

Experimenter instruction

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.