

## Experimenter instruction

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1. ~~Play a brown noise.~~ Press **“Set”**, **“Start”**, consequently.
  - Start logging without assign name on it.
  - Check the participant can hear the tone and noise, **“can you CLEARLY hear the tone?”**
  - If all goes well, press **“Stop”**
  - Input the participant ID.
2. Baseline measurement (first physical, second touch)
  - Press **“Baseline”** button
  - Press **“Next”** button for starting a trial
  - **“Close your eyes, follow the rhythm, and press the button AS LIKE YOU ARE GENERATING THE TONE”**
  - measure twice, once for physical and once for touch.
3. Set the condition
  - **Select the condition** from the ComboBox.
  - Practice session (press **“practice”** button)
  - **“Try to press a button DURING the tone, not earlier nor later.”**
  - **“Successful trial will flash the light”**
  - **“Try to success as many as possible.”**
  - **“Try to adjust the button press timing during the practice sessions.”**
  - **“If you lose a rhythm, you may pause and restart tapping. But, please do continuously as far as you can.”**
  - **“Press NEXT to start a trial. You can take a short break between trials.”**
  - Press **“test”** button to load the conditions after the practice.

4. Set to next condition and repeat above. (4 conditions in total)
5. Do **baseline measurement** once again.
6. Collect the demographic information
7. End of an experiment.