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Building online experiments with OSWeb

Session 6

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[@smathot](https://github.com/smathot)



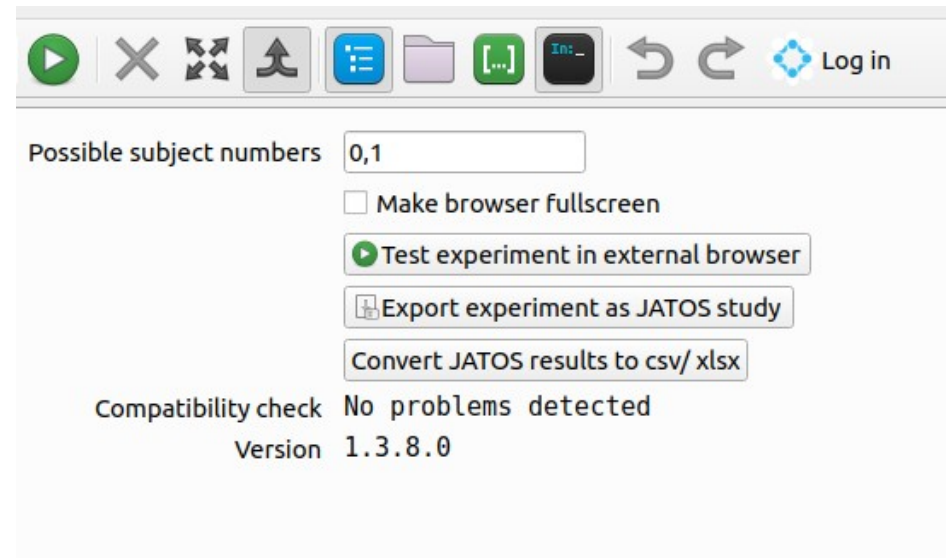
[@cogscinl](https://twitter.com/cogscinl)



[sebastiaanmathot](https://youtube.com/sebastiaanmathot)

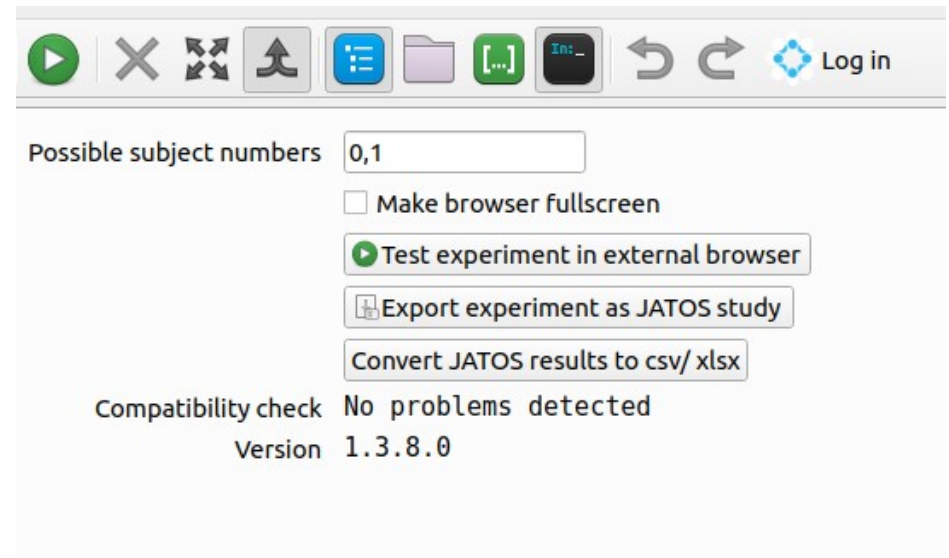


- A JavaScript implementation of the OpenSesame runtime
- You can directly run your experiment in a browser
 - For testing purposes only!
- Tomorrow (Session 8), we'll see how you can upload and distribute your experiment
 - Using JATOS






- Supports a subset of functionality
- Built-in compatibility check
 - Useful but incomplete!
- A list of supported functionality on the documentation site





JavaScript



- JavaScript is the language of the web
- Inline JavaScript is supported
- But more limited than inline Python script

 **process_number_input** – inline javascript
Executes JavaScript code (ECMA 5.1)


 Prepare  Run

```
1 console.log(vars.response)
2 if (vars.response in [0, 1, 2, 3, 4, 5, 6, 7
3     vars.sona_id += vars.response.toString()
4 } else if (vars.response === 'backspace') {
5     vars.sona_id = vars.sona_id .toString()
6 }
7 |
```

JavaScript



- The **vars** object provides access to experimental variables
 - No Canvas objects, etc.
- The workspace is not shared between scripts
 - You need to redefine functions each time
- All of this applies to OSWeb 1.3.X
 - We're working on it!

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Hands-on sessions



- First I'll show some basic JavaScript in OpenSesame
- Then we'll tweak our WCST task to work on the web!
 - <https://osdoc.cogsci.nl/3.3/tutorials/wcst/>

