welcome screen:

<h1> Learning a Visual Class </h1>

<div id="description" class="description">

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<p> Go slowly and take your time with each example. A 1-second delay has been put after every example to ensure this.

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</div>

<p><button onclick='showdiv("#trainstart");'>Start</button>

Training phase

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will be shown images and you will choose a class for each example. The program will tell you if you were correct.

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<p>The page will scroll automatically. Old examples will not be removed from the screen. You may scroll and look at these examples again.

<p>Click the button to start. You will be shown 5 examples.</div><p><button onclick='showdiv(\"#traininstance0\");'>Continue</button>

For Gabor:

Boost:

Welcome screen:

<h1> Learning a Visual Class </h1>

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Please read these instructions carefully:

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<p>For each image, your task is to determine whether the image is class A or class B.

<p> It is possible to have 100% accuracy on this task.

<p> You may find it useful to focus on ONE feature of the data, learn a simple rule for that feature and try and get as many examples correct as possible according to that rule.

<p> Go slowly and take your time with each example. A 1-second delay has been put after every example to ensure this.

<p>The experiment will be done in two phases, the Training Phase and the Testing Phase. You are expected to learn a decision rule in the training phase and apply it to new examples in the Testing Phase.

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Training phase

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will be shown images and you will choose a class for each image. The program will tell you if your choice was correct.

Initially, you will just be guessing. After a few examples you will learn to distinguish between the concept classes. Try to get as many right as possible.

The page will scroll automatically. Old examples will not be removed from the screen. You may scroll and look at the examples again.

Click the button to start. You will be shown **5** examples.

Testing phase

Testing Phase

<p>

Before you begin the test phase, **write down a decision rule** that distinguishes class A from class B. Every participant is given different training examples. **Make sure your rule works on YOUR training examples**. You can scroll up to see the training examples again.

Write down the rule in a notepad (on paper or on your computer or on <http://shrib.com/> target="_blank"> online notepad). **You will be entering this rule on the Mechanical Turk form**.

When you are ready, click the button to start. You will use the decision rule to label **90** examples.

Learnstages:

Welcome screen:

Learning a Visual Class

<p>

Please read these instructions carefully:

The aim of this study is to see how well people can learn visual concept classes. In this task, you will be shown images like the following:



For each image, your task is to determine whether the image is **class A** or **class B**.

It is possible to have 100% accuracy on this task.

Go slowly and take your time with each example. A 1-second delay has been put after every example to ensure this.

The experiment will be done in 5 rounds each having two phases, the **Training Phase** and the **Testing Phase**. You are expected to learn a decision rule in the training phase and apply it to new examples in the Testing Phase. The classes are the same in all phases.

<p>Initially, you will just be guessing. After a few examples you will learn to distinguish between the concept classes. Try to get as many right as possible.

<p>The page will scroll automatically. Old examples will not be removed from the screen. You may scroll and look at these examples again.

<p> This experiment will take 20 minutes. If you encounter any problems, please leave feedback at the Mechanical Turk Page or send a mail to the webmaster at xxx[AT]cs[DOT]xxx[DOT]edu. You may opt out of the experiment at any time by closing the window and returning the HIT. <p align="center"> Click the button to start.</p></div>

<p><button onclick='showdiv("#trainstart");'>Start</button>

Training phase

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will now be shown images and you will choose a class for each example. The program will tell you if you were correct.

<p>Click the button to start. You will be shown 5 examples.</div><p><button onclick='showdiv("#traininstance0");'>Continue</button>

Testing phase

<h1> Testing Phase </h1>

<div id="descriptiontest" class="description1">

You will not be given feedback. Use the rule you have learnt to label the following examples. You may scroll up to look at the examples again

</div>

<p>Click the button to start

<p><button onclick='setTestMode();showdiv("#testinstance0");'>Continue</button>

Implicit

Welcome screen:

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<p><button onclick='showdiv("#trainstart");'>Start</button>

Training phase

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will be shown images and you will choose a class for each example. The program will tell you if you were correct.

<p>Initially, you will just be guessing. After a few examples you will learn to distinguish between the concept classes. Try to get as many right as possible.

<p>The page will scroll automatically. Old examples will not be removed from the screen. You may scroll and look at these examples again.

<p>Click the button to start. You will be shown 5 examples.</div><p><button onclick='showdiv("#traininstance0");'>Continue</button>

For Boostext:

Welcome

<h1> Learn to categorize reviews</h1>

<div id="description" class="description">

<p> The aim of this experiment is to see how well humans can learn to categorize reviews. In this task, you will be shown sentences like the following:

<center>"""+testtext+"""</center>

<p>Each sentence is a hotel review. For each sentence, your task is to determine whether the review is class A or class B.

<p> You may find it useful to focus on ONE feature of the sentence. For example, use of adjectives, adverbs, use of personal pronouns, amount of detail or any other such features. Learn a simple rule and try and get as many examples correct as possible according to that rule. Ensure that the rule you learn works on the data provided.

<p>Go slowly and take your time with each example. A 1-second delay has been put after every example to ensure this.

<p>The experiment will be done in two phases, the Training Phase and the Testing Phase. You are expected to learn a decision rule in the training phase and apply it to new examples in the Testing Phase.

<p> This task will take around 20 minutes. If you encounter any problems or have any suggestions, please leave feedback at the Mechanical Turk Page or send a mail to the webmaster at xxx[AT]cs[DOT]xxx[DOT]edu. Click the button to start. You can opt out of the task at any time by closing this browser window and returning the HIT.

</div>

<p><button onclick='showdiv("#trainstart");'>Start</button>

training

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will now be shown reviews. You will choose a class for each review by clicking on the button for that class. You will be told whether you were correct.

<p>Initially, you will just be guessing. After a few examples you will learn to distinguish between the classes. Try to get as many right as possible.

<p>The page will scroll automatically. Seen examples will not be removed from the screen. You may scroll up to see the examples again. Take your time with each example.

<p>Click the button to start. You will be shown 10 examples.

</div><p><button onclick='showdiv("#traininstance0");'>Continue</button>

testing

<h1> Testing Phase </h1>

<div id="descriptiontest" class="description1">

<p>Before you begin the test phase, write down a decision rule that distinguishes class A from class B. <p>Every participant is given different training examples.Make sure your rule works on YOUR training examples. You can scroll up to see the training examples again.

<p> Write down the rule in a notepad (on paper or on your computer or ononline notepad). You will be entering this rule on the Mechanical Turk form.

<p>When you are ready, click the button to start. You will use the decision rule to label 90 examples.</div>

<p><button onclick='setTestMode();showdiv("#testinstance0");'>Continue</button>

Learnstages:

Welcome

<h1> Learn to categorize reviews</h1>

<div id="description" class="description">

<p> The aim of this experiment is to see how well humans can learn to categorize reviews. In this task, you will be shown sentences like the following:

<center>""+testtext+""</center>

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<p> You may find it useful to focus on ONE feature of the sentence. For example, use of adjectives, adverbs, use of personal pronouns, amount of detail or any other such features. Learn a simple rule and try and get as many examples correct as possible according to that rule. Ensure that the rule you learn works on the data provided.

<p>Go slowly and take your time with each example. A 1-second delay has been put after every example to ensure this.

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<p>Initially, you will just be guessing. After a few examples you will learn to distinguish between the classes. Try to get as many right as possible.

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<p> This task will take around 20 minutes. If you encounter any problems or have any suggestions, please leave feedback at the Mechanical Turk Page or send a mail to the webmaster at xxx[AT]cs[DOT]xxx[DOT]edu. Click the button to start. You can opt out of the task at any time by closing this browser window and returning the HIT.

</div>

<p><button onclick='showdiv("#trainstart");'>Start</button>

training

<h1> Training Phase </h1>

<div id="descriptiontrain" class="description1">

You will now be shown reviews. You will choose a class for each review by clicking on the button for that class. You will be told whether you were correct.

<p>Click the button to start. You will be shown 10 examples.

</div><p><button onclick='showdiv("#traininstance0");'>Continue</button>

testing

<h1> Testing Phase </h1>

<div id="descriptiontest" class="description1">

You will not be given feedback. Use the rule you have learnt to label the following examples. You may scroll up to look at the examples again

<p>Click the button to start. You will be shown 40 examples.

<p><button onclick='setTestMode();showdiv("#testinstance0");'>Continue</button>

Implicit:

Welcome

<h1> Learn to categorize reviews</h1>

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<p><button onclick='showdiv("#trainstart");'>Start</button>

training

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<div id="descriptiontrain" class="description1">

You will now be shown reviews. You will choose a class for each review by clicking on the button for that class. You will be told whether you were correct.

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testing

<h1> Testing Phase </h1>

<div id="descriptiontest" class="description1">

<p>Before you begin the test phase, write down a decision rule that distinguishes class A from class B. <p>Test your rule on the training examples above and make sure it works on <u>as many examples as possible</u>. You can scroll up to see the training examples again.

<p> Write down the rule in a notepad (on paper or on your computer or ononline notepad). You will be entering this rule on the Mechanical Turk form.

<p>When you are ready, click the button to start. You will use the decision rule to label 90 examples.</div>

<p><button onclick='setTestMode();showdiv("#testinstance0");'>Continue</button>